

IT'S GOLD!

Lucasarts on the art and science of entertainment

WORKING IN THIS TOY FACTORY HAS ITS UPS AND DOWNS.

Tired of the same-old 9 to 5? Then it's time to punch in for the Night Shift™ at Industrial Might and Logic. And take control of the wackiest, wildest, toy-making machine you've ever imagined.

Here's your chance to punch out Darth Vader.™

Or Luke Skywalker,™ Indiana Jones,™ even Zak McKracken,™ miniaturized dolls of your favorite Lucasfilm characters. But make sure you get their heads screwed on right. Or this might be your last day on the job.

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IT'S GOLD!

AVAILABLE ON:
CD-ROM/1.25,
Amiga,
Commodore & Disk,
Spectrum Cassettes,
Atari ST, Amiga &
PC & Compatibles



- Reveal industrial secrets by becoming invisible!
- Use every possible option and your wits to avoid those pesky quality control guys!
- A game of hide, seek and hide!
- Use strategy and 7 possible alternate quality control, because you'll never make mistakes.
- And see us do it all on our make a banjo, and go home.

The only reviews worth reading are in CF...
... And it ain't been reviewed, until it's been

POWERTESTED!

24 You've got heard it to Audiogenic, they certainly know how to put their finger on the weird coin-up conventional Skill. It gets the thumbs-up from CF, so give them a clap!

AUDIOGENIC

EXTERMINATOR



Your chance to discover the after hours secrets of Lucasfilm's production line. 'Mommy, where DO Ewoks come from?'

**LUCASFILM
US GOLD**

ACTIVISION

DRAGON BREED

Tired of spaceships and lasers,roids and missiles? Then let your steel be of dragon breed. Activision strikes gold once more with this polished fantasy shoot 'em up.

**COWABUNGA
DUDES!**



GREMLIN

SUPER CARS 62

Gremlin's long-awaited scariest 'W' scroll appears, and immediately shifts into it's A Center gear!



NIGHT SHIFT

Pat, Don, Lee and... et... the other one finally hurls their half-shells onto the C64. CF tells you if its cowbungs or a pizza pop...

**KOWAKI/
IMAGE WORKS**

TEENAGE MUTANT HERO TURTLES



PLUS

30 EDD THE DUCK

Frapp, wapp, wapp! Eddford is a hot waddler ready to go wherever you'll be in the speed the stars and stripes. Take a look around the C64 shelves in this release from our latest imports.

48 E-SWAT

Here it is! Meet the human equivalent of forces in a full shell. Without possessing the best of both worlds you're in a power test of high-techness amount.

60 NARC

From a toppling action strategy to a drug busting strategy, but CF just says 'no' (that, really).

72 S.T.U.N. RUNNER

How can you update the classic Topgun-look-up into a CMT Bomber trial - but still keep it relevant? Why not look to page 71 and see...

83 TREVOR BROOKING'S WORLD CUP GLORY

From the 1988 Olympics on the beaches, while you burn over the goal down the drain.

86 UN SQUADRON

CF finally gets it past on the Capcom conversion just to prove that you shouldn't believe everything you see in other magazines.

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Compendare! Compendare Format is roughly thrown together by Future Publishing, the same company that brings you Bridge Format, BT Format, Your Stripes, Amimed Action, Rage Power, New Computer Express, PC Plus, 8000 Plus, Mac Publishing, Classic CD and the story continues. **© FUTURE PUBLISHING 1991**

Future
PUBLISHERS

GREMLIN GO FOR QUEST



The quest is on to convert the best-selling non-PC game of 1992 to 16-bit format

The hugely mega Heroquest game released last Christmas by Milton Bradley is being turned into a computer game by Gremlin Graphics. In the board game one player sets up a dungeon layout on the board and controls all the monsters - miniature figures designed by Citadel - while up to four other players go on a quest in that dungeon. Fourteen ready to play dungeons are included and players can make up others of their own (two expansion packs, each containing ten dungeons, were designed by our own SM). The game is ideal material for a computer. Whether you'll be able to link the computer and the board game isn't yet known but it would be a stonking idea. Roll on Easter!

ONES THAT GOT AWAY



Gremlin 2 - People will play it but will they remember the movie it's based on?

At the top of the Christmas list into your living rooms. There was no problem getting hold of them in the high street. They were all over the shop (if you see what I mean). But what about games? Sadly, several publishers failed to get their acts together by Christmas and many of the eagerly awaited games didn't make it into the shops before they all pulled down the shutters on Christmas Eve. A moment's silence please for Ocean's Total Recall!

(forget where that got to), US Gold's Line of Fire (missed), Disney's Dick Tracy (auto-measured everybody) Lotus Challenge '93, Biggie! Turbo Challenge '93, Gremlin (Jaws down) and Gremlin 2 (Elio couldn't control the little trouble maker).

Building several agents left out in the cold this Christmas. What do you think about a product which is advertised months before it's ready?

Biggie! Turbo Challenge '93, Gremlin (Jaws down) and Gremlin 2 (Elio couldn't control the little trouble maker).



SNIPPETS

TIME 1-4-94



Pang, the game in which you travel the world, picks up a well deserved international award

French games mag Tilt has recently had its annual awards ceremony for software of the year, 1993. Lotus Turbo Esprit Challenge won Best Rally Game (not a difficult control really), Best Arcade Conversion was Pang and SNV was voted Most Promising Game (that is, they gave an award for the best promise they'd seen).



James Bond, the spilly Amiga game from Millennium is being converted to the CDi. In the aquatic arcade adventure, Bond has twelve missions to complete, from A View To A Kill to Flashing. Basically, there are a lot of fishy jokes coming your way soon. Oh, Dad...

In a recent poll of 90 independent retail stores, Furber was top game this Christmas. Ocean was voted best publisher and Commodore best manufacturer.

Ocean are already thinking ahead for the release of Robocop II: Work has begun on the film in the US and the game is said to be at a 'very early design stage'.

New cartridges to look out for early in the new year (apart from the ones mentioned in 'The Ones That Got Away') include Ballistics, Glimpse II, STEL Runner and Last Ninja II.

THE CHARTS

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 SOFTWARE

FULL PRICE GAMES

For weeks behind the charts this year, this Christmas, there are now new entries in the top twenty, five at least in the top ten. Back To The Future 3 finally arrives. Shadow Warriors off the top spot (and the nominations again) it might seem a number seven, but take it easy - Barbarian took off only a short absence since the last time it dominated the top ten, leaving its old brother, following, has taken a full month's holiday, but has very good competition. Polygraphed GoldenEye. Strands of five have changed enough to - meet tomorrow, again.

1	(2)	BACK TO THE FUTURE 3 Blizzard <i>CF Power Rating 95%</i>
2	(-)	GOLDEN AXE Dixie Soft <i>CF Power Rating 95%</i>
3	(-)	HOLLYWOOD COLLECTION Ocean
4	(-)	MIDNIGHT RESISTANCE Ocean <i>CF Power Rating 95%</i>
5	(-)	SUNSHIP MicroCruise
6	(11)	WHEELS OF FIRE Compilation Comix
7	(3)	SHADOW WARRIORS Ocean
8	(3)	TURRICAN Rainbow Arts
9	(-)	I.S. SUPER OFF-ROAD RACER Virgin
10	(5)	EMILYN HUGHES INTER' SOCCER Audiogenic
11	(10)	BIKE BANGBROS 3 <i>replaces</i> <i>CF Power Rating 95%</i>
12	(7)	BOBACOP Ocean
13	(-)	KICK OFF Amos
14	(3)	DIZZY COLLECTION Commodore
15	(-)	DOUBLE DRAGON 3 Virgin
16	(-)	BATMAN - THE MOVIE Ocean
17	(9)	F16 COMBAT PILOT Digital Image Works
18	(16)	WORLD OF SUPERHEROES 99 Virgin
19	(-)	SOCCER MANIA Audiogenic
20	(8)	PLATINUM COMPILATION <i>CF Power Rating 95%</i>

BUDGET GAMES

The Charts' Quattro pack is taking up the middle ground in the top ten, it's been a great month for competitors as usual, but biggest is Target Renegade keeps up eight weeks prior popularity, from 11 down, takes the position this week. But real deal comes out from ahead of the pack, being come straight in at number one last month and holding fast for another four weeks. Down at the bottom of the chart, why only Thompson's Olympic Challenge is holding on, reason being the biggest rise, down from games from last week and probably waiting for the

1	(=)	OUT RUN Puki <i>CF Power Rating 95%</i>
2	(8)	PAPER BOY Emmos
3	(2)	QUATTRO ADVENTURE Commodore
4	(12)	TARGET RENEGADE Big Topcat
5	(-)	SUPER HANG ON Big Topcat
6	(17)	QUATTRO ARCADE Commodore
7	(4)	QUATTRO COMBAT Commodore <i>CF Power Rating 95%</i>
8	(10)	QUATTRO SPORTS Commodore
9	(3)	RUN THE GAUNTLET Big Topcat
10	(5)	FANTASY WORLD DIZZY Commodore
11	(-)	BIG FOOT Commodore
12	(-)	CALIFORNIA GAMES Puki
13	(-)	WORDBERT Big Topcat
14	(-)	COMBAT SCHOOL Big Topcat
15	(9)	GUARDIAN ANGEL Commodore <i>CF Power Rating 95%</i>
16	(16)	PRO BOXING Commodore
17	(19)	SALAMANDER Big Topcat
18	(17)	BARBARIAN 3 Amos
19	(-)	D T'S OLYMPIC CHALLENGE Big Topcat
20	(5)	BASTAN Big Topcat

CHART TALK

Full price software is £5.00 and above, while budget is anything which costs £4.99 or less. Last month's placing is in brackets, (-) means it's on its way up, (=) means it's on its way down, (replaces) means it hasn't moved, and (new) is a new entry (or it has re-entered the charts, jacking things). These games lucky enough to have been reviewed by the CF team have their Power Rating next door, so you can see how it scored - and whether it deserves to be where it is!

REAL HATRED IS TIMELESS

L A S T NINJA

NINJA

Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated life sequences ever seen in the type of game.



With a massive introduction sequence, incredible detailed 3D background graphics and a more than generous helping of all-out action, Ninja 3 displays a degree of excellence never before experienced by even the most seasoned Ninja fan. Ninja 3 - A game of true proportions.



With the most realistic portrayal of Ninjas the original and original Ninjas, the original characters from the original Ninjas, the original Ninjas, always remain in control of your health and control as you the battle over again with the most breathtaking portrayal of evil Ninjas.



Actual C&D Screens

Regarded as a license within itself, the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER....

Available on Cassettes for C&D Computers
and the C&D Console.
Also for the Amiga and Master
Home Computers.

SYSTEM 3 SOFTWARE

Blenheim House, 1 Ash Hill Drive, Planer, Middlesex HA5 2AG
Telephone: 081-866 5692 Fax: 081-866 8184



VENDETTA



Build up the skills that make the difference between the average Joe and the ultimate assassin. Vendetta is a classic first-person action game that's designed for computer. The game is fun and addictive, and it's a real challenge for anyone who's a fan of action.

Your skills will improve as you play, and you'll have to face some of the toughest enemies you've ever seen.

THE VENDETTA
This game is an amazing example of what the Commodore 64 can do. It's a real challenge for anyone who's a fan of action. The game is fun and addictive, and it's a real challenge for anyone who's a fan of action.

NINJA



It's not just the skills of the Ninja that make the game so addictive. The game is a real challenge for anyone who's a fan of action. The game is fun and addictive, and it's a real challenge for anyone who's a fan of action.

REAL HAYES IN TIMES
Exciting and demanding gameplay that's a real challenge for anyone who's a fan of action. The game is fun and addictive, and it's a real challenge for anyone who's a fan of action.

HOT GAMES PLAY

THE WARTZ



UPGRADE YOUR C64 TO SYSTEM 3

A explosion cartridge format of System 3's remarkable reputation for providing outstanding original computer games. Each cartridge (MOC) of dynamic arcade action designed to make each the most.

- Will work on any C64 or C6405.
- Instant Loading.

AN AMAZING

SYSTEM 3
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Telephone: 061-866 566

FOR COOL GAMES

BRIDGE IN POWER

512K OF GAMEPLAY MEMORY

Fast-paced games played with full control under the cursor.

Take up the challenge and experience the ultimate fantasy world in your home with these highly recommended titles that are set to melt your joystick.

- Greatly enhanced graphics.
- These are the only games with an amazing 4MB of memory.

4MB OF MEMORY

WARE LIMITED
c/o Pennac Midlandsport HAS 240
Facsimile: 011-000 0505

S Y S T E M S



You are leader for 'MITH' in a fantasy world where the evil forces threaten you. You have full control over the changing good/bad levels. You can control the time, your future, and your own destiny.

Having an advantage in a fantasy world is worth a great deal of money for a real world.

THE PRESSURE

The pressure from a fantasy world is a real world. You are leader for 'MITH' in a fantasy world where the evil forces threaten you. You have full control over the changing good/bad levels. You can control the time, your future, and your own destiny.

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First of all, apologies to anyone who couldn't get last issue's *RoboCop 2* demo to load. The version we had from Ocean loaded fine (hence the screenshots) but somewhere between us, the distributors and the coverage, something spooky happened. The demo's all there, but some tape units just won't be able to cope with the fast loader. Sorry folks, we try very hard, but every once in a while the Viking God of Coverages decides to pee in your cereal bowl.

This month we ran into bad luck again. Sick Tracy is being coded in Germany for the Prunus company Titus. We managed to get a review copy of the game, but the demo just didn't turn up in time. Boo hiss.

You were also due to get Inner Space, but after much playing, head-scratching and soul-searching the Ed decided it just wasn't good enough. So it's bye-bye Inner Space folks (*Shockway Rider* it's a scrolling deal 'em up (sort of) and we thought you'd like it!)

It was really last minute stuff for the (censored) *Titus* demo, which nearly didn't appear. However, thanks to Rod Star and some serious telephoning, it arrived and jolly super it is too (apart from the fact that it only lets you play once before you have to re-load. Bo...)

Fingers crossed for some trouble free loading. Any complaints, write for The Great God of Coverages, Baginwah, Yabballa. And don't forget to embrace those insidious Gogo Pops. At least, I think they're Gogo-Pops...

It's fat, fun, packed and back. It's

POWERPACK

Enter a crystal maze, fight for your life on the pavements of the future, defeat some rampaging monsters and then shout 'Did you call my pint a puff?' before putting your fist through the monitor screen. All this and more in CF POWERPACK 5!

SHOCKWAY RIDER

HEWSON



Surprise, surprise, push in port 2

The 'Shockway' is the pavement of the future - a scrolling sidewalk with fast lanes! Your aim is

a shockway rider is to traverse all 12 districts and 'Go Full Circle'.

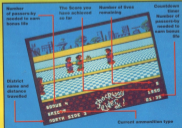
At the start of the game, you have the option to practice any of the first eight districts, by hitting P. This is rather pointless, since you'll immediately get wasted. If you're any sense, you'll press fire to start on the first district, the North Side.

The idea is simply to reach the next district within the time limit, and avoid the assaults of the muggers and street gangs - the only way to reach your destination in time is to keep in the faster pathway - the one nearest the screen. You can jump from pathway to pathway by pushing up and down, and be so wary along the path itself by moving left and right.

With the fire button pressed, pushing left and right releases a punch to fend off your attackers. Alternatively, collect the bricks or bottles which are piled up on the static yellow sidewalk. Then press fire and push left or right to release your heavily improvised missile!

You are awarded points for every hoodlum defeated, and there are bonus lives to be earned by getting innocent passers-by!

P - Practice level (keys 1 to 6)
F1 - Toggle music/effects
F3 - Pause/unpause
F5 - Quit current game



SUN STAR

FULL GAME

CRL

Joystick, port two, will do

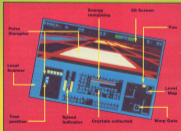
Once the game has loaded, a screen appears with a pulsing grid in the upper half. If you want, you can change the colour of the grid by repeatedly tapping the space bar.

THE MISSION

Once you've altered the colour scheme to suit, tap the RUN/STOP key and we're ready to rock and roll. At first your craft is merged into the first grid (don't be alarmed with all the whizzing around and crashing noise - that's normal).

Right. Take a look at your map screen (bottom right). This shows your location, the position of walls and the moving disruptor pulses. The idea is to track down and shoot the disruptor pulses until their energy runs out and they jump to another part of the grid. When this happens, they leave behind a pulsing green crystal. It is vital you run over this and collect it, because as you need to collect ten crystals on each grid, and 60 if you don't, when it turns out it destroys all the crystals you've collected so far. Nasty!

Also, watch out for red energy pulses which are occasionally dropped by disruptors. These can only be seen on your 3D display, so keep a sharp eye out when chasing disruptors.



VIZ

DEMO



VIRGIN Joystick port 2

Er... Tom, how'd you work this bloody thing? Ah! Hello, this is Roger Mello here. Apparently these nice people at Virgin have given you sprags a playable demo of the Viz game. You lucky sods! Here - let's have a bash. Well bigger me, even I'm in it!

Anyway, I guess you want to know what to do. Right, make a note of the tape number before you load the cassette jelly. This is because some silly blunder-borgs to put a rubbish thingy on it. When you do you're going to have to reload the demo. Still, it's free so don't bloody moan.

You play the part of that Northern scoundrel Biffie Bacon, in a race against old fartbaron and greensnort Goned. All you have to do is push left on your stick to start running, and push up and down to steer Biffie around the hazards, if anyone gets in your

Once the full complement of crystals is in storage (shown by the expanding green bar) make your way to the revolving warp gate. You must pass through the gap and then fire at the hyper-warp cell in the centre. This initiates a warp



Biffie (that's you) goes 3 through the wood followed by Buster Goned. Johnny Fairpoint is a piggy bank's little ahead (he's half hidden by a stone). Keep running

any, press fire to clutter 'em. That's what I always do. That Biffie blabber wanted me to write his intro and he wouldn't let me use his computer, so I gave him a swift punch in the gob for his troubles. Little git.

Where was I... oh, yeah. When you first start, avoid that stupid mark Roger irrelevant otherwise Biffie just falls over a couple of times and that's the end of your go. (Tom, am I getting paid for this? Well I'm off down the scudding path then.)

NOTE - This is the enhanced version of the full game which includes missing words and shipping and stuff. So, to make up for it, we've got Roger Mello in attendance to give dem...

through to the next grid. Simple? Sure it is.

The hyperwarp cell can be used to refuel your craft, when its energy level starts to drop (collisions with walls and disruptor pulses will do this quite nicely thank you). Run straight over the cell and your energy tanks are topped up, although one of your crystals is burnt up in the process.

CONTROLS

Your craft is guided by 'stick alone, and we prefer straightforward, pushing left and right makes the craft do a severe 90 degree turn to left or right. Push forward to increase your speed, and pull back to decrease. Any guesses what the fire button does? Well give it a go and find out yourself.

If you feel the pressing need to visit the too mids, hit the RUN/STOP key and the game pauses. Hit it again to restart.

HINTS

Speed and laser bolts use up energy. Don't be too trigger or joystick's happy! The best way to pass through the revolving warp gate is to go in the opposite direction and flick through when it is adjacent. Don't be too eager when chasing the green crystals. They can pass through anything - you cannot!



WARLOCK

DEMO



GREMLIN

Player one in port 1, player two in port 2 and tap some keys, too

Fans of *Druid* or its sequel *Enlightenment* should be shuffled to fear of the forthcoming *Warlock* - The Avengers. This package contains the original, but slightly tweaked *Druid* and a completely new sequel which allows you to carry a character on from the first game into new adventures.

This little snippet of action, lets you wander through a *Warlock* landscape, opening treasure chests, casting a bit of magic and generally having a nice time. Warlock is guided around the place via the joystick and he casts spells with a job at the fire button.

To begin with, you'll find yourself in an enclosure with no obvious openings - trigger! There is a hidden doorway, so have a good rammage around.

You've got to constantly watch your energy bar (that's the bar with red rings) starchy on the status panel! Every time a gremlin hits you and lowers you, your

energy drops. When it disappears, it... that's it. You're dead.

To top up your energy, there are pale green pulsing pods dotted around. Just walk on top of one and let your bar replenish itself.

The land is mainly divided between green land, blue water and brown walls. When crossing the blue water, always take the gulches and rocks, because water, as everybody knows, is terribly harmful and reduces your energy of a pain-dampening rate.

To open treasure chests, you merely have walk up to them. A screen then appears listing the contents including Spells, Keys, Invulnerability, Chaos and the Golem. Choose one of whichever items are shown by moving the joystick up and down, and press fire to obtain it.

SPELLS - Water, Fire and Electricity have different effects on different monsters. Figure them out yourself.

KEYS - Used, in a spectacularly normal way, to open doors.

INVULNERABILITY - If the monsters can't see you, they can't hurt you. Manual

CHAOS - Invokes this sucker and it clears the screen of all those squiddy badies.

GOLEM - Like an intelligent multiple, your favourite follows you

round and looks up the punishment originally destined for your fleshy but.

After a while, his energy runs out and he dies, but you can pick up several during the level. He can be SENT away, made to FOLLOW you around, or held to STAY in one place. And, most lovely of all, in



Druid is dead (water pod will shortly be seen dead if that green guy can help it). The light rectangle is an energy pod

two-player mode, the Golem can be steered around by a droid.

That's pretty much it. You'll soon get the hang of moving around, shooting monsters and trying to stay in one place. It's a tough little, but then you'll keep at it for longer won't you?

Z - Left
X - Right
Y - Down

I - Up
SPACE - Fire spells
F3 - Cycle through spells (Fire, Water, Electricity)

← - Use key to open doors
→ - Activate invulnerability spell

G - Invoke the Golem
CLR HOME - Invoke Chaos

RUN/STOP - Pause
COMMODORE KEY - While the

game is paused, the Commodore key toggles between automatic or manual Golem.

Select manual and a second player can join in, guiding the Golem around and protecting the Warlock from enemy fire.

During play, the Commodore key is used to toggle between WAIT, FOLLOW or SEND modes for the automatic Golem.



You and your Golem pal are on the look out for chests like the ones behind you and pods to keep up energy

What if my tape won't load?

Sometimes, just once in a while, faulty tapes find their way onto the covers of certain issues. It could happen to you. Please don't panic. We are prepared for any eventualities, including this one! oh yeah? Well, so. If your tape shows no signs of life, looks like it's a gonner, anything suspicious like that, pop it in an envelope and send the reliable recording and an SAE to: CP Tape 5 (Shockwave) Returns, Adlex Audio Video Ltd, Harcourt, Hatfield 14, Tolson, Shenington, TPT 400 and we'll get a new tape to you faster than you can say, "Well that was a fast replacement service." Hearty.

From the programmers of *Silverdarts*, the shoot 'em up of the eighties, comes *SWW*, the shoot 'em up of the nineties.



S
T
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V



Computer-aided weapons systems on-line, performance-oriented equipment operational. Systems checks complete, prepare for combat! As a member of your nation's elite attack team - SWW, Two airseed vehicles of devastating destructive power, fighting together in one team.

Primary Objective: Destroy enemy control centers.
Secondary Objective: Interdict ion missile. The destruction by missile force of all enemy units.

SWW - No one knows what it means but everyone will know it when it arrives. Coming soon.

"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November '90
"Superlative SWW 'Em Up Game." Zero November '90

Microcassette shown are from the Amiga version.

Brilliant control, the air of excitement and fantastic playability transport you into the atmosphere of World Class Soccer.



- Preparing the 42 Top Teams in Europe!
- Play Sunday League up to International!
- Kick your Team from the square!
- Decide your formation!
- Kick-fayer with unique characteristics!
- Lead to goal marking!
- Corners, Free-Kicks, Tackling, Penalties, Throws & Goal-Kicks!
- Swans, Clap, Dive & Toss!
- Multi-directional passing!
- Injuries and Bookings!
- Variable Pitch Surfaces!
- Variable Wind speeds!
- Full management system for up to 16 players!
- Versatile tactics editor adds a whole new dimension for the player, manager and coach!



Multiple screen views show features taken from Alan IT and Commodore's unique versions. Featured play was depending on format.

Gazza II -
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playing until the next World Cup!

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Gazza II



Look no further if you want to fathom Commodore Format's radical ratings

WE'VE GOT THE POWER!

Who reviews the games in **COMMODORE FORMAT**? Why are the review pages littered with cryptic cartoon drawings? Just what is a **Corker**? And what strange animals do those frantic **Cruiser** bruisers who test the games most closely resemble? Read on and all will become clear...

1991 is the Year of the Goat, important or what? We think it is. Our reviewers have acted accordingly and started behaving like animals. (Started? - Ed)



STEVE JARRATT

This photo of our editor is slightly out of date. As you can see, it was taken way back in the time when 'Old Stevey' still had some hair. And we're pleased to inform you that

his bald has finally cleared up. But he's still got this strange habit of scratching his left ear with his hind leg... or said eating people from the office at random. Yes, we're going to have to talk him out of that.

SEAN MASTERSON

Actually, Sean isn't quite as colourful as this but he is an arctic. He also talks in gloomy tones and doesn't say much. It has to be said though, that it's remarkable how a sea creature like this and a sub-art like **SD** share the same hair style. But that this folds up much, have you ever seen an uselin try to type? Exactly.



ANDY DYER

No. This photo is a mistake. The goal is what Andy gets paid, its doesn't actually look like wink apart. Being on a second thought. Cor blimey, there is a reason

science - his ability to turn transparent, almost invisible, whenever he's disturbed by the arrival of new software - it's uncanny. See, food for thought.

GORDON HOUGHTON

Gordon is the most vicious and blood-thirsty reviewer ever to rip the sting trap from a game box. The more signs of his



vicious tenor into small children and software houses. Don't let his appearance deceive you - the man is a team mean... er... small furry animal. Watching him tear into an unsuspecting fan is enough to put you off your dinner.

KATI HAMZA

The thing about Katis is that the food they like most (scorpions) makes them drunk. No, that's not what makes them like **SD**. What is it, then? Their unusual tentacles? Perhaps, although she assures us that she's broken that habit. The name 'katis' is an aboriginal word meaning 'no water' because it was once thought that the manupule didn't drink. Item, this photo is totally inappropriate.



CONSOLE OWNERS!

Whenever you see this logo you can be sure the game is compatible with the C64 A40 the C6400 console!

Commodore Format's review system is subtle in its simplicity, not for us half-baked ratings which cause misunderstandings. Given, it's really simple. Each review is mainly made up of a beautifully detailed explanation of the game. Reviewers express their opinions when writing this bit but they summarise the main points (good and bad) at the end.

CF RATINGS



- When you get to the end of a review you see on of these
- (yes left). This is a **Powermeter** and it is all these summered good and bad points about a game.
- Think of it as a well which is filled up by good points and emptied by bad ones. The better the game, the more

good things a reviewer has to say, so up goes the red bit, bad points push it down again. When the two parts meet, we put the rating.

The highest rating would be 100% (if we had nothing bad whatsoever to say about a game) and the lowest would be 0% (if we had nothing good to say about a game). You can tell how good a game is at a glance.

If it's a really, really good game and it gets over 90% it's a corker! And if you don't get out and buy it, you're plain stupid. Okay?



ICONS

To make things nice and easy, we've knocked up some 'tell-at-a-glance' icons (things as you can tell at a glance what standard features each game contains). They are:

- FACE** - Number of players: the more heads, the more players there can be.
- KEYBOARD / JOYSTICK** - Control: keyboard, joystick or both.
- ROUNDS** - Tell you that you can choose different difficulty levels.
- OCTOPUS** - Multitask: if the octopus is here, the game's in bits.
- GOALIE'S SHIRT** - Save option: if there is one, it gets the goalie's shirt (or subbers, that one).
- BLOCKS** - This means you get the chance to cheat by putting your name in a high score table.
- PAWS** - Yes, there's a power mode (power).



DICK TRACY



THE BIFF CLARKE

In 1931 Dick Tracy first stepped onto the cold sidewalks of Manhattan and began stamping out crime wherever it raised its ugly head. Now, 60 years later, Disney bring the plain clothed detective's talents to a wider audience on the big and small screens...



Dick Tracy is the bestseller of some serial fiction called Chester Gould, who's first comic strip was syndicated in 10 newspapers ~~everywhere~~ back in October 1931. The adventures of Dick Tracy became an instant hit, portraying crime, violence and police detective techniques with exciting realism.

Dick - like the super heroes that would soon follow - had his line of 500-odd gun-flicks. As well as his characteristic police Trenchy and trench coat he also possessed a two-way wrist radio, which would later develop into a two-way wrist TV and wrist computer.

His villainous opponents were larger-than-life with twisted minds and even more twisted features, and the blend of mystery and suspense with cleverly crafted plots proved incredibly popular with the American audience. Even today, some of these cases are to me an all-right American TV.

DICK TRACY - THE GAME

Disney's Dick Tracy game is set in 1931's Manhattan, as Dick sets out on the trail of Ross (Raymond). Kidnapped by Big Boy Caprice's men, she's trapped up like a chicken, and held somewhere in the city - but never fear! Dick's on his way!

Dick has to make his way through different areas of New York, including city streets, bars and hotel interiors and the tops of skyscrapers, shooting thugs and avoiding headshots as he goes along.

At first, Dick has to make do with liberal helpings of headshots to fend off the bad guys, but as he shortens the distance between his and his loved one, a pistol and finally a sub machine gun can be collected. And just to make sure he doesn't end up slugging buddies to death with the funny end, there's plenty of ammo around to be picked up.

As you'd imagine, Dick has plenty of opposition, what with gangsters taking pot shots at him, not to mention snipers diving from windows, and bombs diving past in cars and shooting patrol boats!

Once Dick has managed to reach the rooftop at the end of each round, he has to plug him with a couple of shots before the



The Dick-screen adventure consists of several levels made up of interior scenes. Dick has to reach them from the streets.



Sometimes, there are some people in the scene who have a vested interest in seeing that Dick don't make it inside.

gangster waves the white flag. At this point the local constabulary arrive (and out the risk of time) and when said bad-guy-off for instant incarceration.

There are five main levels to this recent mission, each of which is 10-15 screens in length. Each screen flicks into view as Dick leaves the last, and Tracy is under a time limit to find and defeat each new gangster, putting him one step nearer his goal - the liberation of Tracy.



The bad guys take every opportunity to attack Dick - and they don't move in 100 of a tick.

The success story soon grew too large to be contained within the pages of newspapers and spilled out onto celluloid, within five years of the first comic strip. Dick was treated for Hollywood. Dick Tracy serial cliff-hangers were soon appearing in Saturday morning cinema clubs across the States. About a year later, Dick was thrilling the masses with his serialised radio shows, broadcast on the NBC NBC network. The mammoth success was also mirrored in the



FACE Beatty
HERNIFACE Tracy
POP BROW Trueheart
TESS TRUTHBEAT Junior
JUNIOR

IT'S COMPO TIME!

To celebrate all this wonderful Dick Tracy-ness, Disney Software have have lined up a gripping competition to give away a more in Dick Tracy-related prize. (Time)

10 great prizes available will include a stunning set of pool cues, containing a copy of the Dick Tracy game, Dick Tracy video, T-shirts, mugs, watches and alarm clocks!

And as if that wasn't super cool! and totally hot enough they're also giving away another 20 running-up prizes of copies of the Dick Tracy game. Double wow! How these people got so clever!

Play your chances of bagging off with the wags? Well, we're not giving away several hundred quid's worth of loot without a fight. All you have to do is make like detective Dick and solve the following hysterical murder...

The door swings open. There, illuminated by the glare of neon light that pours through the dusty fan, is the yellow-cloaked figure of Dick Tracy.

A man who is crushed over a body sprawled on the floor. It's a man, and he's quite noticeably dead. Eyes wide open, his skin white pale, and a dark red patch of dried blood oozing the front of his shirt.

"Hello sir," says the best cop, exclaiming, "The door was locked from the inside, there's no signs of a struggle, and..." His face screws frowning awkwardness.

"Yes?" says Dick.

"The victim's shoulders aching. It... well it looks like a bullet wound, but we can't find a bullet. And the people who'd been here in all day - they haven't heard a sound."

Keeping over the still body, Dick walks to the window. It was a storm day in the city, the windows were open so far as a man could see. But the storm had stopped - even with the glass removed, the windows would have been too narrow for anyone to have escaped through them.

Across the street lies another formless black such as this figure, dozens of angry witnesses of trying to bring in a fresh look at the possible.

Dick steps back to look, when a tiny girl catches his eye. There, next to the dead man, crouches a small girl of ten. This has solved the crime - all it needs to do is find the right man.

Don't Trick! / Right get your thinking caps on and solve the crime - it's actually quite easy if you think along the right lines. Just your chance of a jobcard or reward certificate and mail to: Cole And Bell Compo, Commodore Format, 20 Westmouth Street, Bath, Avon BA1 1BB.

Get your reports filed by 23 of February of the hot date & find, yes, we do mean Andy...

The two-way wrist radio

To stay on the cutting edge of electronics, Tracy adopted the latest advancements in technology. In 1945 he was issued with a British Industries two-way wrist radio, enabling Tracy to keep in contact with the Police Headquarters at all times.

This progressed in 1964 to the two-way and TV on wrist radio could be made accessible to Dick, any time, any place.

However, the most recent development came with the atomic powered wrist radio, which maintains constant links with the main computer of HQ, and provides almost instant fingerprint, license plate and firearm identification. It features a built in detector, a small probe for chemical analysis, a holding device so Tracy's location is known at all times and a heart-beat monitor to act as a warning signal. With its small colour LCD display, the device will act as a two way TV, and it also tells the time!



This fantastic piece of kit is still years ahead of the time - make use of it, though...



If you've got the makings of a good detective, you'll long for an eye open for messages and events. It's a dirty job but someone's gotta do it!

Dick's popularity took another step towards world domination with the release (and no doubt sequelling) of the Disney made last year. Starting and directed by Warren Beatty, the movie followed the style of the comic strips with carefully lit scenes and wonderfully over-the-top characters. All the strip's personalities appear, including Dick's friends, Tess Trueheart, Junior, the district vice and led by Dick and Tracy, plus Police Chief Brantley. A few top-guns

stars and several buckets of latex rubber are brought head honcho Bad Boy Caprice and his cronies Flat Top, Phineas Fizz and Mumbles chivvy to life on the big screen.

Amongst all the old favourites there was the shapely form of Madonna's Breathless Mahoney - Big Boy Caprice's girlie shorn and Dick Tracy's lover. But she can't steal Dick from Tess. The plan is long and convoluted, but suffice it to say that the gangsters get their faces bashed, Breathless Mahoney cops for it (convicting as 'no floor' the evil gangster assassin) and Dick triumphs against terrible odds and a fairly naff ending (it has to be said).

And so to the game itself. Based on a sub-plot of the movie, it places you in the role of sharp-shooting Dick as he attempts to rescue his beloved Tess Trueheart from the grip of Big Boy and his men. The actual game just missed out on its scheduled Christmas

release date, but should be with us early in the new year!

Chester Gault's atmospheric drawing of Dick Tracy from one of the original comic books introduced Madonna's great evil detective.





Imagine a thing: a thing that swims around in the stuff that you normally flush down the toilet. A thing that weighs 500lbs, smells like a sewer, is covered full of jagged teeth and grins at you with big yellow teeth. Would you want a creature like that crawling over your pyjamas, sloshing about in your cereal, shouting "Cowabunga!" in your lunch box and enjoying sweet-smile all over the nice side of your sock? The answer is, of course it yes. Life of a turtle (just don't ask anybody why).

By a bizarre coincidence 'why?' is exactly what April O'Neil said when the evil, turtle nasty, all-over bad guy (Shredder) kidnapped her and demanded she join his dreaded Ninjago Foot Clan. Did her friends, the bodacious foursome, flip their shells? Nope, they sharpened their sai, lightened their belts and vowed to find her. Through Shredder, said his Lie (Transformer) can and turn their robot buddy Splinter into the man he used to be — no matter how many reggie pieces it eats.

Now you don't have to be 5 feet tall, radioactive and green all over to tell that this isn't going to be easy. Equipped with

hunchback, Sai (see what?), Katana blade and Sai (don't know shibby?) they begin their quest in the place they know best: the sewers of New York. Basically this involved running around the city streets, avoiding some jerky trucks and the dreaded (looking blue) people before ducking into the odd water hole cover or sewerhouse entrance to dash out more mutant punishment within.

The guys around here aren't the sort you'd land your butty suite slippers to. They fly around, they wobble towards you and they BUZZ viciously in to attack. One touch and you start feeling sick; too much touchy contact without proper precautions and your health hits zero. Use your radioactive jumping ability or pull the others first, before they do it to you.

Rescuing April isn't too difficult and after that it's boss-battle time (yawn). Nasty old Shredder has



The turtles are in their element, underwater. Unfortunately this one has been shipped by the name of *Teenage Mutant Ninja Turtles: The Manhattan Project*.

planted waterproof bombs underneath the city and you've got to scuffle through a labyrinth of electric gates, pulsing jellyfish and sucking suckers to defuse them all before the time runs out. This is one of the better-looking sections and comes as a welcome break from the platform levels.

They fly around, they wobble towards you and they buzz viciously

TEENAGE HERO

A Turtles computer game is the last merchandising to

be made. So now it's here, the question has to be: is this the bodacious foursome's finest appearance to date or have we been lobbed off with an expensive farce? Read on, dudes...



But the time the game is played out on this device from above means it's a little through more to be found taking care to avoid these trucks.

Shell shocked

The names of Leonardo, Raphael, Donatello and Michelangelo's mom and dad are Peter Laird (38) and Kevin Eastman (27). Inspired by stories about news reports that giant turtles were living in New York's sewers they dreamed up the fearless foursome and turned them into a comic strip — with staggering results. The film raked in 180 million dollars in the first month of its American release, and within days the box-trends, the shirts, the underwear and the exercise videos quickly followed.

Over here we met them later but we have 'em just the same — the same, that is, except for one small detail. In the States they're called Ninja Turtles, but here was considered a tad too violent for our sensitive Europeans. Hence...



Turtles on a hot tin roof. This is your second major task. Splinter the old fat man around and stopped by this rather meanie turtle, kill it and your Shredder friend and mentor can go free. But that, dear chap is by no means the end



There's April being held hostage by what looks like a large purple member of the Royal Ballet. How do you intend to survive?



How's when did a turtle lose your a friend on a one last moment turtle? Actually, one such usage of your talents sees them off.

Again, you find yourself hurtling around buildings and sewers for missiles and cannon. These goodies are used to equip the Party Wagon (looked nasty) which you'll need to blast through all the barriers between you and Shredder the Turtle b-beader. Survive that and you're ready to enter the actual building where Splinter is trapped up and prepare for the final confrontation with the incredibly vile Shredder.

You only control one turtle here at a time, though by accessing the info screen you can switch between them at any time. This is to exploit their various fighting abilities, though they're actually not all that different (except that Michelangelo is a bit of a wimp).

Need help? This game one of the handy icons usually being about. Puzze boost energy, techniques involve temporary invulnerability, and shuriken or kat are good for locking on.

THE MUTANT TURTLES

Turtle soup

- Turtles, like tortoises, are chelonians, an order of reptile distinguished by a heavy shell and heavy feet.
- The largest living chelonian is the Leatherback turtle which measures between 1.40 and 2.10m from back to tail and 2.10m across the flippers.
- Most mammals don't like eating dead turtles because they can slip off for up to 30 years.
- The oldest recorded turtle lived for 30 years 9 months and 1 day. It was killed accidentally.
- The fastest recorded speed of a turtle (lightning) in the water is 20km/h.

Despite the average graphics, vague cutscene direction, crap animation and generally poor programming, TMHT is moderately good fun. The task is divided between several large and varied levels, and the well structured tape system ensures that the toughest boss are kept to a minimum.

With nearly graded difficulty and a smooth control method, even the youngest Turtle fans should be able to defeat Shredder to protect



KAT

Game	Teenage Mutant Hero Turtles
Maker	Image Works/ Konami
Cassette	£12.99
Disk	£16.99

POWER RATING

THE DOWNERS...

- Heavy colour selection creates a drab feel
- Graphics generally lifeless and lacking in detail
- Poorly programmed level
- Long in-game time

100

70%

...AND THE UPPIERS

- Forgiving control method makes play nice and smooth
- Different weapons add a bit of spice to the combat
- Extensive and complex area to battle through
- Well graded difficulty - even younger players can progress
- Useful save game and continue options
- A variety of game styles - some, drive and fight
- Excellent music - even on tape

0

Heroes in a half-shell

The teenage footsies all have their own brand of oriental weaponry and ninjitsu skills. Learn where each turtle's abilities lie and you'll stand a better chance of using them more effectively in the forthcoming battle with Shredder!

LEONARDO has a sword in a scabbard, and with the technique Ninjitsu Blade, this mighty sword comes to a three metre length.



DONATELLO has a bo staff, long, thin, and flexible. But a few times, oh... turtle, the bo staff can be thrown, and it's dangerous for you!

RAPHAEL has a pair of sais, and with the technique Sais of Steel, these small metal rods can be used to cut through anything.



MICHELANGELO has a pair of nunchaku, which are basically two sticks joined in the middle with a string.

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FROM ALL GOOD
SOFTWARE STOCKISTS

Prepare to enter the incredibly weird zone. I don't know what the author of this game was taking when he wrote it but you've gotta hand it to him, he certainly has a knack for the original. Head on... and ponder the mysteries of the furian mind...

A small leafy suburb of Chicago is having a bit of a problem. The houses in the area have been overrun with mutant insects. In fact the situation has become so bad that even drinks sales and children's toys have come to its end and started attacking the residents. So, as they usually do in these situations they call for... The Exterminator (to be exact).

Now you're got to feel sorry for the poor people who live there; not only are they liable to learn to cope mentally with a super-natural pest problem, but when the Exterminator turns up, follow him if he isn't just a hand. No torso, no head, no limbs, nothing. Just four fingers, a thumb and the floppy bit that joins them all together. Still, if he can do the job properly, what's complaining?

This bizarre game places you in control of this floating mill, with which you have to rid the suburb of insect

You've got a problem with pests, you say. Well, exterminators aren't what they used to be, at least not the kind that come from Audlogenic. Instead of a guy in a white suit carrying a backpack full of bug killer, the big A send around... Well... They send around a large floating hand. Ahem...

It's a corker!

EXTERMINATOR

REPELLANT ROOMS

The Chicago equivalent of Brockville is being tugged, by bugs. There's only one person man enough for the clean up job and he's not a man at all, he's a hand, yes just a hand, but a hand with a purpose for he is The Exterminator. CP gives you an insight into what awaits this poor soul.

This is the leafy suburb where the big, on the mighty exterminating hand must clean up. To start the task in the house at the bottom right of the map doors and insect swarms mark your way around in an anti-clockwise direction. Back to the kitchen.

Two rooms, all of which need clearing before you move on. Displayed here are all the rooms in the first house (and to give you a better idea of things to come, should you try the game, that is



The kitchen. Leftful ones of busy pop and someone else serve you to remind you that you are today's dish of the day.



The basement where hideous slugs prove you're slightly more dangerous than the giant rats who offer a painful massage.



The attic, creepy places at the head of the bed but ventilated even creepier than by the presence of large spiders and flying, uh... things.



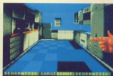
The bedroom. No chance of a comfy snooze with your partner here. If the flying things don't get you, the animated tank will.



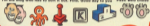
The garage. Garages are customer, here you have to grab and squish large flies in ground leaping traps.



Smash, stomp... ding dong. Is this the house with the best problems? Sorry? Oh I see, they're all solved and for the map info has to eat it out. Yikes. Good day to you



We look an empty room, so, this is what it looks like when you, you've, er, completed one of the six screens. Well what about this god-damn extended anyway?



EXTERMINATOR

200 maniacs by grabbing and squashing them or pausing them to death with a fist. The game is played out in the rooms of the victim's houses so it's off to bug the bugs.

First there are the flies; these do no harm at all and are possibly begging to be squished in your palm. Then come the dragonflies, also harmless, but far more difficult to get hold of. Next are the horse fly-type things who, if left uncrushed for too long, whip out their stingers.

Contact with these insects, your hand to third and some like juice' to disappear. As the stings take their toll a small juice meter lets you know when it's time to use another of your eight credits.

In any single room, only one type of these leaving creatures appears but you also get to meet all sorts of random pests, such as a wasp with a powerful sting, and the juice gun which fits from one side of the room to the other. By grasping the juice gun, your juice level increases, leave it alone, though, and it eventually flies to fill it up.

That's the air-socket stuff over will, now onto the floor-based attackers. Toy tanks bubble slowly to the front of the screen, and take pot shots.

Coke cans and spiders mainly plod across the floor to distract you while one of the other nasties

you the little. And finally, here come the leaping frogs, how cute they look hopping down the screen (except you... then - DROPPY! You've been taken by the clumping frogs of satubasia.

A large range of moves is easily carried out. This proves very handy (great), so you need never worry about being all fingers and thumbs (except) during a game.

The eight joystick sticks move the main spider around the screen and as soon as a pest approaches the palms of your hand, pressing the grips and squashes the pestly fellow. When the wasp pokes on your hand, raising your stick fanatically waits it starts giving you a minute or two before the launchers another manic attack on your beleaguered pest controller. To get rid of a screen crawler, position yourself above the flea's approaching, put down on the stick and press fire. This 'pounding' and proves effective against rats who leave a grey splat mark on the floor.

Finally onto 'shooting'. When moved to a far side of the screen the hand points its index finger. Pressing fire releases a volley of shots.

There are six houses in total, each containing five rooms. The aim is simply to complete each room in turn before

moving onto the next house. A room is deemed to be finished with once a whole line of floor tiles has been changed to the same colour. Every time you pound or shoot or crush an opponent, it drops its floor and alters the colour of the tile it lands on. The next tile along then slides to the line, so you can do it again. The trick is to concentrate your debugging efforts above a single strip of tiles while avoiding the more potent attackers.

The graphics are superb; the bugs are very bug-like and nicely animated while the hand itself is beautifully presented, especially when it thrabs. The backdrops too are excellent draws. Sound is up to scratch with various spot effects and a thumping rendition of 'Fight Of The Bumble Bee'.

And playability? Heaps of it. Apart from the buggy shooting, and the initial difficulty in mastering the grabbing manoeuvre it all becomes very addictive. If this is what Audlogic can do with their first coin-op conversion I can't see up conversion I can't see for their next offering. Give them a big hand. (That bit is the review ends there. Job)



Just four fingers, a thumb and the fleshy bit that joins them all together



Oh dear, things aren't looking too hot. Notice the hand on the floor, you should pound the spiders, except the flying stingers and wait away the annoying wasp

Game Maker	Exterminator
Cassette	Audlogic
Disk	£9.99
	£14.95

POWER RATING

THE DOWNERS...

- Movement without initials

100

91%

- The slightest backdrops mess atmosphere - the overall feel is weird and unconvincing
- The bugs are effective
- The hand is realistic and at times comical
- The moves are great, each one is well animated and occurs in different places
- Sound pack, like a different mode of attack making the overall challenge much more varied and interesting
- The gradual increase of difficulty is just right, making you want to get that little bit further
- Busy soundtracks add to the pestery atmosphere

...AND THE UPPIERS

0

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Frames in February holiday shock!

ROGER FRAMES

buys
Budjit Games



Ah, the smell of the salty sea air, the crashing of the waves and the refreshing sound of light rain (per my fluorescent windbreak. You can't feel a short break away from it all, especially when it costs no more than half a dozen fresh cream slices and a bottle of Denon and Sanyo (which incidentally is exactly the price I used to bag this bargain break from the young lady steward of Biney's Bargain Basement). And what better way to fill the bills in all this excitement than to give several advise to all the loose-walleted wasters out there. When you're ready to go, and don't make it sound too good will you?



True to Roger's now infamous tight-fisted style, he's recently gone on an out-of-season holiday to Westward Ho. Still, sandcastles aren't easy to build when there's a gale going on and thirty foot waves are crashing on to the beach, so he's managed to take some time to look at the latest budget releases

WEC LE MANS

The Hit Squad's £2.99 cassette has a better chance of being a hit on anything at all. The cassette (but, for this, for instance, tape this: "The most gruffling and challenging car race in the world is the 24 hour WEC Le Mans competition. Drive it, experience it, survive it. This most realistic and addictive racing game yet. Four dramatic laps must be completed to stop the race with 3 checkpoints to pass on each lap... an buckle up and burn rubber.")

competition. Drive it, experience it, survive it. The least realistic and most annoying race game yet. Four bloody laps must be completed if you're nothing better to do) to stay the course with three forgettable checkpoints to take past on each god-awful lap. So buckle up and burn rubber. Then, realise your mistake, pull to a stop and promptly un-buckle again.

It may sound a bit harsh but this really is pretty poor. The graphics are dull and give no feeling of travelling at speed. The control of your car is like your - it conveys no realism at all. Worse of all, it's annoying. One touch of an opponent causes you to fly through the air for no particularly good reason. Even at budget price there are far more acceptable offerings than this.



All the fun of the silver ball for three-penn. Different ladies would've been into though.

3D PINBALL

Mastertronic Plus £2.99 cassette

The coin craves at Wiltshire. Stonehenge, the pyramids, Atlantis, all are great mysteries past and present, which defy explanation and contradict all existing laws of science and our knowledge of man. Yet all these and more pale into insignificance next to the greatest mystery of all time. Why do people play pinball? An exotic silver ball, its slapping table and hopelessly underused flippers all lead down the road to frustration. And yet this whole tedious pastime still has that elusive hook that makes you want to play again and again and again.

3D Pinball on Mastertronic needs little explanation. It's a pinball simulation and a very competent one at that. The table is represented in 3D and as such works very well. All the usual features are there: three bumpers at the top, bonus traps, sandtraps to knock over, lights, flippers, dolls, helpies, the ball game on and so the aim is to keep the ball in play by using the



No, this is the most exciting race game ever! None... It wouldn't be more exciting if you never left the pits.

FRAME RATE...

Don't die if readers. This really is a pile of old pages. Spare the hair and root contents of those wallets. Keep them firmly locked (normal folk don't have passwords on their wallets Roger - ditto) and look elsewhere for budget finds. Ah, a perfect end to a perfect holiday.

WEC LE MANS

20%

two flippers at the bottom of the table. Matches allow the ball to fall through the gap at the bottom and a 'hit' is lost. Five balls are provided in order to clock up as high a score as possible. The ball movement is excellent, as are the effects the various table features have on the ball. If you like pinball, you'll love this. It's only essential if that you're limited to only one table. That said, it's playable and at three-quit you really can't go wrong.

FRAME RATE...

Excellent, whenever I go on holiday I'm often tempted to go to the arcade but, to be honest, the need is going. With this game I need go no further than my room to experience all the thrills of the great table. The cat air must agree with me, recommended.

3D PINBALL

75%

FIRELORD

Players/£2.99 cassette

Playy (50 items) You see the Saboteur (He he he) and you're returned to the land of shadows (you too here). You must collect four charms

of eternal youth (gilt tea-gallies), in order to retrieve the sacred Firestone and return it to the Dragon's lair (which no one has seen, stop it stop it, I'm gonna gag on the coffee - Etc).

Okay so the story's a bit of corny old shite but the game sure as hell isn't. Your knight is initially unarmed but within a short space of time you are able to pick up a little shiny thing (or want of an entirely better phrase - Et) and get down to the nitty gritty.

Each screen contains trees, bushes buildings and so on (and all the screens together make up a sort of maze-like affair (according to the blurb there are a staggering five hundred locations). When you enter a screen several snakes materialise and start to assault you. Their behaviour serves to deplete your energy at an alarming

rate, so the trick here is to run randomly around the screen and pick up a bit. There are also fire traps on some screens which, when activated, kill you instantly. One of these is permanently activated thus initially preventing you from reaching the next section of the game.

Various collectables can be found around the place including swords potions, and of course extra firepower. By entering a House with your key found items, you can enter with the saboteur who will provide a number of services. You can make, use, directions, cast spells and pay tolls to pass through a gate house.

The graphics are fair not great but well drawn enough to convey some atmosphere. Gameplay is quite fast moving and the menu system when you enter a House is well designed which adds to the no-nonsense gameplay. Three quit worth of entertainment.



Firelord - a thoroughly good head that doesn't cost an arm and a leg - though there's plenty of opportunity to lose one

FRAME RATE...

The old hackneyed plot this is perfectly with the old hackneyed gameplay. It's a bit like stepping back in time to the days of Sabre Wulf and all that stuff, which is no bad thing. Don't expect too much and you won't be disappointed.

FIRELORD

73%

Bruce Wayne, millionaire, socialist, hero. The man with the electricity odd dress sense is back. He's been repackaged and remastered by Ocean as a budget title. Before you get all excited and geezy, this isn't Batman The Movie, it's Batman The Caped Crusader, the earlier game.

Okay, now you can get all excited and geezy to this game was pretty 'boom!'-sounding too. You take the part of Batman in one of



But this screen reveals but the face of a snake. Why oh why do all these budget games have to be so good?

two quite separate adventures. It's Bird in The Hand in which you must prevent the Penguin's plans for world domination and 'A Pitt Worse than Death' in which you must save Robin from The Joker. The game itself is a sort of arcade platform adventure requiring simple puzzle solving and a modicum of lead-in up skills.

Batman can walk, climb, kick punch and (once he's collected it) throw a batarang. All

BATMAN THE CAPED CRUSADER

Hit Squad/£2.99 cassette

It's a corker!

you have to do is move your very cartoon character around the screens, collect objects, take them to the relevant place and use them. Convoluted and exploding opponents attack

you, but can be distracted from their dastardly aim with a swift kick to the wall paper, a hefty punch or a well aimed batarang. Each screen appears rather like a frame of a comic book. When you enter a new screen, the old one doesn't disappear but sits behind the one you're currently in and the comic effect produced is very strong. Batman The Caped Crusader is basically a highly playable level, using everywhere, and has completely different adventures make it an all round winner.

FRAME RATE...

A game about a delinquent millionaire who gets his kinks by spending around in a puff! Well? I must admit I initially thought it would be a waste of time and money but despite the suspect subject material this is a bargain. Surely, this is worth every penny and more besides.

BATMAN

91%

AMIGA - ATARI ST - PC / PS - AMSTRAD CPC / CPC+ / GX 4800 - C 64 - SPECTRUM



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OF DICK TRACY,
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Edd has managed to make his way up to the Children's TV department (leaving the building floors and balconies.) That is going to get a just little more and a flying bird!



Up to Special Effects, Edd is seeing stars (and! Luckily, all the purple stars are only jumps - the real stars are white and blue. The water beneath is actually deadly - Edd, tell yourself a story!

EDD THE DUCK

Well, I have to admit that this feathered magister was a completely unknown entity to me.

He's absolutely an belly while I'm hard at work on this wretched... er... I mean excited magazine.

Anyway, on with the story! duck-thing Edd is in the bowels of the BBC studios and wants to make his way to the top... as these strands define say. To reach the top of the building Edd has to waddle and jump his way through nine episodes (levels), spread over the three Departments (stages) of Weather, Special Effects and Children's TV.

Surprisingly, these departments bear absolutely no resemblance to those of the real BBC building, being brightly coloured.



Back in the Children's department, Edd attempts to swim the top of an ice cream canal. (Well, actually it's a duck in hotting)

rooked fish, bouncing beds (and the large hand of Miss's the Butler (never heard of him, either). More like Edd the Sublimating water! If you ask me...

You continue with your quest, guiding Edd up through each scene, reflecting all 20 items on route and trying to avoid contact with the deadly creatures. One touch ruins the 'stuff' (you die) and means you have to start another of your four 'lives' (ives).

This is followed by a jaunty jip celebrating your recent demise, which gets on your work after a short time. Thankfully, your feathered



Here why are these bubble balloons on canvas? (Ed (because of progress?) like canvas, as long as Edd can use them as platforms)

friend is armed with a Special Shooter which is used to freeze opponents, allowing you to leap passed unharmed. Collect the 20th and final star and Edd is exempt at the bottom of the next level. Sorry, episode.

Gameplay is extremely tight and very unforgiving. Edd can only jump at one angle and distance, so you can't do little jumps or changes of direction in mid-leap should you feel yourself heading for trouble. This is *not* frustrating when things heat up - which they do quite quickly!

Edd The Duck is... all right. It lacks that special something which would set it apart from any other platform games, for better or worse.

JOHN

Game	Edd The Duck
Maker	Impulse
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Restrictive control method leads to severe frustration in tight spots
- Lack of varied gameplay reduces the lasting interest
- Limited number of levels is compensated by overly high obstacles
- Annoying repeat pipe-guns occasionally become part of a waste

100

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66%

- Very pretty background graphics with plenty of detail and colour
- Support bonus games - nice bonuses and reverses
- Arcade-style gameplay is very challenging and can prove very addictive!
- Windows-based keyboard really has the old reactions!
- Lovely subtle spot effects and catchy little tune

...AND THE UPPIERS

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Andy Dyer - detestable oik that he is once more panders to your gaming needs. It's big, it's bold, it's

GameBusters

GOLDEN AXE

Thanks to Tim Taylor for this neat gimmick. (Tim Taylor, Goodies, Getbit?)

While you're playing the game pause it with **PAUSESTOP** and press the **↑** key which should load the next level.

RUFF 'N' READY IN THE SPACE ADVENTURE

I've never played this game before, in fact I've never even heard of it so I can't write an about it.

Type 'ruff never dies' on the title screen for infinite lives.

MIDNIGHT RESISTANCE

A popular one this, I've had hundreds of letters all giving the same cheat (I've usually been rather the next - **00**) and this is why I've submitted to your desires. On the title screen type **00000000** and when you play you should have infinite lives.

MYTH

A brilliant game that never got the credit it deserved. Lucky Ocelot is this. From the Homer Legends onwards, press the **A** and **↑** keys to obtain full **999999**.

Aaargh!

Get that

turkey sarnie away from me, and if I see another prawn vol-au-vent I think I'll razz. Yes the christmas ordeal is over once again and no sooner do I sit down to recover from the over eating and drinking I have to write this

SPLIT PERSONALITIES

Last month we gave this game away, so this month I'm giving the game away - as it were (again, what a clever jolly do words - **00**). Enter and run this cheat listing and follow the on-screen prompts to load and run the game with invincibility (you can't be killed by bombs or by running out of time).

0 PBM split personalities cheat by H M Pugh
1 POKR 0-211 TD 000 - READY 1:0-0-17
POKR 0-7: PBDT
2 IF 0-032 THEN POKR 187,038 - 010071
3 PRINT "DATA ERROR"
4 DATA 92,86,945,1 60,92,141,120,3,168,1,141,124
5 DATA 98,73,77,80,141,92,208,168,173,141,708
6 DATA 27,141,231,43,98

LITTLE PLEADER

Steven Baszka is one of the many who don't own an Action Pacboy cartridge or read switch. So rather than looking down on newcomers at him how about sending in some items alone (asked for Teenage Turtles, Double Dragon 2 and Rainbow Islands. He also asked for Midnight Resistance but a quick scan of this page will satisfy that particular desire.

NETHERWORLD

Doesn't simple this one (which is just as well when you're involved) - **00**. To stop the levels all you have to do is press the **2**, **4** and **0** keys. And if that's too complex for you perhaps you should think about editing CP.

More on page 30

KLAX

This poor relative of Tetris may be rendered slightly more interesting by this POKR (but I doubt it - **00**).

POKR 27886,173 - extra credits
POKR 8187,182 - infinite life drops
SPS 2878

SILKWORM

A rather pointless POKR this one, it takes away all the spinners apart from the end of level guardians, leaving you no challenge whatsoever.

POKR 84283,173
SPS 2128

PRISON RIOT

Here's a pretty extensive list of replay POKRs for this budget title. It covers pretty much everything as even a complete novice can get through to the end. That's a bit, actually, I don't know any more about smart enough to play this.

POKR 3856,1 to spend game up
POKR 8854,181 to walk through guards

POKR 5288,183 to walk through mines
POKR 8388,183 to walk through bullets
POKR 4388,183 to walk through real states
POKR 2188,183 to infinite time on sub-games

Now cartridge users, turn to page 30 for your version of this game cheat.

TERRY'S BIG ADVENTURE

Load the game, reset it then enter the following POKR 2888,173 then type **SPS 27884** to reset.

This should give you infinite lives.

GUTZ

Last month we gave this game away, this month I don't, you've done that job once already. And it was one item - **00**.

Infinite lives - **POKR48172,165**
 Infinite map time - **POKR85485,0**



Yes, it had to be done. CF's favourite game to date, *Rick Dangerous 2*, swallowed up Andy Roberts and wouldn't let him out until he'd mapped the whole thing! This month, in the first part of a two part special, we bring you...

THE END! RICK DANGEROUS 2

LEVEL 1 HYDE PARK, LONDON

Walk right (don't stop to admire the view) into the next room. Shoot the robot that climbs down the ladder. Move up the blockades and go right into the next room for loads of lovely bonuses. Go left and up the two ladders. When the spark has passed, crouch down and go left. Hit the switch to disable the gun, then move right into the next section. Shoot the first robot, then stay where you are, with any luck the other robot will walk off the platform and kill himself! Go

up the ladder and hit the switch to kill the 88. When you get on the 88, crouch down and stay crouched. Get off at the top and

walk towards the barrels (by the time you get here the gun should have stopped firing). Pick up the ammo, then climb up the ladder. Hit the left switch, go back down the ladder, jump onto the platform to your left and shoot the robot.

Jump up onto the pipes (be careful here as a pink robot often appears suddenly). Shoot up the two blockades and collect the goodies from the bonus room. Move up the pipes, kill the robot, and get the bonus. **DO NOT GO UP THE LADDER!**

Hit the switch and go up on the 88. Kill the robot, climb the pipes and kill the other robot. Hit the switch to disable the top set of guns. Dodge and duck the bullets and jump up to the 88. The 88 here is very sticky! Hit the switch and, when the 88 is half way across, jump left (you'll see why!). Drop a bomb on the 88, fall down and go left. Half way there!

Fall down, kill the robot, and hit the left switch. Get on the 88, hit the switch and jump off just before it reaches the top. Jump over the spark, fall down and shoot the pink robot. Drop down the platforms and move towards the 88 (if you're going to pick up the ammo, make sure you crouch down or else!).

Get onto the 88 and immediately hit the switch to stop the gun. Get off at the bottom and move right

START

RICK DAN

(crouched down). Drop onto the barrels and bomb the robot. The electrodes to your left will start sparking as soon as you pick up the bombs, so remember to duck. Drop down the ladder when safe to do so, and avoid the walking barrel. Head down the next ladder and shoot the pink robot. Blow up the blockade to enter the next section. Then:

Jump onto the first lift, onto the second lift then onto the platform. Blow up the blockade, then collect these lovely little thingsy widgets. Jump onto the lift again, and onto the ladder. Climb up when the coast is clear and shoot the robot. Go up on the lift, hit the switch, then move (crouched) to the right and jump on the other lift. When you reach the platform shoot the robot and crouch under the barrel pipe. Go up the ladder and collect the vital bombs.

Climb up the ladder, drop a bomb by the blockade, then get the feet back down the ladder. Move up and drop a bomb by the second blockade, then jump up onto the lift. Hit the switch to get down, and go right (a lift will appear beneath you). Get off at the top and run like crazy under the guns (or miss, again).

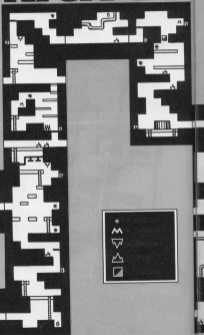
Climb up the pipe, hit the robot, then jump carefully over the walking barrel. Jump left and hit the switch. Get on the lift then crouch under the barrel pipe. Go up the ladder and onto the lift. When the barrel walks under you, go right, fall down, then go right again into the final section.

Shoot the robots. Jump onto the lift (crouch down before you pick up the bombs). Move right, up the ladder and hit the switch.

Make your way up the ladders (blow up the blockade and collect the ammo) and hop onto the lift.

Shoot the pink robot then hit the switch to make the lift go up. Crouched and move right to pick up

ammo. The gun stops firing when you're on the ladder. Climb up, go left and onto the barrel. Run quickly left as soon as the spark has sparked, then go up the ladder. Pick up the ammo, jump onto the platform and crouch. Jump onto the ladder, go up and hit the switch. Get on the lift then head up the ladder. Hit the switch to your left, then hit the top switch to stop the gun. Go right and up killing the robot as you go. Head left and go up the left most ladder.

**START**

ANGEROUS 2

LEVEL 2 THE ICE CAVERNS OF FREEZIA

Shoot the two and pick up the bonus (remembering to avoid the falling ice). Go up the ladder, jump right and kill the remaining bad guy. Jump over the cog and collect the bonus. Go up the ladder and kill the repeater. Climb half way up the next ladder - the stone-work bird should throw out and drop down. Jump right and kill the booby. Notice that all the switches on this level are invisible! So, use my ever so lovely map to locate them.

Hit the switch and bomb the ice blockade. Move left, kill the batty and move up. Here you will encounter the snowball machine. Just stay crouched and you will be okay. Go up the ladder and jump left over the platform. Pop into the bonus room - not only do you get bonuses but it acts as a restart point too. Jump up and right, shoot the nasty and dodge the falling ice. Go into the niche and hit the hidden switch to disable one of the snow dispensers, then go left and up the ladder.

Stand by the first column and slide a bomb to blow up the first blockade. Then run right a tad and slide another bomb to blow up the second blockade but keep moving right. Jump onto the lift a.s.a.p. and

hit the invisible switch to get rid of the spikes. Bomb the batty and collect the bonus. Dodge the snowballs and jump up. Avoid the falling blocks, run left and jump onto the ladder. Continue jumping up the platforms (avoiding the falling ice) and again hit the hidden switch to call the lift. Stay crouched to avoid the snowballs and drop down. Bomb the nasty and go right.

Collect the bonus and blow up the blockade, taking care to avoid the ice blocks. Then go right, hit the switch, go up on the lift, jump over the cog and collect the bonus. Hit the hidden switch to get rid of the ice block. Fall down and move (crouched) to the right. Drop down and jump over the snowballs, then move down. Bomb the other blockade, then bomb the unappreciated birds. Drop

down, hit the hidden switch and go right. It's getting tough now! Crouch under the cog, fall right

THE END!

and collect the bonus. Fall down and keep par-

ting right to avoid the ice blockades at the bottom. Blow it up. Bomb the batty to the left, then drop down (it's pointless getting the bonuses, by the way). Avoid the ice blocks, go down the ladder and blow up to avoid the spikes. Shoot the batty, dodge the falling ice, and collect the bonus. Go down, kill the nasty and pop under the cog to hit the hidden switch (which gets rid of the spikes to the left of you). Drop down, shoot the bird and go right.

Shoot the batty, dodge the snow dispensers, shoot the other batty, and go right. Yeah! Back on his scooter! Move up (dodge the snowballs) and move quickly right (to avoid a spike up the batty). Go up, shoot the batties and move up again. Avoid the snowballs, collect the ammo, avoid even more snowballs, shoot the batty and go right. Wait until the ice block has moved overhead then go up. Fall left and shoot the wall to disable the right hand snow dispenser. Go right, kill the nasty and dodge the falling ice. Collect the ammo, blow up the ice block (get out of the way) then kill the other two nasties. Go right to complete the level. Eppedy doo dal!

Tune in next month boys and girls, for the concluding chapter of *Most Dangerous 2* - The Mega Tips.

MONTY PYTHON

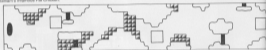
These maps are in no way connected with the numerous computer game, *Monty Python's Flying Circus*. Nor are they connected with last month's maps. Please ignore them accordingly

LEVEL 3

This level is awkward. The mad hatters, in the same way as the exploding cats are extremely difficult to dodge, as are the fish guards who hang from pieces of rope. Now stop that it's silly. No-one's a good laugh more than I do... Well perhaps my wife... ah, and some of her friends. But let's stop this nonsense and have some nice, clean sensible tips! Again you must tackle a guardian half-way through the level, namely an auto gas-refiller. The best technique here is to attack it in short bursts. Once again the Spanish Inquisition appears uninvitedly and at the end of the level you come face to face with an ingenious Flat Chicken.

LEVEL 3.3

LEVEL 3.2



LEVEL 3.5



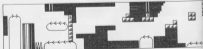
LEVEL 4.1

LEVEL 4

Despite being the final level, it's probably the most disappointing. Anyway, the conveyor belts are the biggest problem, they require heaps of practice. The other problem is the broken car - impossible to get passed alive.

LEVEL
4.4

As if flying heads and bouncing blackheads weren't enough, a giant hedgehog roars its head towards the end of the level (obviously he couldn't find Donatello). The final guardian is a merry-head clockwork thing. Then, it's on to the final confrontation with the Spanish Inquisition and three comely cutthroats. Defeat them and watch the spectacular end sequence. If you've got the brains for it, that is.



LEVEL 4.6



LEVEL 3.1



LEVEL 3.4



LEVEL 3.6



LEVEL 3.7



LEVEL 4.2



LEVEL 4.3



LEVEL 4.5



LEVEL 4.7



Shut up, I know it's as old as the hills but there's a wealth of new 84 cards out there who are only just beginning to sample the delights of this all-time classic, and besides, several people have repeated an old chestnut, so here it is. Type in the listing and save it. Then when you run it, it allows you to create your own customized game position with codes of weaponry and cargo.

```

10 IF A$="M" THEN 14
11 GOTO 17
12 POKE 52050,0 : POKE 52071,0
13 GOTO 58
14 GOSUB 40 : GOSUB 82
15 GOSUB 42 : PRINT : PRINT CHR$(150)
"EQUIPMENT" CHR$(150) : PRINT
16 FOR L=0 TO 9
17 PRINT CHR$(150)*7;
18 GET A$ : IF A$="N" AND A$="Y"
THEN 44
19 PRINT A$
20 IF A$="N" THEN POKE 5980,0 :
NEXT
21 POKE 5980,0 : NEXT

```

```

32 GOSUB 47
33 IF C THEN 19
34 GOSUB 42
35 PRINT : PRINT CHR$(150)"CARDS"
CHR$(150) : PRINT
36 FOR L=0 TO 17
37 PRINT CHR$(150)*5;
38 IF C=0 OR C=255 THEN PRINT
CHR$(150)CHR$(150) : GOTO 27
39 POKE 5076,C : NEXT
40 PRINT "*****C CREDIT (Y/N)";
41 GOSUB 48 : IF C THEN 33
42 POKE 5987,119 : POKE 5988,0 :
POKE 5989,148 : POKE 5990,0
43 PRINT "ALL MILITARY WEAPONS";
44 GOSUB 48 : IF C THEN 38
45 POKE 5994,151 : POKE 5995,181 :
POKE 5996,151 : POKE 5997,151
46 GOSUB 47 : IF C THEN 38
47 PRINT CHR$(147)"PRESS RETURN
TO SAVE NEW POSITION"
48 GET A$ : IF A$="CHR$(15) THEN 38
49 PRINT : PRINT"SAVING" H$ : G%
=570
50 G% 570+G% "L" : L$=L$+1 : POKE
700,176 : POKE 184,37 : POKE 174,250 :
POKE 176,37
51 G% 580+G% : PRINT CHR$(150)
CHR$(147) H$ : UPDATED" : END
52 PRINT CHR$(150) : PRINT CHR$(147)
53 PRINT TAB(10)"THE SLITS CHECK"
54 RETURN
55 FOR L=0 TO 599 : READ A$ : POKE
L,A
56 NEXT : RETURN
57 PRINT : PRINT CHR$(150)"ALL OK?"
58 GET A$ : IF A$="N" AND A$="Y"
THEN 48
59 PRINT A$

```

```

50 IF A$="M" THEN C=0 : RETURN
51 C=0 : RETURN
52 FOR L=0 TO 9 : READ 052,053 : NEXT
53 FOR L=0 TO 17 : READ 055 : NEXT
54 RETURN
55 PRINT CHR$(150)CHR$(147) "INSERT
DISK ON TAPE HOLDING POSITION":
PRINT
56 PRINT CHR$(150) "PRESS 1 FOR
TAPES, 0 FOR DISK"
57 GET A$ : IF A$="Y" THEN 57
58 DRIVAL (A$) : PRINT : INPUT "FILE
NAME" : A$
59 A$+1 : PRINT : PRINT"LOADING" H$ :
LOAD H$,D$,1
50 DATA
185,70,51,135,170,37,83,176,37,350,290,2
47,141,250,37,
185,70,34
51 DATA
108,134,167,85,157,186,135,176,37,83,176
37,200,280,
242,141,251,37,55
52 DATA ESCAPE,POB,250,FUEL,
52000,250,250,250,ENERGY
50000,127,250,PROY,UNIT,1
53 DATA DOCKING,
COMPUTER,250,GALACTIC,HYPER-
SPACE,250
54 DATA
55000,15,FOOD,TEXTILES,RADAR,
TRIVIA,5,AVE,LIQUORS,WHEEL,
LIQUORS
55 DATA
56000,105,COMPUTERS,SMACH-
ERY,ALLOYS,PIPE,ARMS,PUR,
MINERALS,GOLD
56 DATA PLATINUM,SEM-
ICONDUCTORS,ALIEN ITEMS

```

DOUBLE DRAGON

Heaven, another POKE that doesn't need a cartridge. This one provides infinite lives and time. It comes via Andrew Whitaker of Blackpool, to whom I am eternally indebted. Thanks, Andrew.

```

10 PRINT CHR$(147) TAB(4) "DO CHEAT—
LOADLIFE AND LOADATIME"
20 FOR L=0 TO 400 : READ Y : POKE
L,Y : C=C+Y : NEXT
30 IF C<4000 THEN PRINT "DATA
ERROR?" : END
40 G% 400
50 DATA 32,58,245,160,160,141,220,4,160,1

```

ACTION STATIONS

Don't forget, scores with a time 84 in the corner contain only POKEs that can be used with a reset switch or Action Replay settings. And just to clarify things, if a POKE is followed by a 975, compressed it can be used with both a reset switch and a Replay cartridge. If there's no 975, it means it's an Action Replay only 84 stand. Right, that's that then.

```

60 DATA 141,250,4,75,150,4,150,174,
141,114
70 DATA 6,160,1,140,115,8,75,150,5,160
80 DATA 170,141,21,138,141,150,57,144,
154,57
90 DATA 75,250,128

```

PRISON RIOT

Urgh... This 84!

Oh dear, Andy's just heeled over unconscious, and I'm not mistaken here's the cause, a stand alone POKE that needs no cartridge or reset switch to make it work. So there you have it, I Andy Payne of Birmingham ain't do it, so can the rest of you. Keep 'em coming.

Type in the following listing and save it to tape for safety. Then run it.

```

10 PRINT CHR$(147) : FOR L=0 TO 504 :
READ A$
20 L=ASC(LEFT$(A$,10)) : L=L-95 : IF L<0
THEN L=L+7
30 L=ASC(RIGHT$(A$,10)) : R=R-95 : IF R<0
THEN R=R+7
40 Y=(L*18)+R : C=C+Y : POKE L,Y
50 POKE 52050,L : NEXT
60 IF C<4000 THEN PRINT "Error in data" :
END
80 PRINT "THE SPEAKER SAY" :
POKE 158,0 : G%5204

```

WE MUST BE MAD

Used once a week. Each month we at Commodore will be giving away a voucher for our mail-order section worth 100 on those systems we had chosen to. This month's winner are Tim Taylor and Andy Payne. So I don't want to hear any more pathetic first-prize excuses about the cost of stamps. Send your stuff to the usual address and mark it "I want a slice of that Commodore mail".

```

90 DATA 40,50,60,60,48,10,80,80
100 DATA 03,40,50,83,28,03,20,50
110 DATA 75,40,50,80,02,01,48,22
120 DATA 90,07,01,80,42,82,PC

```

Once the game has loaded it will automatically reset allowing you to enter any or all of these cheats.

POKE 5260,1—Speed game up (2x normal)
POKE 8382,165—Walk through walls
POKE 1287,165—Walk through mines
POKE 8487,165—infinite bullets
POKE 6284,168—Walk through slates
POKE 4190,168—infinite time on sub-game

Then type G% 2075 to reset the game.



**THE
FEBRUARY
COMPETITION**



**THE
COMMODORE AMIGA
OR
SEGA MEGADRIVE
(Plus the Game of YOUR choice)
OR
ATARI LYNX
OR
NINTENDO GAME BOY**

In The FANTASTIC **DIAL-A-QUIZ** MONTHLY Computer Competition
Answer 4 simple computer related questions and by this time NEXT MONTH
YOU could be the Lucky Winner of one of FOUR Superb First Prizes in this
month's DIAL-A-QUIZ "Welcome to 1991" Computer Competition

eg. QUESTION: What is the name of the main character in Dragons Lair?

- ANSWER: 1. Billy Brave
2. Dirk The Daring
3. Fearless Freddy

It's THAT simple!

And REMEMBER, you can enter ALL Competitions as many times as you like.

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Atari Lynx Hotline:	0839 - 121 - 168
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One first prize in each competition. Winners are chosen at random from all correct entries received. Closing date 20th February 1991. All calls last approximately 4 minutes and if you are under 18 we ask you to please obtain your parents consent before you dial.
Calls are charged at 33p per minute cheap rate. 44p per minute at all other times.

NOVEMBER RESULTS: MANINDER SINGH - FROM LEICESTER - AMIGA
ADRIAN SWABY - FROM ESSEX - ST TURBO
PHILIP SOUTH - FROM HEMEL HEMPSTEAD - SEGA MEGADRIVE
DANIEL GOODWIN - FROM LONDON - NINTENDO

P. GROVE: DIAL - A - QUIZ . P.O. BOX 11, SKEGNESS, Lincs. PE25 3NL

The Mighty Brain

Got a burning desire to ask some questions and see your name in print? Why not write to: **The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW?**



JUST WONDERING...

I've got to say that your mag is full. (Go on then - TMS!) I'd like to know if Super Wonder Boy will come out on tape as I desperately want it. If it is coming out please could you send me the address. Andrew Taylor, Nottingham

Activision's Super Wonder Boy in Wonderland has been delayed for several months. Your best bet now is the Sega Mastermix compilation here called *Gold*. It could be the job. TMS



Super Wonderboy strikes a muscular pose, ready to win it on US Gold's Sega compilation tape

1) What is your all time favourite game on the C64? And can I have a copy please?

2) How's it hanging? Oh sorry, that's right, being a mere brain you wouldn't have one. G Logan, Strathclyde

3) As of this issue, we are including a Back Numbers page where you can buy old issues of CF. Interested parties should turn to page 62 please!

4) How do you survive without them?

5) No, I'm single. There was a brief romance several years ago, but I was young and foolish. She was a... no, I'd rather not talk about it

6) No, I'm afraid it's a case of 'What you see is what you get'.

7) My favourite game has 7 been written yet - it's the one starring my good cat.

8) Oh, hazy far-fer. Excuse me while I split my sides. Cretin. TMS

FISHING LINE

I would just like to drop you a line with a few questions:

1) Is there a PC/E to make the computer think that there is no cartridge inserted, so Quik from PowerPack 3 won't go on disk without one.

2) Is Great Game System still available? If so find it and slap it on a cover-top, please.

3) Are you the only UK magazine with no Amiga issue?

4) Is Dungeon Master available on 64-bit?

5) Have you got a copy of Fly Fishing, by J.R. Hatley?

Andrew Newton, Kent

1) Gosh, 'knows' that there's a cartridge inserted and is protecting itself. I'm afraid that without hacking into the program there's not much you can do.

2) Rainbow Act's Great Game System was imported by Activision because, as a step of the classic console game Super Mario Brothers, it was just a little too close! The game was withdrawn by Rainbow Act's and is no longer available.

3) No, but CF is the only C64 mag worth having.

4) Unfortunately, no. Someone did approach the US programming team PTL to do one, and they turned them down flat. However, magazines like Bloodwych is a pretty fair substitute - and there's a two-player mode!

5) No thanks, and a jolly good read it is too. TMS

GOLDEN OLDIES

I would be very much appreciate if if you could answer some questions, so here they are:

1) Do you still back issues? Because I missed CF1. Sorry!

2) How do you survive with a few plugs and wires sticking out of you?

3) Is there a Mrs Brain?

4) Can you only order games available on the Mail Order pages or can you order any game you like past or present?

QUESTION MASTER

When I take it on the news stand, I could hardly believe it. A thing just for the C64 - brilliant! I would like to congratulate you on the eighth wonder of the world. It's brilliant about games and packed with reviews, FORKs and of course the free tape. What more could I ask for? Well, let's try these to start off with:

- 1) Is there a cheat for Bubble Blasts or Rainbow Islands for use with just a reset cartridge or a type in TR if we please print it?
- 2) Will there ever be a Wheel 2?
- 3) Should there be a second more under 'Bliss' than on the Spiderman Series.
- 4) Is there a Castle Master 2?
- 5) Is it too late to send CF tape 2 back as Empire does not want?
- 6) Why am I asking so many questions?

Anyway, keep up the brilliant work and WIN!

IAN COMMOORE FANCLUB

Paul Hunter, Sheffield

1) **Assured, no problem!** For instant fun, try these Rainbow Islands: **POKE 28535, 188**; **Bubble Blasts: POKE 1540, 188**

- 2) Yes, unfortunately, **Sensible Software** are only going to do it for the lot of machines. (I can't tell you - it's a secret)
- 3) There are no plans for a **Castle Master 2**, but incentives are seen to bring out the CD Constructor II which will enable you to design your own Click out Early Warning System.
- 4) **Wheeler** can't send you one, we have a few

spare in the office. Send your tape to us with a stamped, self-addressed envelope and we'll pop one in the post.
 6) I would answer that... but I won't. There are great children reading this.

CONSOLE QUERIES

Could you please answer a few simple questions about the 04455? (They should be no problem for the great immortal mighty super mega brain!)

- 1) Does the 04455 work with the **Castleshot Plus Super Charger?**
- 2) Are **Furber, Turban, Golden Ace and Shadow-Dancer** coming out on cartridge?
- 3) Are you any relation to **Mother Brain** the lady from **Captain N and the M Team?** (which comes on at 8.55 on TV on a Saturday morning?)

Joseph, London

- 1) You can plug ANY standard joystick into the 04455 with no worry.
- 2) Sorry old mate, there are no plans to cartridge any of those games.
- 3) Sorry you should ask that... no.

TMB

NEW WORLD

So, you think your cover art? that lets see you answer these questions in perhaps the M in TMB really stand for 'Majest'. Or maybe you won't print the letter like you did with my last one and prove to every one that you're a putrefactive biological misanthrope.

- 1) Do you have the address of DeGale man-

- aging. The distributors of the Neo-Cass?
 - 2) Will **Shen Shen** be converted to the C64?
 - 3) Will you start featuring any other computers or consoles and if yes do you want it to use generations or a frame browser?
 - 4) Was the game **Everyone's A Hero** ever released on budget?
 - 5) When will **Rock Dangerous 2** be coming out on cartridge?
 - 6) How do you get past the **Dragon** on level 1 of **The Last Ninja?**
 - 7) Will you be giving a demo of **Rock Dangerous 2?**
 - 8) Will there be a sequel to **Tombat?**
 - 9) Will subscribers get the mag delivered as soon as it's in the shops and why don't you give away the **Black Crusier** instead?

Robert Larkin

A putrefactive biological misanthrope? Heavens, sure I'll answer your questions:

- 1) Yes to.
- 2) No, never heard of **Shen Shen**.
- 3) No and neither.
- 4) If it was, I haven't seen it for ages.
- 5) There are no plans to release **Rock 2** on cart just yet.
- 6) You have to **degenerate yourself** as a piece of **Dee-Dee-Dee**.
- 7) In a week... no.
- 8) **System 2** have no plans as yet.
- 9) Subscribers should get the mag before it's in the shops, and because we like the pink and green ones, so much.

TMB

THE MAGNIFICENT SEVEN

Since Five gave to the bother of writing, I might as well ask a few questions:

- 1) Does **Coxin** intend to put all its new games on cartridge only?
- 2) Concerning the review of **California Games** (CPG) by **Ethel Frames**, would it be true to say that several days for loading is a slight exaggeration, and is the rating of 85% not just a little mischievous?
- 3) With the fast approaching threat of GOSPEL, is it possible to get educational programs for GC65 French, chemistry and other such breaded subjects? If so could you suggest a few.
- 4) Brilliant idea! The computer review that is. Don't let me. It was all your own idea. Would it be possible to repeat this every now and then (more than that)?
- 5) Is a motherboard a worthwhile investment if I intend to use cartridge games?
- 6) Must mention the tape case for the Power Pack, it is just mighty, the yours! **ACP Dundee, County Tyrone**

- 1) No, I'm sure there will be an even split of games on cassette and disc and games on cart. However, even if they did, at least you'd be guaranteed instant loading and a few extra bells and whistles in your games.
- 2) I don't take ages to load, and 85% is doing ok. The events are fun, but the reality soon wears off.
- 3) The only serious place we've heard of that supplies loads of educational software is **Atlantic Educational Media**, in Toronto.

CODE BREAKERS?

Feeling just recently bought a copy of CF and not knowing anything about them, I would like to know how to go about using the cheat and POKE programs which appear in your magazine. Also I would like to know the price and where to get any hardware which they are required.

P Thompson, Hull

The game **POKEs** which are part worth **Andy Dyer** distributed randomly in his so-called 'GameMasters' section can be entered using several methods. **POKE** settings are typed in on the **Blue Screen** screen, RUN and then they load the game automatically, with the cheat already installed.

Then there are stand-alone **POKEs** which require the C64 to be reset. This can be done with small reset switches which you can buy, or you can resort to

the old trick of connecting certain points on the the C64's expansion port with a piece of wire (not advisable, advice also warning connections can result in a detailed 8Q). Once the **POKEs** has been typed in, the game is restarted with a SYS call.

Finally, and most conveniently, there are **Master Cartridges**, such as the wonderful **Art's Action Replay II** made by **Dave**. This allows you to reset the game and enter single **POKEs**, then restarts the game at the top of a key. They even allow you to find your own **POKEs**! For hardware gamers such a device, if you can afford it, is invaluable.

Now've you reset a C64 and enter numbers for your troubles, why we don't stock reset carts ready...

TMB



Summary: Why not give them a rip at 0400 671527?

- 4) The sorry: I have absolutely no idea what you're on about.
 5) It wouldn't. Unfortunately, Data! have stopped selling them, so I wouldn't worry about it too much.
 6) At least that's one thing the miserable CP crew manage to get right once in a while. **TMB**

'SPECY' FRAMES

I have already read the first three issues and think they're brilliant. Since I know you are all knowing could you answer these questions?

- 1) My G04 is 8 years old and is giving me a lot of loading difficulties. Is it because the G04 itself is old or the discwriter is old?
 2) Is the transformer on the main board meant to get hot? It doesn't on a Spectrum.
 3) Will Comelphores ever be converted for the C04?
 4) And lastly, will Roger Frames take his glasses to the optician for once? Please answer these questions, I am a very frustrated C04 owner.
E J Perkins, London

1) Four problems are most likely caused by a mixture of both, but the discwriter is the main culprit.

2) The G04 transformer does generate a lot of heat, so don't worry about it.

3) No-one has admitted to venting the science for it so far.

4) Oh dear, I think I'll pass that one over to the lad himself. Thank you squish-head. What Mr Perkins is that an amalgam? You obviously haven't seen the rest of spectacles these days. Even those people at Vision Express charge the earth! Why should I get some expensive professional to make a batch job, when a couple of strips of Sellotape salvaged from last year's wrapping paper (as long as it's not ripped why waste money on new stuff) will suffice? I think if you readers were a little more money conscious there would be less moan... Yes, thank you Roger, you can go now...

TMB
 And not forgetting me too! (Will it be paid for that?) PP!

HARD DRIVIN' - TOUGH COOKIES

Please could you answer some of my humble questions which, to you, require little or no thinking to answer (that's true - TMB).

- 1) Is there any chance of getting decent version of Domark's Hard Drivin' for the Commodore 64?
 2) If so, do you think Domark would release it as a single?
 3) And will it be any better than the version on the TMT compilation?
 4) Have you ever been mistaken for a jar of pickled walnuts?
 5) How come it is C71 you said you had lived in a glass jar for four thousand years? I find this very hard to believe because glass is its proper form is not around that long ages, let alone glass jars. Get out of that one! Also I have always wanted to know how you got in that jar in the first place?
 6) Emms are grey, not pink (as mentioned in CFS), but I suppose if you have lived in a jar of fluid for as long as you say you have you would have turned pink.
J Woodward, Norfolk

1 & 2) Since our initial reports, Domark have stated that they have no plans for a souped-up version of Hard Drivin', and that the sequel is destined for the 16-bit machines only. However it

they may do decide to 'purified Drivin' on

cart, it could be a total re-write - not

just an enhanced version of the mutant that lives inside the TMT compilation.

3) I wouldn't be any wiser!

4) Have you ever been mistaken for a

human being?

5) I never said that I had been living in a glass jar for four thousand years - you just don't read properly do you? Anyway, glass is simply sand particles (various silicates that have fused together. Glass is one form or another - has been around a lot longer than you think descendants.

My jar is actually only a few months old. The CP team bought it for me to live in, since my former mate was leaving it to disintegrate. Well, what do you expect after all this time?

6) Perhaps being human brains might be

grey. I am a very healthy shade of pink, and the fluid has nothing to do with it. That's simply there to stop me from drying out. **TMB**

DRAGON NINJA

I have been a G4 lover for two years now, yet I never purchased a complete (tag 58) picked up yours. Most magazines are about everything else except G4. Is your mag is perfect (How true - TMB)

I am hoping you (an mighty one) of your readers can help me. I have been looking for a Starboard Pro 16 or 24 task sequenced program for a year now. If anyone could tell me one I would be over the moon, as no-one here (including shops) has even heard of them. But the gentle with this, I am unemployed. Hoping you'll print my letter. Thanks for the entertainment in CP.
 PS: Can anyone get past the Dragon in The Last Ninja?

Anthony Heffernan
 22 Quinn Drive

Billy Formed
 Dublin 10

Ireland

If anyone can help Mr Heffernan with his Starboard problem, why not drop him a line?

Oh, not you as well Mr. Right. So you,

Robert Clark and anyone else who's stuck, do get past the dragon on the last level? How a snake boots under it's nose. This puts it to sleep and allows you to sneak past.

However, if it's the dragon on level 2 that you're having problems with, you have to use the Ninja's magic which you'll find lying around. When you start flashing on and all you can see past the board is blacked out.

Well, that's enough for one month. I'll be back in CFS, bringing more wit and wisdom if you have a problem locating your own mind, write to me!

The Mighty Brain



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As it says - all you need to do is to buy one of these awesome new games published by KIXX, and there you go! Well the rest is up to you! (But be quick - after open for a limited period only), don't complete the coupon inside the pack and make the decision as to which one of the 27 (mostly - two!) fantastic games you want us to send you FREE OF CHARGE! Send the coupon back to us (by the fastest carrier possible) post haste and you've got two games for the price of one!

WHAT COULD BE SIMPLER!

Watch out for other selective back catalogue titles which are also included in this GIVE-A-BUY promotion.

KIXX, Unit 2/3 Industrial Way, Huddersfield, West Yorkshire DA 7J5 Tel: 01484 645 1515

"Just get 'em out by the cartload!"

CARTLOADS OF JOY



With the C64's slot back in fashion, old games are beginning to re-appear with the new advantage of instantaneous trouble-free load. CF plugs in three of the latest bundles and finds that, at least in one case, swings and roundabouts are the order of the day

Cart compilations are just something — several hundred K of games available at the flick of a switch. What some? We get 'em!

POWER PLAY

INICART
3

Microprose Soccer,
Risk Dangerous,
Stunt Car Racer

To start with, CF asks the question, who are The Disc Company? Well, continue on a strictly "need to know" basis and quite frankly you don't need to know. Suffice to say that they produce all manner of computer things and have now started doing cartridge jobs for the C64 and G6. Their first offering is a compilation called Power Play containing three games which made an enormous impact on their first release.

The first game on the cart is Microprose Soccer. It's an arcade style game (no ball management pep in this one) in which you can either take part in a World Tournament against the computer, or play against a friend — by far the most enjoyable option. It's too quick to review here above but because it's so large only a small portion is visible at any one time. That's all right, though, because it scrolls over so smoothly in eight directions.

Players are all computer controlled except the one that is kicking, which you guide around the pitch. If you need to use another chip, pressing the swaps control. Playing against the computer is good fun but tends to be a little easy, so get it third round and take full advantage of the game. The graphics are good enough to be fun, as are the sound and the playability.

Second is Risk Dangerous, and if you see the review of Risk Dangerous (back in CF) you'll know what to expect. It's a platform game in which you have to battle your way through an Amazonian scene, the Egyptian Pyramids and finally your enemy's fortress. Risk has fire bullets and drop time bombs which are invaluable for solving many of the intriguing puzzles in the game. (Below Risk 2 came out but this was one of the best, if not the best, platform game available — fortunately it's only been pushed into second place by its sequel.)

The final game on Power Play is Stunt Car Racer. It's a 3D race game of absolutely remarkable proportions. The entire track takes over eight miles of varying difficulty. Each track is like a roller coaster of that it's raised high above the

ground. The idea is to shoot around the course without falling off or avoiding the car and hopefully to end up in first place. There's only one reserved but this in no way detracts from the game. The feeling of hurtling through the air on the jumps is awesome, and when you first play the game it can literally make your stomach flutter. It's that effective.

FUN PLAY

INICART
3

Pro Tennis Simulator,
Pro Skateboard Simulator, Fast Food

The second cartridge based compilation is, well... (sorry could you credit it, The Disc Company). This one is called Fun Play and contains three less busy-duty titles than its companion compilation, all in Code Masters budget games.

The first one is Pro Tennis Simulator, a neat little tennis game which doesn't quite come over as outstanding. It's viewed (as is usual with this sort of thing) at a 45 degree angle from behind one of the players.

An options screen allows you to choose the number of players, the number of games in a set and the difficulty level. To serve you simply have to press fire to throw the ball then fire again to send it hurtling into your opponent's half of the court. You then move your player around using the joystick (and not the ball) by pressing fire. It's all done in complete but plays smoothly and is great for a bit of light relief from the more hectic or complex games that might adorn your library. Best on the menu is Fast Food. HAHAHAHA!

Sorry but this one is a little crap. It's a Pac Man derivative that while looking prettier than Pac is far less rewarding to play. All you have to do is run (or, possibly slowly) around a circular maze picking up various varieties of fast food. On later levels the monsters threaten to kill you but even this one in the end for the action isn't enough to make the game anything but appalling. Still, you can't win 'em all.

POWER PLAY

£24.95/THE DISC COMPANY

These three games add up to superb value. They're all brilliant and would be a good buy at half price. At £24 — and with that lovely instant access — they're probably being given away.

POWER RATING 96%



STUNT CAR RACER
Risk rollercoasting fun



MICROPROSE SOCCER
Still getting the weather warning field



RISK DANGEROUS
Pushing the limits of the platform game

FUN PLAY

C24.RG/THE DISC COMPANY

Considering the poor quality of one of these games, the C24 price tag and the fact that there were at previously budget prices I don't think this one can really be recommended unless, of course, you crave the efficiency of a cartridge.

POWER RATING 55%**FAST FOOD**

Make yourself as chub as a greasburger

Load and definitely not least is the Skateboard Simulator. This one is the jewel in this particular simulator's crown even if it is a rip-off of C205. You control a skate boarder who you must manoeuvre around a 3D course collecting flags. Tapping the joystick left and right rotates your character while pushing forwards on the stick sets you in motion. By pressing fire you can make your little perform incredibly acrobatic stunts which become vital in later levels where the course contains breaks. To add to the excitement, the game is played against the clock.

**PRO TENNIS SIMULATOR**

The all-weather court makes your service

**PRO SKATEBOARD SIMULATOR**

Sun and fun... how it looks with wheels.

How do you control your joystick movements are. The difficulty of each level is increased by the Finnish Freddy's meddling, often with hilarious results.

What puts this game above others of its type is the superb animation in each of the acts. Even

when you lose, it's fun to watch your hapless little plummet or your juggler episode as Freddy viciously and fairly throws you a bomb instead of a ball. This game was almost unplayable in its multi-lead systems incarnation, but has improved beyond recognition by being placed on cart.

Oddly enough, the next offering was one of the first C24 cart games, from way back in 800 International Soccer is a fairly standard tennis game with the pitch viewed side-on. You can set the difficulty level, play either against the computer or against a friend and you can even change the colour of your kit. Although it's getting a bit long in the tooth now it still holds up pretty well and provides a modicum of enjoyment as an occasional play.

Plimbo's Quest, the third game on this compilation, is a platform game in which you guide the unobservant cute Plimbo through an unobservably cute landscape, kill a number of unobservably cute monsters, collect the unobservably cute scrolls that open and take them to the unobservably cute wizard. Then it's on to the next unobservably cute level. Okay so it's an... unobservably cute but it's playable and looks gorgeous too, you like the unobservable cuteness - full.

Finally there's Klax, a sort of cross between Connect 4 and Tetris, where you drop similarly coloured blocks in groups of three or more to remove them from the pile. The play area is shown in such a way that it appears to come out of the screen at 45 degrees and along it the tiles tumble towards you, rather than drop from a height. Klax, as they say, is good but not that good. It's fast and colourful but doesn't really offer anything that you haven't already seen elsewhere.



COMMODORE JOYSTICK AND CARTRIDGE PACK

IN A CART
4

Flendish Freddy's Big Top o' Fun, International Soccer, Plimbo's Quest, Klax

It's all very well if you buy a 65 and get your five 100-game cartridge but what if you want those splendid offerings and already own a C24? Well Commodore have kindly produced a bundle that contains the introductory cartridge and a console joystick all for £24.95. How does it shape up? Read on.

The first game on this package is Flendish Freddy's Big Top O' Fun. It's a sort of circus event game but set against a circus backdrop. The particular Big Top is in financial straits and the evil developer Freddy wants to build an office block on your plot of land. In order to save the circus you must perform each act in a high enough standard so that enough money is raised to keep the business going.

There are five events in all: the high dive, flying trapeze, human cannonball, knife throwing and juggling. Success in each event depends on

COMMODORE JOYSTICK AND CARTRIDGE PACK

£24.95/COMMODORE

**FF'S BIG TOP O' FUN**

Instead of circus - instead of improvement

**KLAX**

For do-hand dexterity bends everywhere

**INTERNATIONAL SOCCER**

Proving that old cartridge games never die

**PLIMBO'S QUEST**

Cautions: you'll come back to



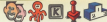
SET TO KILL



FORMAT

Commodore

DICK TRACY - PLAINCLOTHES DETECTIVE



You're a captain in the Liberty City police force. It's a steady job, but you're hot for promotion. Tired of your blue threads you hanker for the exoskeleton and firepower Enhanced Special Weapons And Tactics: mean dudes with a license to blow very large holes in anything metal. But to make the grade, you gotta make arrests — the way forward is to catch those criminal



At the start, you're a simple beat-copder on the beat of small-time criminals — like this (the rest of small-time criminals — like this)



Some of the beat-up garage like the beat hanker between you and E-SWAT (from a pay-off with an exoskeleton and chain pistol)



And in fact, having earned promotion to the E-SWAT elite, you get out on the beat of the wall maximum. At this stage, his jump-suited enemies are no match for your superior weaponry

There are three mean dudes on the street who must be slugged behind bars in order for you to work your way through the ranks of the force. With each arrest comes promotion, from lowly Captain, to Assistant Chief, to Chief and finally earning the right to don the body armor and heavy artillery of the elite E-SWAT team.

Starting from police headquarters, your quest for commission horizontally unfolds its way left to right into the city and into danger. You — and a buddy — if you so desire — walk and jump through the urban

scenes, wiping out crime wherever it appears. And in a city as mean as this, that includes anyone from illegal skateboarders to gun-toting gangsters!

At the end of the scene you come across the target villains who have one or two tricks up their sleeve: prepare for a faster-throwing batarang, a slinky guy with a scissoring of doom, and a biker who flings a nifty great anchor, go-go fashion, into your midst. Doozer.

Once this trio of foes are safely in air, you can climb into your exoskeleton

and

ESWAT

When does promotion come with an exoskeletal armoured suit? When you work for E-SWAT — the Enhanced Special Weapons And Tactics crew, converted from their original coin-op role by US Gold. Well, they're looking for new recruits so our reviewer joined up to see what all the fuss was about...



Mark, the enemy descends a building — while you're still in it! Move left and right to avoid the landing beams.



Further on, you reach a real urban frontier. This falls (slows) beams and slugs the boss, which takes the buildings and you!

start off on the game's real objective. The next 12 levels follow your efforts to track down and defeat an evil gangland mastermind, who has operated himself in an underground complex. (Why is it always an underground complex?)

As you progress through the city, the boss's equally vile cronies do their level best to stop you. Gangs of machine-gunning terrorists, marauding Big Foot-type trucks, razor-clawed tigers and laser-fiddling gorillas all conspire towards your imminent downfall. The head honcho has even lashed out on some shiny new E-SWAT-style excelsiorion suits for his underlings.

SWAT



Inside the underground complex, you run the gamut of wretched tanks. These tanks can only be hit by shooting in and jumping.



Deep within the mastermind's lair, you face a barrage of attack from all manner of ferocious opposition. Here, you have to try and draw a pair of flying, laser-splitting skulls before they turn you into so much canned meat!

Swatshop

In this line of work, you won't do a decent job without the right tools. Now, you've got a 10mm M420 special-ops assault rifle can do pretty well, but when you're faced with urban guerrillas (and even angry gorillas) you need a little extra to keep the odds stacked in your favour. That's why I advise General Atlantic Superweapons:

"Water" McCoy, E-SWAT



FIREBALL
This handy gadget releases a stream of five fast spheres across the screen, damaging any enemies in the area.



DRAGONBLASTER
A stream of three blue-white acid dragons. It's useful for hitting enemies on high perches or peaky laser towers.



MEGA-BLASTER
Blasts a single powerful blast, limited to straight line fire in front and behind, though

These guns pose slightly more of a problem, but are still no match for the City's finest.

Ammo can be replenished by collecting icons, otherwise your E-SWAT Ter resorts to kicking the baddest, not the most effective way of enforcing the law. I'm sure you'll agree. As well as toting a heavy-duty cannon, you can also collect a variety of super weapons. Jump up to touch the icons which appear and then hold the fire button down to unleash a barrage of serious huff!

As you near the inner sanctum of the evil complex, things start to get quite hairy. His complex is guarded by automated defenses such as armed robot tanks, hovering laser turrets, "wing-way" rocketry bots and lots of extremely laser-tower turrets. Up until now the game is fairly straightforward, but from here on in you have to be quick on the stick, and even quicker on the fire button!

Regular arcade-guns will recognise this Sega coin-op convention, and while it's a fair representation of E-SWAT - at 13 levels - that's about it. The landscapes are nicely drawn, with the occasional bit of parallax, but there are no real hills, balls or whistles. The

sprites are chunky, the end-of-level guardians are only little-sized and the sound effects are nothing special.

But for all its overexposure, the gameplay is still quite addictive - especially so in the two-player co-operation mode. The fun factor stands more chance of going off the scale if one of your mates is contributing to the death and destruction. Controls are nice and responsive and the action has just enough variety to keep you on your toes. Certainly later levels get very badly mixed. Yes, this should keep you E-SWATting away for ages.



Game	E-SWAT
Maker	US Gold
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Takes a while to get going
- Graphics/texture as impressive as arcade counterparts
- Buggy sprites, poorly animated
- Poor sound effects

100

-

71%

-

-

-

-

-

-

-

0

- All 13 levels of the coin-op have been reproduced in, making the mission a long one
- Two-player gameplay boasts uncharacteristic fun
- Inclusion of collectibles and power-ups helps to sustain the interest
- Steady difficulty helps you to get started and then keeps you building away
- Backdrops are nicely detailed, well detailed, very smart indeed on later stages

...AND THE UPPIERS

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In this series, we'll be looking at Basic and teaching you step by step how to use this simple and yet powerful computer language. Month by month you'll learn how to use sprites for games, how to make music using the built-in synthesizer, and even how to create more serious programs too.

But don't worry, even the serious stuff is gonna be fun! And we'll take it a stage at a time too, so nothing ahead and leaving you behind. (But for those of you who want to have homework to do, I'll be setting problems for you to figure out while you wait for the next issue. So by the end you should have a firm grasp of Basic and be able to set up a quick program to do any task you like, from a game program to a satellite tracking station... Well, maybe we'll do more in the games line, but you get the idea.

So the trick is, just type in the listings and see what happens. Learning a new computer language can be fun, so don't worry if you can't get the idea right away. Just follow the listings and type them in exactly as they appear on the page. Every bit of punctuation is important, so don't miss anything out. If you don't understand something, leave it and move on. Try changing things in listings and see what happens. You can't break anything by messing around with programs, so go ahead, get your hands dirty. Except perhaps your brain, but that's your problem.

C64 BASIC V2

Basic, standing for Beginners All-purpose Symbolic Instruction Code, was designed with beginners in mind, allowing what is virtually English language input to be used to make computers do things. For example if you

BACK TO BASIC

Unleash the real power of your Commodore 64 with the help of Phil South. A month by month complete beginner's guide to programming in Basic starts here. Let's go...

wanted to print something on the screen, you would just say PRINT followed by what you wanted on the screen in inverted commas, like so:

```
PRINT "Hello World"
```

This would print the words Hello World on the screen. This is a very simple example, but if you've got a spare minute you can tap into your C64 and try out. Go ahead. Now then, wasn't that fun. Congratulations! You've just

written your first Basic program. Seriously though, PRINT is one of the most used commands in Basic, because it is the way the computer communicates its wishes to the user in any program. So learning PRINT is one of the biggest steps to a good understanding of the language.

So programs in Basic are like a list of instructions, which the computer follows in order. Each program line has a number, like so:

```
10 PRINT "Hello World"
20 GOTO 10
```

and those numbers identify the lines and tell you which order the instructions will be executed. In the last example we can see another command, GOTO, which in this case is sending the computer back to line 10 to execute that line again. Type this one in and see what happens.

Wait! Don't panic, nothing's gone wrong, it's just what you call a "loop". This means that the computer continues to do this program until you press the RESET/STOP key. Hit that key and the program will stop. Phew, that's a relief.

LOOP THE LOOP

If you are programming a repetitive task that loops are handy things, allowing you to add numbers together as fast as you like. Try this one for size:

```
10 A=1
20 PRINT A
30 A=A+1
40 GOTO 20
```

The letter A is what we call a "variable", and that means that the letter A represents a number. The number in this case was assigned to it in line 10, is 1, or nothing. The last program takes a number, called A, and adds 1 to it and

CONTROL ROOM

Here in the control room we have a listing of all the control keys so that you can see what each key means in a PRINT statement. If you see an odd symbol in a listing, look down the list until you see it and push the key marked next to it on the list. We'll update the Control Room every month, so don't worry if you don't see everything listed at once.

BASIC

Beginners All-purpose Symbolic Instruction Code

COMMAND KEY

Keystrokes in PRINT statements which control the output text or graphics in some way or other

INPUT

A command which asks for input from the user

LISTING

The program can also be called a listing

LIST

is a command which lists

the current program in memory

LOOP

A method of branching back or forward to another area of the program

POKE

Method of putting numbers directly into memory

PRINT

The command which prints text or numbers to the screen

PROGRAM

is a list of instructions for the computer

READ

Looks for DATA statements and begins getting data from them

REM

Allows you to put remarks in your programs to make it easier to make head or tail of them

SPRITE

is a movable graphic object

VARIABLE

is a letter which stands for a number in a program, so the number can be any-

TO

used over again. The computer will keep adding numbers to the screen until you press the RUN/STOP key, or the Beeth blows up, whichever's the sooner.

The trick is that we send the computer back to line 00 at the end, rather than line 10, so rather than being sent back to 0 the amount of 4 keeps going up. For your future reference, this method of sending the computer back and forth in the program is called "branching". To remember this, think of a branch on a tree, and where the branch forks away from the trunk, this is the GOTO instruction, diverting the "flow" of the program to another place. If the GOTO wasn't there, what would happen? Well, the program would print the first value of A and then end. The PRINT command is always added to A, so the first 1 is actually added to A, but not printed, so you never see it.

STRANGE SYMBOLS

Oh yes, and while we're talking about PRINT again, you'll see a lot of strange symbols in PRINT statements over the next few months, and these could stand some explaining. Once you've typed a " symbol in a PRINT statement, the keyboard keys see it PRINT mode. The symbols are normal keys like CLR, INS, cursor up, that sort of thing. But in the context of a PRINT statement, they change their meaning to be "control keys". Control keys tell the computer where to print the following text and in what colour. For example:

```
PRINT "(=add) (=cursor down) theLoR"
```

prints the word 'Hello' in red, and it prints it a line lower down than it would have if you hadn't put the cursor down symbol in there. To help you interpret the listings as we go along, you will find a useful guide to control keys under the heading 'Control Keys'.

INPUT is another essential keyboard to get used to. This command takes some input from the user and acts on it. The command prompts the user for input, then stores their answer in a variable like so:

```
INPUT "Please input a number";A
```

The computer takes what the user types in and stores the number in variable A. From then on you can examine A, and do all kinds of things to it like add and multiply.

MATHS AND THE SINGLE 64

To perform functions on numbers, and variables, you need to use special notation. Adding and subtracting are done with + and -, just like normal. But multiplication is represented by a * symbol, and division is shown by a / symbol. Therefore if you wanted to say divide 6 by 2 you would say:

```
6+6/2  
PRINT A
```

STEP BY STEP

Every month, the Step By Step box will summarise the points covered in that issue. Take your time and have fun.

1. Comments in Basic are very much like normal English.
2. Programs are written in lines. A line contains one or more commands.
3. Lines of a program are numbered so that the computer follows your instructions (commands) in a specific order.
4. The most important command is PRINT. Write what

you want the computer to print between double quotes (") after using the PRINT command.

5. A loop consists of one or more commands which are carried out repeatedly. The command used to set up a loop is GOTO.
6. A variable is a letter or a letter followed by a number (but never a number first or on its own) which represents any number you like.
7. If you want to change the value of a variable while a program is running, you use the command INPUT.
8. Include REM statements in your programs, to indicate what the program (or a specific part of the program) does.

See? Or if you wanted to multiply 100 by 4.5 you would type:

```
3=100*4.5  
PRINT 3
```

You notice I changed the variable there? Good, just checking to see if you're paying attention. Variables can be any letter or combination of letters and numbers, but not numbers. Like so:

```
A1  
2  
34  
54
```

are all legal variables but:

```
12  
3M  
62
```

are not. Finally, in some you can use brackets to break up formulae and make them more meaningful. Like for example if you wanted to do this:

```
3+6/2
```

it might be better to do it like this:

```
3+(6/2)
```

Try writing some sums in basic, and try using the INPUT and PRINT statements to get numbers from the keyboard and show the results of your calculations on the title blue screen.

STRANGE REMARKS

Just before we go, I should mention the REM command too. This is for REMARKS in the text of a program, usually to show someone what's never seen the program before what's what. Anything you type after the REM statement is ignored by the computer, so you can slip in the notes into the program. See if you can see the REM statements in the listing this month and see if they tell you anything useful about the program.

That's about it for this month. Next month I'll be showing you how to get more fleshy with your skills, and how to store more information around your screen and around the memory of your computer. Until then if you have any questions about Basic, why not drop me a line at *Back To Basic, Commodore Forum, 30 Marshwood Street, Bath BA1 2BW*, and I'll see what I can do for you. See you then!

HOMework PROb No. 1

For those of you who can't resist a little walk into unknown territory, (you brave adventurers you!) here's this month's problem. Write a short program which takes a pair of numbers from the user and either adds, multiplies, divides or subtracts them, depending on a selection from the user. So they type in, say, 5 and 6. Then the computer asks if you want to +, *, / or -. Then the computer confidently provides the answer. I'll give you my answer to the problem next month, but meanwhile have fun.

CF COMPETITION WINNERS

*They've done it again!
Just giving stuff away! It
really makes me mad: I*

*remember when you could go
shopping, visit the pictures, have
a meal, go clubbing and still have
change from a tenner. What this
has to do with competitions isn't
entirely clear but, well, it makes
me mad...*

KEEPING UP WITH THE JONESES

What a ludicrously difficult competition this proved to be! We only wanted the correct answers to five really easy Lutetium-related questions. But they really stretched you. Here, for the quizzers of people who got it wrong, are the answers:

- 1) What was George Lucas' first movie? His first theatrical release was *THX 1138*.
- 2) What was the first George Lucas movie to feature an alien race by the name of Ewokians? *Rings*, not *Star Wars* like nearly everyone thought it was. *American Graffiti*.
- 3) What is the name of George Lucas' recent Ewokian epic? *Skywalker Ranch*.
- 4) What was the first Lutetium game? This was a bit tricky, so we were accepting either *Ballbreaker* or *Assault On Procturus*.
- 5) What is the greatest film ever made? Is it:
 - a) *Carry On Up The Khyber*
 - b) *Star Wars*
 - c) *Prisoner Of Zenda*
 - d) *Course the answer was c), or -- as, sorry.*

So now you know. The first prize bundle of assorted LEGO Gold/Lutetium goodies - including an lovely 500 piece signed by George Lucas - goes to yours truly... **Jason Harris** of *West Bromwich* in the West Midlands. Well done Jason, you have now become the envy of all your mates in the north west!

There were also ten runner-up prizes of copies of *Night Shift* (which scored a whopping 69% in this issue). And just what readers managed to get one of those? Read on, winners.

William Rodgers, West Sussex; Pascal Gerschl, Cheshire; Greg Nicholas, Cardiff; Joe Nicholas, Cardiff; Alex Whitaker, West London; Chris Cuthmore, Essex; V Keridge, Gateshead; Paul Harley, Cleveland; Kitlan Sulist, Huddersfield; Henry Frog, Liverpool.



WORRY A WEBSLINGER

This strange competition tested you with designing a worthy adversary to Superman. As seen, no one actually read the competition that closely so we opened lots of super letters as well as super vitamins - but, in the end we chose 18 runners-up and a first prize winner. The fortunate slappy who wrote off with the Marvel magazine stuff is **Mr B. Large** from *Battersea-and-Grove* in Southwark, who read us with his best tale of team spirit.

Standing just 4'11" in stocking feet, bespectacled, and about like Sam Swan - a traffic warden by day - but by night transforming into... Zorro! Well he had been right transferrable into... Zorro! Well he had been right about this one (even by a radioactive 2000 chip as he assembled his computer warty mouse sign).

Unfortunately, his criminal-casting record is nothing special due to the fact that on becoming Zorro! Man Sam becomes colour-blind and deaf (due to his little computer hearing no colour or sound).

The Zorro! email mention has an effect on Sam's brain as he can't remember a lot - like his name, address, why he's writing his submissions over his Mum's weekly rights...

Apes from running ten times slower than his normal day-to-day life. Sam -- or Zorro! Man -- is it worth for, eh... almost anyone!

Signal 2323 Man
Sam etc... etc!

Wonderful stuff. You'll make a CF writer yet. The 18 runners up are: **Peter Towns, Battersea; Jason Type, Simon Goan, Hull; David Red, Farnley; Mike Burgett, Northants; V Keridge, Gateshead; Geoff Burgett, Duffel; Ian Walker, Barnsley; Aaron Waller, Barnsley; Terry Hobbs, Barnsley; David Ansell, Canally Londonberry; David Street, Canally Down; Chris Ransome, Hull; Paul Swappell, Cleveland; Julian Moore, Dorset; David Hodson, Salisbury; Nelson Tompkins, Westminster; David Synnison, Barnsley; B Burns, Glasgow; and Richard Light, Middles.**

HAVE YOU FOUND YOURSELF?

We know, it's a miserable feeling when you check over the page for the employment list and your name still isn't there. But be positive, people. There's a simple solution. Keep entering our competitions - there are plenty more to come. And next month (and we'll have another load of winners for you then), congratulations to everybody who got something, congratulations to those who didn't. Stay happy.

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blame the parents. If they'd given their kids a sharp clip round the ear and sent them up the nearest hill without their coats this would never have happened. But it's too late, they got in with a lead crew and ended up stealing hard drugs and murdering people. They call their organisation NARC and work for a Mr Big - a

deliciously odd character for reasons which are explained later.

Your mission then is to give these naughty boys the spanking they so richly deserve in the form of an extremely violent leaden death. The gameplay is wonderfully simple: guide your NARC agent through 12 scrolling areas and shoot lots of people - hopefully before they shoot you.

The game can be played solo or in one of three preset or

simultaneous two player mode jobs. Both hard-men are armed with rapid-fire machine-guns with which to decimate the evil druggo forces and can walk, jump and

crouch (logged via the keyboard) whilst firing simultaneously. Each manoeuvre comes in

Once you enter the level, a multitude of alien-style types pour onto the screen and must be warded off with... It sounds simple but because of the number of opponents firing back you often get hit yourself.

When the enemies die they release one of several items: bullets, missiles, drugs, money, arms, legs, their guts (AK... are you sure about the last few?) etc. Picking up drugs and money gives you extra points but if a choice has to be made the bullets and missiles are a must. When your bullet count gets low you can only fire a single shot so

it's vital to keep the ammo topped up. Occasionally the enemy drop a pair, clearly marked 'Safe' (huh?) which must be picked up in order to enter the next level.

Your mission takes you through a series of different scenes, from the junk yard, through a subway



They look like tiny thinkers but are in fact dangerous gun-toting drug peddlers. Better beat them to show them away



This scanner displays the files you have to approach. Here we see 'Singer' Sam's, wanted for gross stupidity and criminal offences

and, as if that wasn't strange enough, Mr Big first attacks you from his wheelchair then turns into a large disembodied head who coughs fire at you! These sprites are generally blocky but move quite well and have a strange appeal that's hard to pin down.

As a straightforward high speed shoot 'em up, NARC is pretty good: a decent combination of an average run-up. The action is fun for a while because it's unanticipated and fast, helped along by a nice soundbit, but the relentless blasting grows repetitive.

NARC will sell in bookshelves but if you prefer a more challenging test, beware. You may find that this doesn't come up to scratch.

ANDY



NARC

hardly at different times. Crouching is useful for disposing of the vicious Renegades that go for your throat and jumping helps avoid the enemy's firepower.

At the start of each level a scanner appears showing a picture of the cat you are supposed to approach (from the Latin 'appari' to shoot low, and 'hard' ask questions later). It is excellently portrayed with the lead guy's mugshot materialising independently on the screen.

station, to the drug lab and nursery (where they grow exploding Cannabis plants) and finally onto Mr Big's hideout base. The backdrops are all nicely drawn and varied, but there's nothing really outstanding, visually.

On the way you meet a variety of bizarre opponents. Finky Pinky is a little wiggling insect. Spike Rush throws hypodermic needles. Joe Rockhead tosses boulders at you



Here is the tube station at midnight. When you see the rapid fire option, you can sit back and chuckle as the facilities' links melt down



Er, Ananias (left) has turned up on his latest treasure hunt. It'd seem to match your bottom weight down, but no can do... \$4.4M

Game	Narc
Maker	Ocean
Cassette	£10.99
Disk	£15.99

POWER RATING

THE DOWNERS...

- The action is a little repetitive to get the best
- The game lacks depth even though you have a range of shoot-item options, it's possible to progress without using most of them
- Not a very tough challenge

100

-

-

-

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-

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-

-

-

66%

- Action is fast moving and constant - a real test of your stick-squishing stamina
- Alternative graphics
- Wired features change in almost every level
- Main character is very agile allowing you to make use of the most deadly weapons in a relaxed and enjoyable shoot
- Always more fun to play with two

...AND THE UPERS

Get a load of this for a plot. Homocidal drivers of cars out-turned in the direction of army personnel cannot engage in a form of championship that large. This consists of a severity of trial in the locale of some unnamed desert. You're one of these drivers. Maybe all the drivers drive from remote control because you see all the action not through a view screen but from straight overhead.

When you start the game you have a basic model car with no hills, no turbo, no, well, however you start with a limited amount of cash with which you ought to get yourself some equipment without delay.

Yet another desert circuit forged by manic deathwish drivers is the scenario for Gremmin's latest release. But our reviewer burns some rubber on the twisting dirt track, walks through the warehouse and finds himself examining a winning formula. (It's just come to the editor's attention that these two icons look lonely and the rest of us agree)



SUPER CAR

There are eight items of equipment in all. Power steering prevents you from skidding around the track and crashing. A turbo charger gives you plenty of go-fast and something called High Speed Kill gives you even more go-fast. Reassuringly, nitro allows faster braking, while front and rear missiles do unto others in both directions. Another good idea, Spin Wheel, ensures you always come out of a slide the right way round. Finally, side armour minimises the damage caused by a collision with either an

Money Permitted, you can carry out repairs and refuel at the garage



There's you, in the blue. A couple of nitro-covered go-faster stripes are falling from top right. Guard for the under-



If the rest of the traffic gets in your way, as it often does, you can use a missile on them but you must overtake the track



opponent or the track barriers.

You can buy more nitro before each race but your funds will rarely be high enough to afford cars of each item.

Once you get down to the task of racing you get to choose which track to race on. You have a choice of nine, each of which must be completed in order to progress to the next level. Track one is easy - only three opponents and few sharp turns test your skill.

As the track number gets higher, so do the number of opponents and the difficulty of the track. It's simple to control your car: left and right rotates the vehicle in those directions and fire accelerates. Pushing the joystick forwards or backwards fires missiles in that direction. Hitting an opponent with a missile cripples it for the whole race. Take care - the wreckage remains in the

warehouse remains to haunt you. You don't need to left ludicrous manoeuvres while your opponents sail by.

You have to complete five laps of the track and finish in first second or third place. Any lower than that and you're out. You



also get the quality of your fuel, engine, tyres and body during the race are displayed in gauges. Any of these reach zero, you're history. At the end of a race, money permitting, you can repair and refuel at the garage. Failure to maintain your vehicle means certain death.

You get \$25,000 for winning. Second place gets £10,000 and third place gets £5,000. When you've accumulated enough cash you can buy a new car. Replacement vehicles range from the two-ton Taurus Testosterone, a mere trinket of just below \$50,000, to the eight-ton Patton Panther Turbo at a ludicrous \$225,000 (superb name, though). In view of these exorbitant prices, it takes a lot of successful racing before you can even dream about



The most effective thing about SuperCar's graphics is the impression of different levels it gives. When the screen scrolls to this position, you see cars drive through these different levels

In this *Double Dragon* game, as usual, it's difficult to make a thing. You can't afford anything less than total concentration.

trading in your Glade (Bendix Automatic Injection Dishwasher).

Once you've completed all nine tracks on level two, you are given a code for access to level two. This means that next time you play, you don't have to go through the whole lot again.

Super Cars has real and tidy graphics. Motors, garage, shop are clear and functional. The emphasis has been fully placed upon playability. It's fun fun fun. The game is incredibly addictive and packed with features.

Each decision you make has a discernible effect on the next race, making it as



POWERTEST 63



The loss of certain transport and the fact you can't do it will have you shaking at the shops with this screen.



So what if I drive a Ferrari Maranello. Will that give you a free-flying missile. And I'll be back for that old Rufus Power.



Time for the back of the hotel though that may be. Your lady friend here will tell you what you need to stop on the road.

MARS

much a strategic challenge as a straightforward arcade romp. The sound is also considerably done with noisy engine roars and fire screeches that'll make your toes out. It's nothing like *Demetrius*'s other racers. The whole package just hangs together so well the only option open to me is to stop. Unreservedly recommended.



A

Game	STUN Runner
Maker	Domark
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

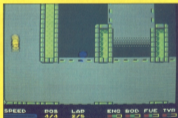
Planning is highly limited

100

92%

- Graphics while not outstanding are clear and functional. The soundtracks of it all adds greatly to the overall effect.
- Sound effects are nice and snappy, again adding to the experience.
- Nine different tracks provide a varied and interesting challenge.
- Opponents are pretty intelligent, giving it a real feeling of being a battle of wits.
- Choice of aid cars and the need to effect fuels against the necessity to repair gives the game an additional strategic element.

...AND THE UPERS



Getting a glimpse of how far back the opposition is helps if you're got racing-individuals. Even if you're being lapped, the other car is giving you another chance to blow it away. And that can only better your chance of finishing in the first three.



Once when a release opportunity? If you could buy some, you'd be able to make progress like this ball for the opposition.



Once your speed gets up on the straight, make that turn before you get to the corner and you'll end into the right position.

NIGHT



Technology

is temperamental, work is worrisome and machinery is absolutely mad, as Lucasfilm prove with their latest release. If there isn't some peddling to be done, there's that infestation of lemmings to be vacuum cleaned. Then there are are those conveyor belts to attend to. Is there no rest for the wicked? (No. Work faster -Ed.)

Ever wondered how those toy Ewoks and ET's are made? Well this is your chance to find out (sort of) in Lucasfilm's latest game, *Night Shift*. The action takes place in a factory belonging to a company called Industrial Light and Magic. It's a spoof on Industrial Light and Magic, the special effects complex belonging to good old George Lucas.

Fixed or Fiona Fixit (you decide) must keep the factory's machines - nicknamed "The Beast" - running while it churns out dozens of effigies of famous film and game characters, including Indiana Jones, ET, Zan, Mr. Truckee and a literal sprinkling of Starlinators.

You're given a quota to fill by Fiona, the foreman at the start of the shift, and if you don't make it before your time limit runs out, you're fired. Figures over and above your quota translate into a hefty bonus in your pay packet, but sub-standard figures are rejected and dooh is deducted from your paycheck.

The Beast fits four vertical screens and scrolls up and down. It scrolls up and down as Fixed (or Fiona) jumps over pumps, pistons and patterns. It scrolls up and down as they



You won't get far without electricity, so one of your first tasks is to get to the top of the machine and kick in the plug.



Leaping up and down the screen can prove tiresome so activate your buttons to get to the top in no time.



Your first job is to pedal the belts, which will get the production line running fast enough for you to reach your quota.



The plug is in but nothing is happening, in that case get your attention and fix that leak in the steam pipes, time is short.



Obey to the machine's up and running, now use the controls to get down quickly and check the output.



Once you've performed all of your tasks you can relax while watching the figures mount up at the bottom of the screen.

SHIFT

carry out maintenance on different parts of the device. It scrolls up and down in its spare time. It scrolls up and down to match. This ingenious machine is designed with burners, conveyor belts and levers a plenty all of which share the ability to get in your way.

A battery-powered generator demands frequent pedalling to keep the production line functioning. Pedalling in this case is carried out Track And Field style by waggling the joystick at breaking rate.

To start with you have to turn out five steamrollers by plugging the machine in, firing a heavy pipe, setting the temperature of the melting pot and then pedalling the conveyer to keep the electricity supply flowing. But things soon start going haywire. Conveyor belts move the wrong way and must be switched back in the right direction, paint sprayer jets must be kept the right colour and the temperature of the melting pot must be constantly adjusted to make sure the moulding fluid keeps flowing.

Naturally, the factory is infested with lunatics (Cliff and Jobee) who dangle precariously around your feet. Either vacuum them up or feed them to a vulture fly trap. You also get hassled by Larry Laxey, a villain, who scampers on and tries to steal you up.



Oh dear oh no, that will never do, a white body with a red head just doesn't cut the mustard in this job. On the lower levels you have to carefully monitor the machine's output to ensure that the paint job contains the correct colour - or else it's back to the job centre

There are 20 levels ranging from easy to nigh impossible. Each time you complete one you're given a code so you don't have to do the whole lot again. When you reach the final level, all the panels on the machinery have been removed, revealing the entire internal workings of the beast.

Night Shift has got good looks. The layout is spot on. Fred and Fiona come on cute and fed faster routes through the moving parts as the gaits goes up and up. And all this to every whistle and bell and meaty grinding noise you breathe into The Beast.

The gameplay ticks over on level one. Then, without prior warning, it goes insane. And there are times when you simply cannot see what you're supposed to kick, press, pull, prod or turn.

Aside from that, Night Shift is ideal for those with the patience of a saint, the stamina of an elephant and as much need for sleep as Big Ben. While it's got the potential to induce mass insomnia in spite of its faults.



That's you with Fred the foramen telling you which products to make for the next shift. It's not like parts Goa? It's the latest



This is where you start but starting at the summer won't bring home the bacon. Get on your like and pedal the machine into action

Game	Night Shift
Maker	Lucasfilm
Cassette	£10.99
Disk	£15.99

POWER RATING

THE DOWNERS... 100
 ■ Does not attract too many
 ■ Wins clearly when a lot happens

80%

- Thirty levels will take days, say months, say probably years of frantic play to finish
 - Password system prevents the game being impossible to complete
 - The graphics and moving machinery parts are well animated with a touch of humourous touches
 - Sound is just right and gives a boost to being on an interminable factory floor
 - The intricacy of each part of the machine makes it both a nightmare and joy for the prosaic hungry and there
- ...AND THE UPPERS

The kit bit

VENUS FLY TRAP - Gets pesky Jobee learning

BALLOON - Gives you a free ride to the top of The Beast

VACUUM CLEANER - Gives Cliff learning a shake'n'vax

UMBRELLA - Gives you a free ride to the top of The Beast

MATCH - Lights fire, of course

WRENCH - Gives you a free ride to the top of The Beast

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Definitive! Informative! It's the

COMMODORE FORMAT A TO Z OF CLASSIC GAMES

Welcome to the second installment of our six-part look at the classics and piles of pop-in 64 programming. This month we barely pause for breath, taking in the golden letters G, H and I.

And remember - just because a game might appear as deleted on the list below, it doesn't mean you won't be able to pick it up in a bargain bucket or from a mail-order company. So read on, and find out what's worth keeping an eye out for.

C ALIFORNIA GAMES SOFTWARE

Released: September 1987
Availability: Atari £2.99

Number five in the Exor Games series (others like Winter Games and World Games come first), this sporting gem surprised its predecessors not only in terms of superlative graphics and fast 'n' hot gameplay but also in the sheer silliness of some of the events. Roller skating, surfing, skateboarding, ice-skating, skiing, bike racing and hockey/skating (gagging a small weather bear-bag on your feet) make up an agenda positively brimming of fun, sea and coasts of fun. The only missus point is the long and boring cassette multimed.



Surfer babe, believe it or not, is a member of the art team working. To find out what that is, you need California Games

C CASTLE MASTER INCENTIVE/DOMARK

Released: May 1989
Availability: Domark, £2.99 (also £7.99 disk). Also available from Home Computer Club (0371 627 0291) with mini-game Castle Master II: The Crystal Shards in

The truth is the series of games constructed using Incentive's innovative 3D technique 'Proscape', Castle Master is also the best. This is mainly because it boasts more in-depth puzzles and graphical detail than its

Laugh at the clangers they dropped. Gasp at the hits they had. Every game worth remembering (for whatever the reason) is compiled by crumbly Gordon 'Aye, I've been around for ages, me' Houghton in his on-going history of great moments grand cock-ups in the history of C64 games software



Castle Master was only released last year but it's destined to be remembered for a long time thanks to 'Proscape' graphics

predecessors (Driller, Dark Star and Total Eclipse). Master, a console sufferer from a severe case of insanity has whisked away your brain and imprisoned her in his huge, gaily castle. There's nothing for it but to force more like passageways, ugly monsters and terrible traps to get her back. Castle Master has everything: treasures, a statue, a swimming pool - even a toilet. And you can choose to play prince or princess (transvestites take note).

C CHUCK YAEGER'S AFT ELECTRONIC ARTS

Released: January 1988
Availability: Star Publishers £2.99 (also, £4.99 disk)

It's fast, exhilarating and incredibly complex - even by today's standards. This is all one of the most rewarding flight sims available for the 64, not because of its graphics or sound (the more than a monstrous engine drone) but because of the incredible wealth of options. There are 16 different planes to choose from and 18 pre-set scenarios. Of these, some are one-on-one races, others involve formation flying and advanced tactical training. You can see how well you're doing from ten different viewpoints (follow), it's definitely a must for flight sim fans.

C COBRA OCEAN

Released: February 1987
Availability: Deleted

Anyone who's seen the movie will know that Cobra is all about Sly Stallone leading seven shades of shit out of the local bad guys and resolving top fashion model Ingrid Kautzen. Anyone who's seen the game will know that it didn't turn out quite like that. For Sly substitute stickman and for action read gonads. Aw-inspiringly bad collision detection and shoddy graphics make it a load of old curries. But before you cast it aside with a dismissive laugh, listen to the fabulous music!

C CONFUSION INCENTIVE

Released: August 1988
Availability: £2.99 (game) by mail order direct from Incentive. Also available with the Mindbenders CD-ROM

Long before Tetris was even a gleam in Alexei Pajitnov's eye, there were puzzle games like Confusion to get you tearing out your heady hair. The idea for this device appears so simple (isn't it always?) by flipping around a grid of sliding tiles you have to create a continuous line between a moving snake (the lines) and any number of



Keep the face burning till it eats off the bomb. Each Gambolium level had more tiles and bombs - obviously thought up by some bright spark

bombs. If it hits a dead end, the spark forces the fuse doesn't get lit and you don't win. A frenetic soundtrack, ever increasing numbers of tiles and flexibility (ough time limits turn 64 levels of harmless fun into a puzzle experience you just can't put down.



DAN DARE VIRGIN

Released: November 1988
Availability: Mastertronic £2.99

The first and best: Dan Dare adventure is the only one to really capture the feel of the comic book. The biggest plus point is the graphics display — bold, colourful and generally cartoon-like. But it doesn't just look good, it plays well too. Dan's intrepid attempts to divert the course of a steadily advancing and rescue his steptchick (right, with the help of Sings (his 'thing') from the basis of an absorbing arcade adventure packed with puzzles and bunting at the seams with Dan's bobby green aviators, the Thraxer. For punch 'n' puzzle action topped off with a testing time limit and a glimpse of the evil alien's big green head, Dan Dare is one of those golden titles you just can't miss.



Dan Dare bumps into a Thraxer in these scenes, expertly earned by Mastertronic in 1988. You can and should still get this

DEFENDER OF THE CROWN CINEMA BUREAU

Released: August 1987
Availability: Deleted

Just with chivalrous knights, lay siege to enemy castles, go racing and meet Robin Hood. All this and more is possible with a copy of the Cinemascope game that started it all — Defender Of The Crown. Basically, it's a question of raising armies, conquering Normans, fighting off Vikings and slaying alive yourself. The slick combination of arcade sequences and map-based strategy sections was to set the mould for countless strategy games to come. Unfortunately it's still only.

DELTA THALAMUS

Released: April 1987
Availability: either on the X16 (boxed, at £2.99) or on Thalamus' The X16 compilation (£14.99 cassette, £12.99 disk)

As an out-and-out blaster, Delta is one that doesn't need a scenario, but it comes with one anyway: the evil, moustache-twiddling Hellen Khanate are beating the brains out of Tarnet merchants and it's up to you to fight back. Delta comes complete with striking enemies, bullets, rocks, parasites stuffed — but it's the super's Rob Hubbard

soundtrack that turns a slick and difficult game into a spaced-out experience. It won't be everyone's cup of tea — the alien formations have to be learnt and can get monotonous. But with 64 levels of pumping action and the unsurpassed music it's still worth its weight in Mega bytes.

DEMARIS RAINBOW ARTS/US GOLD

Released: April 1988
Availability: Deleted

Originally christened Kaptis, then enthroned in a fury because of a faulty reference to FI Type, this clay little number finally made it on to the shelves as the Kaptis, meaning, more original (shoot 'em up, Demaris. It's fast, polished and action-packed, and it's also the game FI Type should have been on the 64: with a cut for the walker (birds, huge end-of-level monstrosities and a protective force-field weapon bolted onto the nose of your craft. Tough enough to turn your trigger finger to raspberry jelly and well worth seeking out.

DROPZONE US GOLD

Released: July 1988
Availability: Deleted

Five years old and still going strong: Dropzone is one of those all-time classics that just won't die. The reason has nothing to do with the graphics and everything to do with gameplay: like the arcade die-hard Defender, which it resembles, Dropzone is irresistible. Your mission is to rescue a planet's scientists by sitting on them (although not their depositing them in a pit. Meanwhile you've got to wipe every single alien from out of the sky. It's fast, it's simple and it's terrifically addictive. If you see it, buy it.



IDOLON

Law and Order/Activision

Released: February 1988

Availability: Deleted, but you

may find it on Mastertronic's Blasted label at £2.99 that. The Idolon is a mind ship just big enough to carry one person — a craft governed by mental energy and capable of travelling deep into the identity (or 'elf) of its user. And my cat can sing Rule Britannia. Despite almost winning an award for the most pretentious scenario of 1988, The Idolon is still one of the most atmospheric maze games ever. You'll sit a grey and goomy system of creepy caves, lit poppily by strange, triangular creatures — huge dragons, bug-eyed



The Idolon takes you on the trip of a lifetime but it's no substitute for public transport. You don't get any dragons for ages that long come at once.

beasts and gizzly trolls — which need to be defeated to gain access to the deeper recesses of your mind. What's so special about The Idolon isn't the gameplay (which is fairly straightforward) but the way it's presented: spacy sound effects, fantastic hand-drawn graphics and clever maze designs. A spin-linger that's guaranteed to make you jump.

ELITE CINEMA BUREAU

Released: April 1988
Availability: Deleted

This is the original zero-frame space trading epic. After has had countless space cadets bartering eight galaxies and 2000 planets, meaning that original 100 credits, making a huge profit and buying the kind of capital-cast hardware that could turn them into one of the hyper-space wily. Once you master the fiddly controls, you bargain, fight, and boldly go! where no-one has gone before. Lie, cheat and borrow to get hold of a copy: this is one lump of plastic you just cannot be seen without, and a landmark in 64 software history.

ENTOMBED ULTIMATE

Released: July 1988
Availability: Deleted

Stuck in an Egyptian tomb with nothing but a lanky whip and a tooth to your name, how would you react? For Sir Arthur Penetration, it's all in a day's work. He sets off to vanquish seven levels of moving platforms, scorching ghosts, invisibility pools, secret sawmaws, sliding traps and ringing grays under attack



Big, biceps or about the cells from Glastonbury. Entombed still rates as a tough arcade adventure

from mummies, boulders, scorpions and the Ultimate were famous for their toughness. Involved arcade adventures and Entombed is one of the best. The graphics aren't great by today's standards but the puzzles are tougher than old boots and once you start playing, nothing short of earthquakes, fire or flood can make you stop.

EXPLORER

SIEMENS/US GOLD

Released: April 1987

Availability: Deleted

This was a truly ambitious game. Unfortunately you'd get more pleasure from chucking tin at a cat. Your spaceship has broken up over the Emerald planet and split into 18 pieces hidden somewhere in those 60 billion practically identical screens. And guess what? That's not right — you've got to look for them! Hurrah! A great purchase if SIM is your idea of pleasure.



A quick test: does anyone know what S.T.U.N. stands for? Those of you who answered "Tunnel Underground Network" have another chance: if you answered "Sub Tunnels Under Nigel," go to the back of the class for having a pathetic sense of humor.

Another quick test: what kind of ship would be best equipped to handle the twists, turns, bumps, curves that make up the S.T.U.N.? That's right — a S.T.U.N. Ship! This space battle of fish-um-futuristic car is shaped like a bottlecap with wings, moves like a gazelle (and then some), and has the firepower of Rambda in a bad mood. Useful hardware it is, since the aim of the game is to complete the ten diverse courses that make up the network.

Based on the Atari coin-op, every stage follows much the same pattern: put your foot



blazing over the real stars (er, you'll have to use some imagination here) makes sure you keep in the fastest lane through the course...



... While hitting the banking yellowed stage it's (named an yellow) hole in the Turbo Boost and avoid along of breakfast speeds.

S.T.U.N.

Making the channel tunnel wasn't like this, was it? Nevertheless, this

new Domark release, based on an old Atari

coin-op is full of trouble tubes (the Ed could tell you how painful that is). We strapped an expendable reviewer into a very dangerous craft and told him to, 'Go get 'em!'

RUN!



More handy or what? Here's a nice map of the current "Subylands" level, showing just where you've gotta go — which is basically everywhere!

Tunnel trivia

- The longest tunnel in the world carries a railway for 33.46 miles between Tappi Saki and Itokaido in Japan. In total, thirty-four lives were lost during its construction.
- The longest road tunnel is the 13.14 mile long two-lane St Gotthard Road Tunnel near Gostharen in Aaris, Switzerland.
- The Channel Tunnel, when completed, will contain two rail tunnels, each 7.6m wide and 31.03 miles long.
- The oldest tunnel in the world is the Yerba Buena Island tunnel in San Francisco: it's 23m wide, 17m high, and carries 36,800,000 vehicles a year.
- The oldest navigable tunnel in the world is the Malpas Tunnel in southern France: it was completed in 1881 and is 181m long.
- The most extensive human tunnel network is the Chicago TARP (Tunnels And Reserve Plan) in Illinois, which involves 102 miles of sewerage tunneling.
- The black-tailed prairie dog is the most adept animal tunnel-builder. One colony discovered in 1991 was estimated to contain a tunnel network spread over 24,000 square miles.

Prairie dogs often dig wacky tunnels into their tunnel networks. Guah!



More round-the-world antics from our bright fish? More round-the-world antics from our bright fish? More round-the-world antics from our bright fish? More round-the-world antics from our bright fish?



However, these grey armored-brods must be avoided. The real pump here is the hole in the sky and they don't even wear up!

So, you reckon you're tough enough to be a SEAL, huh. What makes you so convinced? Your brawn? Your wardrobe full of black T-shirts? Or is it just that you have a ridiculous habit of wiping shoe polish all over your ugly mug? Think fast, your TV's at stake



YOMP OFF WITH A TV

(Can stirring Guns N' Roses-type music)

'They came from the sea with niii-troglycerine, niii-troglycerine, aaaaand a ladder of rope...

and a thing called hope...

Dum-dum de duuum etc'



... so if it's not the anthem of the US Navy SEALs, but we didn't know what they sang. Any read up, all this creepy lore really leads us nicely (T) into our winning Ocean Navy SEALs competition.

We offered Ocean some ideas at prizes to give away but they just wanted a snoot at them. 'How about a play with the USI hard men?' we asked. Silence. Next, we thought, 'What about a nice secret mission overseas...?' Sounds of giggling down the phone line. So in the end we asked Ocean what they would like to give away. 'Three portable Casio TVs,' they said. Er... sounds pretty brilliant! Spilly to us. Yes, any games? Ten copies of Navy SEALs. And with that, they put the phone down. So there you go.

If you fancy winning several million pounds' worth of goodies as a late Christmas present, all you've got to do is tell us, in not more than... eek... 30 words, why a tough Navy SEAL like yourself should want such a handy-dandy portable LCD TV.

Maybe it's because they always show Nightvision just when you're in the middle of clandestine operations in the Panama. Or perhaps you don't like missing those final scores just because you've got a tank to knock out. There's nothing worse than being in the field and knowing you haven't set the video.

Whatever your reason, write it down, pop it in an envelope and send it, via the wonderful British mail system, to:

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for camouflage) and set up temporary HQ in our filing cabinet by 1200 hours on February 22nd. Otherwise it's lambo slivers under the fingernails followed by a firing squad of darts.

Kiang Commodore Format has final say in the matter but is open to letters of munny, big bags of sweets and darts.



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THE CF COMPENDIUM OF MEAN ...MEGA WEAPONS

In the first of an ongoing series about shoot 'em ups, we take a look at one of the ingredients vital to any deep space blaster - the weaponry

Space ship hardware is, with a few brilliant exceptions, an unimpaired collection of lasers, bombs and missiles. Most of the elements we take for granted in present-day shoot 'em ups appeared a long time ago in computer game history. For example, the first end-of-level alien appeared in Phoenix, the first power-ups in Moon Cresta and Galaga, the first hazardous terrain in Scramble, the first rescue scenario in Defender. However, Nintendo really created the formula for progressive shoot 'em ups which is still in use today: a scrolling landscape, graphically different levels, end-of-level aliens and (most importantly) ball-on extra weaponry. The list below isn't a collection of the most powerful hardware but a compilation of the landmarks, quinks and innovations in the history of C&A Masters.

RATINGS

A list of weapons without a ratings system is like a collection of grapes - useless. So, as an indicator to the relative strength of each of the items of hardware featured, we've provided a truly tiny ratings system. Remember:

Though - size isn't always the most important factor, one big item can often be the best of lots of little ones. These ratings take into account the benefits of the weapons if you go good (having a juicy 4 means that there are benefits and a low rank of 1 denotes no benefits), the quality (given the importance of the weapon to the game it's in), and - that's the unobtainable quality - variety.

PLANET DISINTEGRATING

These are the most powerful weapons you'll probably find in any shoot 'em up.

3 SPACESHIPS DISINTEGRATING

Also very nice and useful and generally fun to fire, numbers 1-3 are restricted by length of the magazine.

2 SPACESHIPS DISINTEGRATING

A good range of weapons useful in most circumstances but not much for the quality.

1 SPACESHIP DISINTEGRATING

A weapon of the odd one type, often useful in one situation but your average alien would probably handle this otherwise and laugh.

FIREDAW

Everything about this weapon suggests a printing error, because a more appropriate name for it would be "Firestar" (since that's what it is). Whatever you call it, it induces aliens to their component molecules with the ease and grace of a Gaze across field grass. It's basically an advanced version of the R-Type beam weapon, profusing solid rings of fire from the front of the craft with a shell regeneration period before it does the same thing all over again. There's only one drawback: it has to be filled in the workshop before you fly.

OUTLET: X-Out

POWER:



FISH WEAPON



If there's one thing that the engineers on the amphibious planet of Dot are great at, it's making Fish Weapons.

They're so happy with their handiwork that they charge a mere 4 credits for it - "Take it," they say, "you're doing us a favour." And that means bad news for the Hellfire Gibraltar up in Delta space. Without the Fish Weapon your ship would be virtually useless with it, your firepower is increased from one steady forward shot to three powerful forward shots. If you think that doesn't sound too impressive, you haven't played Delta.

OUTLET: Delta

POWER:



THE FORCE

Not a member of the local constabulary with a curiously shaped hat, but a mobile drone. R-Type's Blighter is legendary in the world of shoot 'em ups, but little is known about how its weapons are activated or even how they are fired. This unique drone used a hand-caster: it can be captured and launched from the front of the ship. It is invincible, provides limited energy for other weapons, and drains energy from all craft with which it makes contact.

OUTLETS: R-Type, X-Out and Demaris

POWER:



LASERS

Laser research in the twentieth century isn't nearly as advanced as in game scenarios. Most beam-based weapons systems work on the principle of focusing an intense beam of light at very high temperatures onto a target - and there are very few metals, plastics or rocks able to withstand it. In games, the advantage of lasers lies in their high-speed emission, rapid regeneration and great power: they're a solid substitute for machine gun fire. Most game features shoot, rather than beam beams which both partly feel more realistic, guide forward (both to the American Home Weapons and the Japanese Laser to R-Type and Demaris) by a slow credible continuous stream of light.

HOMING MISSILE

Not quite as effective as the Riddle Laser, these are still extremely handy self-targeting, fire-and-forget impact-detonated missiles. Homing missiles come in many forms: some aim for the nearest ship, some wander into the landscape and explode, some hang around until they find something to kill. The ones in Salamander have sophisticated guidance systems (they just find the nearest terrain and hug it) but this is compensated for by a very high firing rate. According to how many alien homing missile parts you collect, you can have up to a maximum of six missiles at once - above and below the ship! If that's not a good deal, McDonald's burgers are made of real dust and coloured rubber.

OUTLETS:

Salamander, Also Xenos, Star Flight, X-Out. Homing missiles are becoming standard

POWER:



The CF Multi-Workshop Battery System can charge up to four separate magazines at once - artwork courtesy of Sirius Home Inc.



...NEXT MONTH
 We'll see what the next installment has in store for you.



Another little blip has become bigger than its size: the Salamander's controls and tactics are progressing by burning away things it targets into plasma. Still, when it's a head-on

MEGA LASER

Not many games offer you the chance of destroying whole planets and moons with one little laser beam. This is because planets are, on the whole, extremely large things with very hard surfaces and cores. However, those rapid fire beams have "maximum-damage impact" - in other words, some shots of debris out of any regular heavenly body really think enough to get in the way. And that's a

blast + planet = lots of debris.



OUTLETS:
 Mega
 Apocalypse

POWER:



MULTIPLE

Simply an outlier. Probably one of the first to appear, it heavily influenced later games such as Salamander and every progressive shoot 'em up since. It's a clever energy converter field close to the ship by an invisible force field: able to mimic the craft's firepower, it gives increased weapon strength and can (in some cases) act as a shield to enemy fire.

OUTLETS:
 Resonance, X-Out, Demark, etc., etc...

POWER:



SMART AND OTHER BOMBS

No hardware collection is complete without some form of bomb: the first really bombs in space appeared in *Scramble*, closely followed by the first smart bombs in *Endzone*. Since then, games have looked back, as well as simply bombs that drop and explode when they hit the ground, there are track bombs (*Galaxian II* which sort the landscape looking for enemies, bounce bombs (*Cygnus*), which do much the same thing but more automatically), and less varieties of smart bombs. The limited special version is far more, as it merely engages target areas. The latest automation entry goes and everything, in fact, smart bombs that I have to be bomb at all: they come deployed on some beams and exploding missiles, and are patterned under more different names. However, probably because of their widespread popularity, they always seem to be in short supply.

MISSILES

Current missile technology relies on solid or liquid fuel boosters and intelligent computer guidance systems - and in these respects, the missiles in shoot 'em-ups are no more advanced than what we have today: rocket, missile, heat seekers, fire-and-forget, homing, and so on. Some games, like *Star Wars*, have been used to demonstrate many of these in a fun and exciting way. However, missiles are a favorite space-age weapon, since they produce spectacular effects for minimum effort on the player's part. In some games, like *Endzone*, the player can use the second effect (missiles often rely on accuracy) (*Star Wars*), and in some cases, they can be used as a shield or a weapon.

REFLECTION LASER

Another head-batter from the PG school of hardware, the high-penetration pencil laser beam aims its targets according to mechanical principles. This basically means that it bounces off inanimate objects such as walls and turns along its motion path - when fired it flies off at a 45-degree angle. It comes in one strength only but its supply is unlimited, and the PG power still regenerates the beam almost immediately.

OUTLETS: R-Type, also Demark (knows as Lightning Bolt Shot), X-Out

POWER:



RIPPLE LASER

Most kind of weapon can eliminate the evil forces of the despicable Salamander whose galaxy lies beyond infinity? But can this the bottom of demons beyond dimension and identity the name of organic members of unappreciated destruction? The Ripple Laser can. In Salamander, you play a tiny space-ship which can interface with alien weapons (and by connecting them, and use their energy without having to worry about continental adaptations. The

most powerful of these (the Ripple Laser) unleashes expanding hoops of deadly laser fire, whose power is increased with the addition of outlets (see Multiple weapon). It allows you to break the rest of all other life.

OUTLETS: Salamander

POWER:



RIPSTAR

The Ripstar is a multidirectional weapon probably based on the Death Blossom, an experimental item of hardware from the file, The Last Starfighter. It's automatically activated as soon as your ship outside it from the commands of ripple asteroids holding down the fire button

OUTLETS:
 Asteroids

POWER:



SUPER WEAPON



This shiny little gadget is standard issue equipment for all craft making the journey into multi-dimensional Delta space. It takes the concept of the R-Type beam weapon a stage further. It's actually three weapons in one: Type A discharges a long, penetrative blast which passes through solid matter and destroys otherwise unshakable aliens; Type B releases a swarm of laser fire around the craft, providing protection in two directions; Type C fires a rapid burst of pulsed energy, ideal for close encounters in any environment. Handy enough, the super weapon uses the ship's generators and any available batteries to store extra charges, giving you extra firepower when you most need it.

OUTLETS: Aresalyze

POWER:



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TREVOR BROOKING'S WORLD CUP GLORY



This is the main menu screen (press any key to start - 88). From here you select your team and get them in for the opening stages



When you start knowing you need to specify how many hours you want to allocate and you are then told how effective it's been

The in-game action is conveyed by a text-style line-by-line commentary, with the minutes counting down at the top of the screen (much faster than real time). Information is given on goals, corners, free kicks, penalties and general possession - all the highlights of a normal football game.

It's all very similar to Football Manager, except the presentation isn't quite so polished. If you enjoy text-based soccer strategy and you're patient with a sometimes tedious menu-selection system, there's more than enough depth to keep you occupied. There are some nice touches but there aren't enough of them to justify shelling out a tenner for it.



GORROR

Game	World Cup Glory Challenge
Maker	Challenge
Cassette	£9.99
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POWER RATING

THE DOWNERS...

- No sound effects or music
- No other responses: strategy is totally text-based
- Has an occasional but nasty type of crashing
- No title: the selection screens are merely functional and look like something from ancient history
- Game is slow to calculate the consequences of your selections
- Match-result alternatives already available

100

46%

- Five difficulty levels
- The wide variety of teams, players and management
- If you get hooked, you'll stay hooked
- Nice in-game touches like the radio-style commentary

...AND THE UPPEERS

Erving, Witz, Dynamic. These aren't the first words that spring to mind when you think about Trevor Brooking. I

remember he scored a goal for England once but can't recall who it was against. Or when Brian Clough once said of him: "Trevor Brooking looks like a footballer... and plays like one."

But what about his role as soccer pundit? Well, Trevor can often be heard making belly-splashing funny comments from the stands and the

stands, many of which cause people to spit their drinks... Challenge Software has taken

the very essence of the man and distilled it into the game in the form of much commentary work.

These witty remarks not only convey advice on team tactics, but are also astonishingly factual in the commentator's dialogue. Taking a random example from the game itself will give you some idea. At half time during one match England were beating Albania 2-1 and

our Trevor came up with this summary: "England will be concerned with this performance. Albania's right wing looked great, and Albania have had the better possession." Sporting pearls of wisdom indeed.

Forget about Trevor (he's not a major part of the game anyway) because behind the Christmas table a half-decent strategy game. Once you've selected one of five skill levels and entered your own name, the game loads six menu choices: play a match, coach the team, select the squad, examine the groups and the teams and an information screen. You can't play a match until you've selected your squad and decided on positions and substitutes, but first check out your opponents and features.

Here's a team status screen. This tells you which other teams are in your particular group - if you're particularly interested

Are these stats along the top? That's about as graphical as it gets. Well, you really fancy graphics when you've got a team list as comprehensive as this? (It's the readers' priority)



Pick up a blue orb, save it, and a whole flock of them. Pick up a blue orb, save it, and a whole flock of them. Pick up a blue orb, save it, and a whole flock of them.



The second level sequence — a full one-and-a-half screen long, with engaging tentacles and a bad attitude. These bits open for a quick look



a large dragon. Hold on! You can't get that or a large dragon. Hold on! You can't get that or a large dragon. Hold on! You can't get that or a large dragon.

Well, 1991 looks all set to be the year of the dragon, with flying islands featuring in three major new games. First of these is Activision's conversion of the team-raft-up. That's right, team of R-Type fame and Animation of Atomic Robo-Kid fame. Hmm, good pedigree — let's see if it wins best of breed (green)...

The fantasy story line is, briefly, stop the King of Darkness from filling the Kingdom of Agamon with black power. But let's not bore about the bulk — Dragon Breed is a scrolling shoot 'em up. However, since rip-scoring spaceflighters haven't yet made their way to the particular corner of the Universe, your coming battle will have to be fought astride one of the friendly dragons which have!

You begin the game with your character, Kayse, set behind the head of one of these multi-segmented flying islands, which is steered across the landscape. The background scrolls past (with a bit of parallax occasionally thrown in for good measure) and push-scrolls up and down to reveal the top and bottom of the same (like a horizontal Flying Shark). The scenery on all

These tentacle waving missile shooting monsters are simply amazing

six levels is beautifully presented, with colourful multicolour foreground graphics and detailed in-re backgrounds. Very

snappy. The aim is, amazingly enough, to get as far as you can without getting your little stunt Kayse blown into small globules of fleshy substance. This is achieved by some neat flying — using the dragon's

use and/or level guardians. These tentacle-waving, missile-shooting monsters are simply amazing. They're everything a guardian should be: incredibly large (a screen and a half high in some cases), nicely animated and generally tough to beat.

These might only be six levels, but each one is long and arduous, and contains a variety of different enemies and hazards. They're also very tricky indeed, bordered

Dragon data

Demon coders Ash 'n' Dave have pulled out all the stops to make Dragon Breed as fat as possible and this includes some neat tricks...

- The game has full colour scrolling, which enables them to mix in-re and multicolour graphics.
- Rotating the lines characters for the background gives the impression of smooth parallax scrolling (in the same way that colour cycling makes colours look like they're moving).
- Each end-of-level alien uses a whole blue set, allowing them to be nice and detailed. Sprites are used for any moving parts.
- Extra colours are achieved using colour switching, where pixels are assigned alternate colours every 50th of a second. This gives the impression of a completely new shade!
- Even with multiprocessing, the DM can only show eight sprites per line. The dragon's tail flicks because it's made up of four sprites (shaded an alternate screen updates). This prevents stress from flickering, which would have proved more annoying during play.

body to fend off unwanted attacks — and help use of the fire button. Kayse needs a mean blaster and the dragon also unleashes his (or her — could be a girl!) dragon's own brand of firepower.

At points along the route, Kayse has to dismount and make his way on foot, while the dragon floats above and follows Player's lead. This aspect of the game played quite an important role in the coin-up, where sometimes it was the only way to get certain power-ups. There, though, it only plays a major role only on the final level. Shame — it adds an interesting slant to the action.

The major sights of the journey come in the shape of some specia-



Another standing and firing alien-wrecker. Shoot all the girls (only tentacles!) or else you get crushed!



Bad news (courtesy of a cheat code) in the final dragon you must defeat. Kayse is carried away (and a bullet too... well, that's y'know!)

Dragon tails

Your scaly dragon is one tough cookie who can be put to good use, both offensively and defensively. The tail is strategically employed to shield Kageya from attack, and the creature can be powered-up by picking up coloured tokens which change the colour and rate of the dragon.

GREEN - Your drag starts off green and is pretty crap, really. He only fires missiles from his mouth, in a both-the-fire-button-and-release-A-type-megablast fashion.

RED - Collect red tokens and the dragon starts to breath flames: the more reds you collect, the longer the flame.

BLUE - As you fly along, the dragon's tail releases lightning bolts from his underbelly. Also, if you flick the joystick rapidly up and down, the tail circles round to act as a large enemy-killing shield.

SILVER - The wriggling one now possesses the ability to release magic bombing missiles, which break down and kill enemy creatures.

GOLD - Another quick stick flick and the dragon forms a protective circle with Kageya inside. He also fires salvos of brown probe of doom in random directions.



This big energy creature can creep up mid-way through the first level. You can't destroy it if you can remove those little glowing stars with some heavy fire!

ON BREED



Existing heads only need apply!

Dragon Breed is wonderfully programmed by Rich 'n' Dave (same coders extraordinaire - check out some of their PD demos, they're awesome) and there are some skill sounds courtesy of Martin Walker (again). Love the master sampled drum intro.

alien death screams and funny sounds on level 2!

Generally, Dragon Breed is a very impressive piece of software, with lots of clever techy stuff going on. The number of sprites needed to build the dragon and create the large enemies means that it takes slightly, but this is easily forgiven. Less easily ignored are the occasional bugs which freeze up the odd character block or sprite. And most annoying is the sudden and inexplicable death which is slated upon you, suddenly and inexplicably. This tends to

happen during guardian battles, and is especially frustrating!

The gameplay comes through familiar shoot 'em territory, and suffers from patchy gameplay where areas of intense activity are followed by periods of 'wait off and make a coffee'.

Hindley said that, the game is so visually and sonically impressive, so playable and such a good conversation that if you're a 'shoot 'em up fan, this belongs in your collection. Simple as that.



Game Maker	Dragon Breed
Cassette	Activation
Disc	£9.99
	£14.99

POWER RATING

THE DOWNERS...

- Heavy level midload - tape users beware! Long waits ahead...
- Inexplic or even less glitched!

100

82%

- Stunning graphics, from the character graphics to the huge numbers of sprites in the ocean colour scrolling
- Innovative power-ups make for a more interesting shoot 'em up than average!
- Amazing sound tracks and effects, with pseudo sampled screams and moody tunes
- There's plenty of variety between levels
- Highly playable and largely faithful to the coin-op original from which it is born
- Good control of the dragon adds interest to the gameplay

...AND THE UPPERS

0



Kageya dramatically loses his flying between and continues the damage on foot. This comes in handy later when the gap isn't quite big enough for dragon and rider!



The third level takes you soaring over a forest scene, ending in this huge conventional missile-guiding fortress. It... mean, mean...



The second stage mission is to destroy an enemy missile launcher. You've got the lightning bolts and scoring lights, and here it is!



U.N. SQUADRON

According to the scenario, the countries of the Middle East have long been in a state of economic and social ruin due to violent civil war. Battles have united to form an angry alliance dedicated to kicking sand in the faces of innocent, freedom-loving citizens. So who can save us all from a fate worse than a Saturday afternoon at Hattin? Tairi FOT? Wait a minute — there's always the UN Squadron! A round of applause please for Mickey Simon, Greg Gates and Jim Kinnema. Mickey is a bit



Between stages you get the chance to spend some UN funds on little bonuses like better weapons and faster vehicles.

of an American war-torn hero. Diggs about the skies in his personal F-14 Tomcat, armed with 20mm Vulcan cannons. Diggs is from Denmark and used to earn his living by helping hostages from all over Europe; he's now settled into a peace-keeping role in an A-10 Thunderbolt, rattling out rounds from his gatling gun and prying himself on his ground attack capabilities. Shin is a Japanese F-20 Tiger Shark pilot; his plane has a higher firing rate than the other two.

From this, you select the pilot of your choice according to how you like to play. If you're opted for a two-player game, your partner chooses one of the other three, and you coordinate the missions together. Both players waddle over to the UN Ship, where a variety of guns and jet

gets are on offer. Hardware costs huge wads and without the missiles there's no firing fun 'n' games. Destroying end-of-level enemies substantially improves the bank balance and allows you to purchase nuclear bombs.

If you're happy with your choices, you can tackle the ten missions. Each one is unique. The first, for example, is set in an already installation guarded by anti-aircraft guns, fighters and tanks, and concludes with an encounter with a giant mobile rocket launcher. This generates an impression of variety in the gameplay which isn't really there: many of the enemies recur in different levels, and the few new opponents are never very challenging.

This boils down to a multi-level scrolling shoot 'em up which doesn't add much to the brilliant games already in the field. Everything about it is unremarkable: the backgrounds are nicely drawn, the sprites are neat and the end-of-stage opponents can be impressive — but there's nothing to delight hardened shoot 'em up fans. The game suffers noticeably from repetition, because there is nothing in-

your opponent's ability to generate excitement: no intelligent movement and some pretty pathetic weaponry. It's a better game in two-player mode and the variety of weapons helps, but if you're used to quality shooters the appeal soon wears off.



Game	U.N. Squadron
Maker	US Gold
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- ▀ Predictable enemy patterns and poor end-of-stage opponents
- ▀ Unimpassioned gameplay won't be appealing to fans of the genre
- ▀ Occasional screen glitches interrupt the action
- ▀ Audio effects are pretty average

score
700

69%

- ▀ Nine different weapons, including beams, bombs and spray missiles
- ▀ Ten missions, each with unique background graphics
- ▀ Almost conventional scenarios
- ▀ Three different types of pilots to fly, each with unique abilities and capabilities
- ▀ Good joystick-only controls
- ▀ Simultaneous two-player game mode

...AND THE UPPIERS



At the end of the first (and complex) level, you enter into battle with this Ripper's great rocket launcher. It's actually easier to defeat than it looks, though — just keep firing!

HOW TO KEEP AHEAD OF THE CROWD

SPECIAL
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NEWS

Want to learn about the plans Commodore has for **YOUR** machine as soon as you possibly can?

Want to read about all the very latest developments for the C64 or the G5 console as soon as they are announced?

Then **New Computer Express** is a vital, additional read for **Commodore Format**. For instance, we were weeks ahead of **Format** with the story of Commodore's £25 protos-and-games bundle for the C64. Not surprising - we're a weekly!

GAMES

Previews, tips, FORCs, lists, reviews, interviews and news. The kind of information that keeps a good games player ahead of the crowd. You know that **Commodore Format** is the magazine for you - but it only appears once a month! So how do you keep hot, week by week? It's quite simple: by reading **New Computer Express**. Every week, **Sean Materson**, **Commodore Format's** Deputy Editor (no less, writes a column for **Express**). Packed with the latest info on games, it is essential reading if you want to know what is happening, the moment it happens. Keep up-to-date, make sure you get a copy of **New Computer Express** every Thursday - every week.

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NARCO POLICE

DINAMIC

Since *Atari* (Power-Tested CPU) the Spanish software house *Dinamic* have been delivering away on their first cartridge game, *Narco Police*. Set in the town of the future, this 3D arcade adventure takes you to a tropical island paradise off the coast of Colombia where a drug ring are busy manufacturing all sorts of nasty narcotics for pushing on small delinquent pressed children, cocaine.

And this is where you come in. From a remote computer control unit you have to guide three groups of anti-drug officers as they attempt to infiltrate the island's defenses and mount a successful assault on the drug gang's headquarters.

As their leader you must allocate the necessary equipment and direct your team:

starts as a strategic force and during those quietest combat. The game is



The game has some elements to see. There are 10 different vehicle types (including a tank) and 10 different weapons (including a tank) and 10 different types of terrain.

If you thought you'd escaped the current wave of cocaine, look again. US Gold are all set to continue the trend introduced by Russian and Flopping with this jolly little mind-bender, which first appeared on the Atari Lynx.

Chip MacCallister is a cast-iron grade-A prize nerd. And, as opposed to him, he faces the school's brainy bimbos Melinda, the mental maverick, something rotten, sitting next to her at lunch one day, she offers him a challenge which, should he complete it, would enable him to join Melinda and his buddies in their computer club, the 80 Builders. So, like the arching idiot he is, he accepts.

Chip's challenge is to enter a series of 144 mazes and collect all the silicon chips which lie therein. Simple as it sounds this is no mean feat - each maze is filled with traps and traps. Scissors, loaded sideways, magnetic fields, invisible walls, rooms, fire and a few treacherous creatures threaten to foil good measure all prevent Chip from achieving his goal.

The finished C64 version arrived just too late for this issue, but the demo plays nicely and is extremely addictive. Expect a full (and probably glowing) review in *CPM*

"Ooh, blimey!
What are all those
bright doffy
things on the
scanner? Sir? Eh,
he's gone for a
cuppa! OOOH,
what should
I do?
They're getting
nearer and
nearer. Eeek!
it's no good,
we're being inun-
dated with
masses of games
for the C64!"

Therefore divided between joystick-controlled 3D arcade action sequences and tactical decision-making, accessed via commands through the computer. Sounds like you're go to be stuck in both mind and muscle!

Well we only had Amiga shots so far, but the action should transfer to the 64 with no problem. We'll file a full report in a later issue.



VIZ VIRGIN

If you haven't read *Viz* comics (which isn't entirely unlikely since it's a very niche, and to almost none

at your infantile 30-30 age group), then you'll be unfamiliar with its quaint boy-own comic strips, and floppy page-type stories. Well... almost very funny.

Actually, it's one huge midget take of comics like the *Beano*, *Hotspur*, *Play of the Flowers* etc. and half newspapers like the *Sun* and *News of the World*. As well as spoof news stories ('Is Elvis really the Loch Ness Monster?'), it carries

photo love stories (like the really messy stuff in girls' mags), readers' Top Tips ('Good morning out from new light bulbs by lighting candles instead') and inserts a role call of wonderfully insane characters, such as Buster Conrad, the lad with the unbelievably large testicles; Johnny Fatpants, the lad with pump power; and Roger Mutt, the man on the toady.

So, given that the comic is extremely violent, deals with serious subjects like bombing and toilet paper, and includes lots of words beginning with 'F', and how the hell do you write a game based on it?

Well, here's a starter of the demo on our cover page (left, next). The game follows a

CHIP'S CHALLENGE

US GOLD

The red flappy thing is deadly. In this round game you're to take the grey robot - and how it can't get all your



BADLANDS DOMARK & VINDICATORS

More cartridge releases equating to the light of day fall from the mighty offices of Domark. Badlands (which rated a very healthy 78% in CPG)

has been cartographed with slight tweaking, and minor requirements made to the sound and graphics.

Also, Old gamers are to be treated to a rather nice version of the aged Tengen coin-op Vindicators. This vertical scrolling two-player tank

blaster never made it onto the C64 first time around, but better late than never, eh? Both carts costs £19.99 and are available about... now!

Badlands was last seen after several years, plus improved sound and sound



race between Buster Dorned, Johnny Farbucks and Sirs Bacon - you get to choose your character in the full game - which takes place

through different sections of Fablestair, the park, the high street, the beach and so on. Each area has its own

dangers, most of which involve bumping into things, tripping over things or dropping down very large things (they're called holes - lol).

In the full ball between races solo games appear where, depending upon the talents of your current candidate, you have to indulge in various feats of... um... prowess. For instance, Johnny F gets to launch himself off the ground with pump power, while Sirs has to drink lots and fit things. You get the idea.

And that's enough waffle. It only remains to be said that the full, uncondensed version will carry an Elocity sticker. So you young 'uns will have to stand an older brother to buy it. Full review next issue.



MEGA HOT CODE MASTERS

The Codes' latest venture is a compilation of eight of their best budget games. Although it boasts a ten quid price tag, for anyone who doesn't own any of the games, its actual value is up around the... um... £24 mark. Not bad, eh?

But what, you'll ask, does my £9.99 actually purchase? Well, erp your sorry glantz round this little lot. JTV Simulator,

3D CONSTRUCTION KIT INCENTIVE

In the finished kit, you can create digital worlds from Freescape games such as Castle Master

Are you a fan of Incentive's Freescape series: Castle Master, Road Scapes, Dark Side and Drifter? Have you ever wondered what it would be like to design a 3D game like that yourself? Well, wonder no longer, because now you can. 3D Construction Kit contains everything that you need to write your own games and you don't have to be a genius to do it. The user-friendly controls make it so easy to design houses, bridges and cars, even your granny could do it while falling off a log.

It lets you pick your

own size construction worlds compatible with all the freescape!

shapes, copy them, move them, stretch them and rotate them right round the screen to create whatever takes your fancy - not only that, you can design icons and title screens on any common art package and load them straight into your game. And once you're satisfied with what you've done you don't just get to view your marvellous creation from plain old first person perspective - you can position up to five different cameras as well.

To give you a bit of inspiration 3D Construction Kit comes with a specially written adventure game - thrown in and a guarantee that if you manage to actually sell any games you've created you don't

have to pay Incentive a single penny in royalties.

Of course 3D

Construction Kit isn't all about games. You can use it to design almost anything, from the inside of your bedroom to a whole

The kit is also allowed you to create your own room layouts, filled with furniture and stuff

neighbourhood complete with cars. There's just one catch: £24.99 on disk and cassette is pretty pricey, but you could always try convincing your parents that it would be really handy for urban studies at school.



Advanced Pinball Simulator, International Rugby Simulator, M10-09 Soviet Fighter, Fruit Machine Simulator and Grand Prix Simulator.

According to the Codex, all of these games are best-sellers and not only rated well in the charts, but also managed rave

MIGHTY ELITE BOMB JACK

Elite's Bombjacking experience started back in 1988 with a C64 version of the popular Tecmo coin-op. This went right to number one in the Gallup charts and did very well indeed thank you.

This was followed up in 1989 with, surprise, surprise, Bombjack II. This went right to number one in the Gallup charts and did very well indeed thank you. As well.

Now, nearly four years later Elite are about to go for a hat-trick with the release of Mighty Bombjack. Already, this has been released on the Nintendo System and sold

over 300,000 units in the States and Japan as well probably.

Mighty Bombjack boasts 17 exciting levels spread thickly over a whopping mass of 200 screens. Sounds a wonder. We doubt there'll be an in-depth interview with the mighty Bombjack featured in a later issue of CF.



ESCAPE FROM COLDITZ

DIGITAL MAGIC SOFTWARE

Yet another (and)game conversion, this time from the classic Gibson game, Escape

From Colditz. This computer version offers you the chance to try and liberate four Allied officers from the Special Camp of Colditz Camps. You must guide the men around the vast confines of the fortress prison, time the guard patrols, dig tunnels, pick locks, and retreat and use all manner of objects in order to manufacture your escape.

Along with some smart graphics, Escape From Colditz also comes with some pretty impressive statistics: there are over 600 rooms to explore, you control the four different characters simultaneously, the patrolling guards all move intelligently and independently, the full screen world runs at 30 frames per second and there's even a free book about the prison camp itself.

Once we've finished the little laughter dance, we'll send it under lock and key, feed it bread and water



from Simulator - just one of the eight Code copies we didn't see coming. Along with Developer's warning, the answer for using the word 'simulator' four times for many, the copy contains some goodies

instead. Well, maybe 'love' is a tad strong, but there's no arguing that it offers gooden value for money.

So there you go. The Mega Hot computer simulator should be in the shops by the time you read this, so if there's some ex-Christmas cash waiting a hole at your pants, take it and run away - you'll get a hairy coin cash. Er...

NEXT MONTH...

Look, it doesn't seem like five months since CF invited itself from the womb of Future Publishing does it? (ugh) - Ed. Well, here we are in 1991, heading for Spring at high speed and wondering what will be appearing in next month's mammoth - say - stuporous issue of Commodore Format.

Well, well, well, well...well...well... at, we dunno. To be honest, it's all a bit of a mystery even to us. What with things going wrong, not arriving, not loading, not being sent, arriving too late, arriving unattended, being the wrong colour or smelling of cheese, by the time we've finished the mag, it's completely different to the one we promised the month before! Well, we like living on the edge, so here's our best guess for the contents of CF91:

The PowerPack tape just gets better and better to coincide with the Exclusive review of US Gold's Shadow Dancer, we have a playable level from the game-board. There's also the stunning temple leveling simulator 100 Flame plus Martin Walker's Chessman. We'll also be checking in another game or demo for good luck - but we're not giving everything away just yet!

On the review side, we'll definitely be looking at Shadow Dancer, Chip's Challenge, Gazza II (or Gazania), Last Ninja 3 and Temblor II with a following which may well be able to review Line Of Fire, Vic Warlock, Lotus Esprit Turbo Challenge, St. Dragon and lots more. Now we know some of these will be in the shops before we come out, but just to be patient - if you scamp off half-caked and buy something crap before reading the CF review (the best ones usually) start some crying to us!

Oh, that's enough rain. It's in for now.

The **4.0 Commodore Format** will sit with optional **PowerPack** - available from most good nuclear hardware specialists from the 21st of February 1991

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THE ARCADE

BRAIN



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