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Robcod splashes down on the C64! Can the console classic cut it on the Commodore? Get in the swim on p.16

2 Commodore!
COMPLETE GAMES!

Oh no!

Lenny McMy Powerpack coverage has gone wild! See the message! and ask for a replacement immediately.

PUFF

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RAINBOW ISLANDS

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Euro Football Champ: Denmark's coin-op kicker comes to town. Has the led done well? The match report's on p.84!



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POWERED BY COMPTON

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- DOMARK

CF SPECIAL

39 MODEMS

Do the words BBS and Baud mean anything to you? If not then you could be missing out on a whole world of computer contacts. Link up with a CF special on modems on p.39.

62 WHERE ARE THEY NOW?

When the OGA was knee-high to VC20 there was a whole bunch of coders who made the magazine famous, but where are they now? Gary Pepp pulls on his rose-tinted specs and looks back down memory lane on p.62.

62 THE BIG MATCH

Oh Peri! Check out the classified results of our all-encompassing sports special. We name the great, the bad and the outright ugly. And there's a chance to win some spiffy Bristol City goodies too on p.62.

REGULARS

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Load up on coverpage info.

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A re-entry at No.15.

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Charts, tips, prizes and traps.

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The stringmaster strikes back.

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More goodies that a person can eat.

57 SUBSCRIPTIONS

So on, get CP delivered!

66 NEXT MONTH

So what's in CY20 then?

Sun, sand and 64s? Then sit in the shade

POWER

FISHERMAN'S TALE

Sometimes and the living is easy, fish are jumping and the scores are high. Well they are if you happen to be *Platocod* because the all-computing underwater agent has finally struck his way to the OGA. And was it worth the wait - you bet. *Platocod* is an important game for the OGA and it takes the Millennium - the fish who took the top - home grandest with

Technicality it's second to none, with some of the unprecedented scrolling we've ever seen. And all it does is retain the original in those features that made the original both so obscure. But you can judge the technical quality for yourself with the *Platocod* demo and by checking out our massive three-page review!

CP isn't at OGA though, that's much more in this summer special from July

issue. To celebrate the launch of Demark's *Basic Power Change* and long-time *Anger's* success through in the European Championship, we've got a spiffy round-up of all the best games ever seen on the OGA. Then there's all the usual 'packed to the gills' reviewed pages. Andy Roberts has been testing some gear *Platocod* fans will weigh in with the second standing installment of his complete guide. For the more technically inclined, there's a special look at modems, the usual full-packed mouse info and all the regular CP features. Have Fun!



16 JAMES POND: CODE-NAME ROBOCOD

MILLENNIUM

They said it couldn't be done, they said it was impossible, but they were totally and utterly wrong! *Robocod* is here and it's brilliant! Are you ready for some of the biggest game screens and smoothest scrolling ever seen? Are you ready for some serious command-style action? Are you ready for some stupendous silliness? Then *Robocod* will be the underwater agent on p.16 (check below and use the password 'the secret file south is summer').



It's a Coder!

39 MODEMS

Buzzing, brilling, vats? Oh you want to know what modems do, where they came from and what services you can get. No, wait, wait you'll want to log on to the Commodore Forum Bulletin Board. It's in p.39. Yes, that's where you'll find the details on what you can do with a CGA, a software, some operating software and a modem - without involving the police! If you want your machine to understand words like "Vx2400" (although it shouldn't) connect up, immediately!

62 FOOTBALL SPECIAL

62 And the young list, who was playing fourth division football only days ago, has scored a blinder for *Reveries*. All those games that have had to make football happen on the OGA are rated in league order. We bring you the stats and goals of computer football and compare them. Check the latest scores on p.62.

made and see what's been...

TESTED!



POWER PACK 22

DEMO

JAMES

POND: CODENAME ROBOCOD

US Gold

Underwater agent extraordinaire, James Pond is here in a few-pak mega-demo. Pond one shows the full game's title sequence, complete with the first level in-game ad, and pond two gives you a chance to sample this smooth-moving, super-cute adventure in minutes. Can you find your way across the second room? We can't. It's in there somewhere, so get searching.

DJ PUFF'S VOLCANIC CAPER

DEMO

CodeMasters

"Are you calling my dragon a puff?" No, his name's Puff, DJ Puff, and he's about to erupt in to the Powerpack in this latest platform cracker from those Code-type Masters. Jump over the spikes, burn those enemies with your fiery breath, and then hide. It's as cute as a very cute thing and as playable as one too! You'll love it!

HOVER BOVER

FULL GAME

Lionsam

It's a lot more bover with a hover! Muck your neighbor's lawn mower, cut swathes through forest fields and set your faithful friend Plover out to the gardeners - in the game! Mow's responsible but great fun. Jeff Mow's classic brings mayhem to suburbs. If you've ever wondered why people take gardening so seriously then bust it up and become a lawn-mower man with Hover Bover.

AGENT ORANGE

FULL GAME

GraniteGame Video

Visit strange new worlds, meet interesting aliens, inspect their agriculture, then blast it all to smithereens in a hail of laser death. Go green - in an aggressive kind of way - with Agent Orange. It's a strange mix of shoot-'em-up and management, but it's seriously fun! Turn your trigger fingers green.

22

tape
or
disk

Get a disk version or CD-ROM Powerpack? Ring p.8 for the full details of our brilliant tape-to-disk transfer offer. NOW!

36 DJ PUFF'S VOLCANIC CAPER

Did dragons ever really exist? Well not like the they don't! CodeMasters push back the reality boundaries with their tale of a cute dragon, his missing CD collection and the Thought Police. Regardless of the trimmings though, DJ Puff looks like being one of the best arcade performers that the Codies have ever produced. DJ Puff likes to rave, but will you rave about DJ Puff? For the full story take the A&E to p.28 and turn left when you see the sign saying 'party'.

32 DYLAN DOG

SIMULMONDO

What have Spideeman, Superman, Dennis the Menace, the Pathetic Shamus and Dylan Dog got in common. What believe it or not - all of them are comic book superheroes. Dylan Dog (apparently) rates the most in Italy and how he's trying to make the break into the UK. Can an over-the-top detective cut it among the lights, and super-powered crowd? Can anyone with the name



Dylan Dog ever be taken seriously? What's the game that? For the full solution to this Italian mystery inspect the clues on p.32

52

Old coders never die...

they only fade away

Dr. Game Dressing for beginners. An encyclopaedic overview of who was who and what they did in the early days of C&A has been compiled by veteran games ace Gary Peppi. So if you have trouble remembering who wrote Kalle or which games Paul Whelan worked on, why we still talk about them in hushed tones, or what they're doing now, now's your chance! If you want to wander down memory lane or just wonder why you got stuck in it p.52

64 EURO FOOTBALL CHAMP DOMARK

The odds are great! please kick off on the Commodore. Does it kick out Kick Off? The arcade machine mixed skilful play and smart scrapping, can the conversion carry



this off or is it just another kick-kick-off. CP have been looking forward to this one in a big way. For our match report here to p.64, remember Dr. Kick! holders only!



QUICK START

FULL GAMES

HOVER BOYVER

Joystick in part 1 (and 2). Mow the grass in each garden, but keep away from your neighbour. Press fire to send your dog into attack mode and avoid the flowers; or you'll spoil the gardeners!

AGENT ORANGE

Joystick in Part 1. Spray eight alien planets with the weedkiller Agent Orange to save their food a few weeks from tomorrow. To prosper, shoot the enemy ships and collect the crops. Trade your crops for cash between levels.

DEMOS

JAMES POND II: CODENAME ROBOCOD

Two just demos. Part one is an animated intro. For just five pips the joystick in part 2. Leap around, collect the goodies, touch your head on ladders for bonuses and avoid the bully enemy. To sneak, press fire and just watch Cap'n cool get!

DJ PUFF'S VOLCANIC CAPER

Joystick in Part 2. Hunt around the platform and avoid the nasty spiky bats and dominantly nasty bad guys. To shoot a single shot, press fire, and for a jet of dragon-breath fire keep the joystick pushed down.

NO LOAD ZONE!

If your tape isn't loading properly, it's your tape heads? Try brushing some games you know work, then adjusting the heady fit to alignment marker (you know, the one next to the fringe edge). Don't rock? Then just pop the bad tape into a JPY tape, slip it in, SAC, and it up and there it is the past to:

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Fish isn't just for Fridays, you don't have to mow the

lawn on Sundays, go partying on Saturdays or spray entire planets with weedkiller on Thursdays! Now you can do all four, whenever you want, thanks to the all new, all shiny, packed to the spools, CF22 Powerpack!

JAMES POND II: CODENAME ROBOCOD

CF22 Demo

Joystick in part 2. A double bill demo, Robocod. The one you first with an anti-motivated intro that sporadically links a certain breed of antisocial sea-bird chocky-biscuits to a classic platform jump. Press fire once to watch the intro, listen to the brilliant pastiche of the Robocod music, ignore the obvious plug and press fire again to load the playable demo.

James Pond II Codename Robocod is an urgent mission to save the Penguins from the evil Doctor Maybe, who has kidnapped them for reasons of plot. Unfortunately, Dr Maybe is as mad as a small village in Hampshire with all the lights on, and he guards his domain with huge Bionic Bazaar™ monsters who Cod is unable to kill.

The demo is set on the level that links the various parts of Maybe's mad domain. In the game, Cod will be able to enter the large purple doors that lead to a set of levels. Here, he only remains the outside of the reality, but that's plenty to see. The playing area is huge, packed with bonuses and a secret room.

Cod can run and leap as any normal fish-like character - 20%, but you have to be careful when he lands because the ice is

slippery. When jumping the cat will fly up, fall down on the rock after the jump, and bash bad guys on the bones with his tail. And as a hard-headed secret agent, Robo can leap under the T blocks to release bonuses without fear of concussion.

His special talent though lies in his Acme Squash™™. Pressing fire while he's stationary sends his indiff in to grow mode and little fish becomes a fisherman's dream,

getting taller every second; the fire button is held down. To reverse the process let go and then button the rumblerish. This is useful for grabbing bonuses hidden high up the screen and for scouting out an area. A word of warning

though, don't just grab everything that pops out of a block as Dr Maybe has trapped some blocks with bottles of poison, which can kill an impetuous fish with a single pip. Be stern go snigger on that bottle marked with the same subtle design as the

room. You won't like it!

If this isn't enough to send you into pipe-bank smashing mode, then turn to page 16 and check out the full, exclusive review.

It's a corker!



HOVER BOVVER

Literotiff

Joystick in port (and it). Oh, one must need to mow, want to mow a garden, one man and his dog. Rover, want to mow a garden. That's about it for the plot of Hover Bovver. You're a mad keen garden man who is too tight-fisted to buy a mower of your own. The solution you come up with is novel, annoying and probably illegal: borrow mowers from your three neighbours without asking.

With you at all times is your dog Rover and the neighbour whose mower you've 'borrowed'. Your aim is to mow 10 gardens in succession, without getting caught by your neighbour who is trying to get their machine back. Each square of lawn is worth a set amount of points and so the more you mow the greater your score.

There are a number of complications though to make your lazy summer afternoon fraught. Firstly, there's your dog. Now Rover is a good dog but at the press of the fire button he turns into a vicious snarling animal who attacks your neighbour - stopping him reclaiming his mower. He also snarls like the noise of the mowing and his tolerance level (seen as a bar graph at the bottom of the screen) soon drops. At this point he will start to bark. Rover's loyalty also wanes the more he's seen attacking, his

loyalty is shown as a bar graph, too, and when it reaches nil he becomes uncontrollable and offers no protection.

The speed of mowing also affects your plans. Go

too fast and the mower overheats, leaving you stranded and prey to a neighbour attack. The mower's heat is the third bar graph at the base of the screen, and when it gets dangerously hot,

your dog Rover barks, and mowing then calls the big O in. He barks much like the neighbour, and he's not worth minding up unless you have to.

The dog, neighbour and gardener all have certain traits and these should affect the way you play. Rover always starts in the upper right corner, the neighbour the top left. The gardener won't walk onto flower beds. Rover will only tread on them once and your neighbour just stomps across them. Hedges stop everybody. The neighbour is always wary of Rover; the gardener is frightened of him when he barks.

On the title screen you select three options: F1 - chooses which lawn 1-4 (from a total of 16) you will start on. F2 - sets the number of players (one or two). F3 - sets the number of joystick (player one in solo play must use port one). F4 - starts the game.

Pressing the 'Commission' key and 'P' pauses the game. Pressing P restores it.



How does your garden grow? (As like this, obviously (see it's made up and it's a computer).

try mowing a patch you did earlier or standing still to cool it off.

There's another problem you have to contend with, the feralish gardener. Now, each

FULL GAME



AGENT ORANGE FULL GAME

Overblown Video

Joystick in port 1

Farming, how this may not sound that exciting, but when it has

to be done on eight planets while fighting aliens that you know it's not all mums!

Agent Orange isn't just a shoot 'em up, but a full-on management game too. Launched from a mothership you have to fly over the surface of a planet and sow seeds that will become harvestable crops. Also



Any alien you shoot leaves pods behind, which you can collect and use to farm a crop.

encourage it to grow in a set direction or just collect it. By over it it will automatically be collected. Then head back to your mothership and land safely on the left-hand platform.

Once back in the mothership (there are two ways to get there, cooking or dying) you'll be presented with the options screen, which allows you to trade goods for ships (if you've collected enough), in order to re-launch or visit another planet and try there.

Follows courtesy of NASA*, John Crewson's Marsward and the blinks with the camera.

progression system, which inspired a cracking early computer game), and you can give your plants breathing space by lowering your ship and using the only weedkiller that will stop the alien crop progression - laser fuel! Then once a good crop has built up you have to harvest the crop, ring back to the mothership and add the goodies to buy more seeds, travel to another world or buy a better ship.

When you launch out for the first time you'll have a bunch of seed pods on your ship. Flying along with the fire button pressed drops them. Any that fall on open ground will immediately start to grow. Your job is to shepherd them until they grow into self-sufficient fields. This may require blasting away alien plants, stay still and keep the pressed to Rover and blast them to bits). All the time you have to keep an eye out for enemy ships who not only try to kill you but also plant crops of their own.

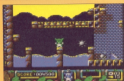


This is from other planets back to your life - if they really looked like this, that'd be

spacehips are trying to do the same, and unfortunately their crops can kill yours and even stop you sowing altogether, so they have to be dealt with pretty sharply.

Once you've got some crops in the ground, you then have to start farming. All the crops follow the rules of Life (a garden





But what you didn't know is that Puff has got an identical cousin, also called Puff (who never appears).

CodeMasters

Joystick in port 2.

NOTE: the tape will not automatically stop when DJ Puff has loaded. So make sure that you press STOP on your tape deck the moment the title screen appears if you want to play Again Orange afterwards.

DJ Puff is your everyday, run of the mill, hip 'n' trendy mythological creature. This means he

DJ PUFF'S VOLCANIC GAPER DEMO

has delivery (you can't) breath fire, he can glide if not expertly and he collects CDs.

Now his pop music record collection has been confiscated by the evil 'Tappy Police' and DJ Puff is out to get them back. Cue much leaping around platforms. These aren't your ordinary platforms, though, but rather some of the best that CodeMasters have assembled for a long, long while.

So just how to kill all the enemies, pick up the bonuses they leave behind and by the



Why there should be that in this screen is a mystery. We rang CodeMasters to get an answer but they were off air.

And the aliens seen in DJ Puff are modelled on real aliens captured by the CIA back in 1982.

Behind the rarely spiky platform, placed right where they'll bring tears to your eyes. Flaming and jumping (use the normal joystick controls) and preening his feathers a wattle from his mouth. Putting down launches either a jet of bubble-bearing flame or a special weapon, depending on what Puff has been collecting.

It's not just the realism of the platforms that makes this one such a doozy, but the mix of smart, solid and rather cutesy graphics, and the brilliantly terse tone. And if it whets your appetite for more, check out the review on p.28!

TAPE TO DISK

Do you have a disk drive? Fear not! They'll let you use it as well as just admire it, you can get copies of the OF Powerpack on disk for the time being.

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22
tape
disk

DJ, as anyone who listens to the radio will know, stands for Dinner Jacket. These used to be worn by radio announcers in the pre-war years. They exuded very loudly, which made people think that radio was still quite primitive when in fact it had perfect quality.

Volcanoes are big red holes in the ground. They can be seen on some of the faces of the planet, and occasionally they burst, showering horrible nastiness over the people who stupidly decided to live in the valley below.

Interestingly, dragons, on the other hand, are completely fireless. They don't exist. They're totally made up. They're all in the mind. Completely fabricated. A myth. A legend. A total lie. That is, unless you know better...



Oops. Puff has almost lost control of his bubble. We'll be unable to collect any more, that's five damn sure no more.

G.I.O.C. GUR360

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...of the...
...of the...

Crocodiles remained unchanged for millions of years, but in one bound they've hit the 90s. Punk and Funk are two very trendy cold-blooded creatures out to win the heart of one gorgeous girl. Cue the cool Twins...

COOL CROC TWINS



What an amazing coincidence! Not only are these guys incredibly hip, but they're both reptiles and were born of the same mother within seconds of each other! Amazing. So it's not surprising that

they're in rather hard to teach places, so you'll have to plan how to get them. Oh, and there are ladders around, too. A load of funny creatures spend a lot of time roaming around the screen, looking for them, succulent crocodile meat (well they don't actually eat you but kill you, anyway).



One of the twins leaps up and down, hitting a block to light it. The other one, as desired,

they're known to all and sundry as 'The Cool Croc Twins'. The game itself looks like a coin-op, but is, in fact, completely original. It's one of those difficult-to-explain jobs you think you'll never master, but once you get into it, you'll be hooked. The crocs must dash around a screen, jumping up and banging their heads against some weird blocks, which light up every time they're hit. Sounds easy, but some of the

The ladders also have another function... they emit all the lights you've managed to light up on the blocks. So basically they make the unpleasant but far more exciting than it otherwise would be. It's a simple idea, but, like all simple ideas, it works. Well actually not all simple ideas work. I tried turning my car on water for a while and that wasn't very effective. In two-player mode, Cool Croc Twins is even better. Each twin has to eat each block to light it up, so one can't just dash around avoiding the ladders while the other does the hard work. This means that you are forced to enter into some serious team-work with your chum. After all the crocs are twins, so they can hardly be expected to go head-to-head against each other.

The game is started with little syntax of the crocs, and between each level there's a party of the twins tussling around like lambs, with their baseball caps on sideways and faces of their huge manes flapping in the wind.

Things are getting together for our little reptilian friends.

As well as being a great game to play, Cool Croc Twins looks like it'll start a few trends among the younger folk. Who knows - we might even see youngsters wearing big bikers and saying things like "Yo!" and "Hip Dada!". Oh, it's not like when I was a kid, more than a few years ago, when we used to be seriously respectful to our parents, and we wore shiny black shoes and sensible blouses. Cool Croc Twins will be in the next issue (with a bit of luck and the wind behind us). Look out for a then CD, and stay cool, ladies and gentlemen.

JAMES LARCH

CROCODILE FEVER

The biggest croc in the world was 23 feet 4 inches long. That's three times the length you Min Mera. The oldest crocodile was 70 years old when it died. That's over three times the age of a Min Mera.



Name	Cool Croc Twins
Publisher	Empire
Release	August
Price	£10.99 cassette, £15.99 disk
Contact	0208 541 128





It's possible that a siege is going on somewhere here. But then again, perhaps not.



There's more than one hero. It doesn't look like it, but there's what Rampart is like.

RAMPART

The man slowly drifts across the battlefield. The remains of cannons, armor, and swords lie scattered where they lay. You get the distinct impression that a lot of people have been fighting each other in the not too distant past.

And you'd be right. Rampart is a new game from Domark, and is being programmed by the Atomix.

Based on the Targan con-up of the same name, the idea is that you have a castle which you must defend from all attackers.

You must also place cannons within your castle to attack the castles of your enemies. It sounds confusing, but isn't really.

Whenever your castle walls are damaged by the can-

Self That Hurts!

Take That, Self!

Oww! Gerroff!

Where's my contact lens?



Game
Publisher
Release
Contact

Rampart
Domark
August
888 786 2222

ons of the enemy, you must rebuild them. But the bricks you need come in all sorts of shapes and sizes. It's a very much like Tetris, this bit.

If you don't repair the wall quickly enough, you can't place any more cannons, and you'll soon be out of the game. It's a race against time as you juggle the cannons blocking the enemy with the mending of your own walls.

There isn't a great deal to see of Rampart at the moment, but we'll assume that Domark's got the full review as soon as we get our sticky little paws on it.

JAMES LEACH

SNIPPETS

LIVE AND LEARN

It goes to 11: you can't enter five, who needs teaching, what better way to do it than use Remora Educational Software? The company, who is new to the UK market, is planning to release two products in the next month or so.

Alphabet & Colours costs £5.99 on cassette and £8.99 on disk. There's also another package, entitled First Letters. This too is £5.99 on cassette and £8.99 on disk.

IT'S THOSE BLIMMIN' LEMMINGS AGAIN

What is it? That's what everyone's asking. Well apparently Progress have been talking to a programming team called Dream Design. They're currently working out how to get the full suite of Lemmings on screen at the same time.

Now there's something to see, you'll be able to read all about it in Intermediate Format, so stay, so they say, tuned.



From, cunning, and somewhat free, well.

YOUR WORK IS NEEDED

A new PC library waiting for the USA has just hit the Net. Venice Information are handling both programs and database software, including music software and artwork done on commercial packages.

At the moment, the company is just getting started, so it's on the look-out for home-written stuff from you.

Whatever the quality, whatever the subject, Venice want to see it. In return, you'll receive a certificate letter if it's completed and database holders.

Virtual buy that 64 items can ring them on 0800 786788 between 10am and 5pm to get free membership of the library. They're keen to hear from any big name groups as well.

Carden, Venice Information at 278 Ansondale St, Hill, WA9 1DD.



IAN CYCLOPEDIA INVEST-

Castles weren't completely impenetrable in the stone age.

Steep armies could use giant catapults, big towers. Med with iron or even strange wheeled vehicles with wooden slats across their sub-frames.

Well, though, were the battering rams. Loads of people shaved a log



pointed stick through the castle doors, ran in and slaughtered everyone. Interestingly, no one uses these machines any more.

However, missiles, catapults and special submarines carry out the same functions.

People want to see something like this.

Here in the '07 office we're still trying to work out what Seymour actually is. He's white, he's stubby and he's got an incredibly gormless expression on his face. A politician, perhaps? Anyway, here's back in this offering from the Codes and Reflexive Designs. You know, the guys who did *Du Puy's Notorious Cop*.

As you'd expect, the plot is not that difficult to follow. Seymour seems to have gone into the movie-making business. As he doesn't appear to have any bones in his body, he'd be perfect for doing those dangerous things in films that would give most people a compound



IAN CYCLOPEDIA INVESTIGATES STUNTMEN

Seymour may get a car for his part in the western, but the highest paid stuntman ever was Dan Robinson, who got \$100,000 in 1979 for leaping from the CN Tower in Toronto, Canada. His parachute opened just 300 feet above the ground.

But the longest film ever made was *The Care Par* in Somalia. It lasted 95 hours (but it's a work of art). This contrasts sharply with the record for producing leaves from growing alfalfa. The record for that is 40 minutes 8 seconds.

Compare that to the longest scariest in the world. It's over 20 miles long, and would be very difficult to wear successfully. Interesting, isn't it?

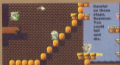
SEYMOUR STUNTMAN

killing anyone who gets in the way with a small but highly effective pistol he seems to be able to carry.

At the moment, Seymour Stuntman plays a lot like *Du Puy*. Not surprising, because Reflexive Designs have taken the same game engine and modified it for Seymour. This means that things like the sprites are incredibly cartoon-like, clean and good-looking.

Collision-detection is working as it should be, and the music has also been composed by our fine musician of the moment, Mr General Gourley. Yes, he's come up with another stunning, foot-stomping, hand-chopping, toe-kicking melody removing little ditty which as it goes in manuscript form one day so you'll be able to play it at home.

So the *CodeMasters'* cute character assault continues unabated. Even if you don't like the characters themselves, it's difficult to blame them for this.



fractures left, right and centre.

The first time Seymour gets to work on it is a wild west job. He gets to do all the shooting of badasses and falling off the high roofs on to the conveniently-placed hayrack underneath stuff that you see in every western ever. His fee for all this sort of nonsense is to be given some rather nice objects afterwards. Apparently, he'll be getting a car for his wild west theme.

As well as making money, Seymour must try and make his way through the level. It's a bit weird, this, because what you've got here is a platform game, which, like all platform games, forces you to work out the best route past all the badasses, while collecting stuff and



though, because most of the games with these babes in are rather silly.

So keep your eyes peeled for the full review of Seymour Stuntman, which should be in the next bit.

JAMES LEACH

Game	Seymour Stuntman
Publisher	CodeMasters
Release	August
Price	£3.99
Contact	0928 014 132





CHARTS



RAINBOW ISLANDS
 Another Islands. The only game to display the extremely confusing message 'Good!' whenever you do something right. Perhaps we'll never understand why...



GOLDEN AXE
 Evil strikes the land. Normal, sane people live in their houses and cheer in the courtyard under the stars. A nightmare will be unleashed, probably.



SNOOKER
 The sport of people who spend all their school years in a smoky hall. Now they're earning millions a year, but don't let that be a lesson to you.



WORLD SUPER SOCCER
 Okay, so it's two years out-of-date. World Super Soccer is still a fantastic and some jolly good game as well. Excellent.



And here we have one of those classic moments where the referee calls in a vital incident of the great World Super Soccer. What what happened next?

CF'S TOP 90 GAMES

- 1 **RAINBOW ISLANDS**
NH Squad £3.99
- 2 **GOLDEN AXE**
Trelix £3.99
- 3 **CHAMPIONSHIP 3D SNOOKER**
Zappella £3.99
- 4 **ITALIA '90**
Trelix £3.99
- 5 **MANCHESTER UNITED**
GMS £3.99
- 6 **CHAMPIONSHIP WRESTLING**
Kixx £3.99
- 7 **SUPER OFF ROAD RACER**
Trelix £3.99
- 8 **LOTUS TURBO CHALLENGE**
GMS £3.99
- 9 **F-16 COMBAT PILOT**
Action 16 £3.99
- 10 **DIZZY'S EXCELLENT ADVENTURES**
CodeMasters £9.99

11	STREET RACING	Atari	£3.99	11	CRASH ON	Atari	£3.99
12	WORLD SUPER SOCCER	Atari	£3.99	12	WY 100	Atari	£3.99
13	WORLD SUPER SOCCER	Atari	£3.99	13	WY 100	Atari	£3.99
14	WORLD SUPER SOCCER	Atari	£3.99	14	WY 100	Atari	£3.99
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90	WORLD SUPER SOCCER	Atari	£3.99	90	WY 100	Atari	£3.99



"Now I want a good clean fight, no spitting, no swearing, no hitting and no falling over when the other guy has obviously missed." - G Ed Roberts 1982



Even 'Iron Man' Stewart has recently been suffering from metal fatigue. He's currently lying in a tank of oil just outside High Wycombe bus station.



If you've got a real Lotus, like all the CF team have, you'll be bored with a mere game about it. But the rest of you can enjoy the best sports-car game ever.



Real leader, prong, like, slaps slaps slaps, leggie at the o'clock and whatever else fighter pilots say in these now-forgotten F-16 flying machines.



I feel Dizzy, my head is spinning. Something tells me a rather unpleasant pain is waiting in. Better have a nap or two to calm my shattered and frayed nerves.



RUN AWAY!

It's no good, Commander! Those goblins are still closing in. They'll be here any minute and some of them look quite tasty. So dive into the nearest bunker and wait your nice land noobs.

DIE HARD 2

Continuation

Once more, the Quarterback is back! Die Hard 2 is currently promising, taking its violent ray forwards.



LAWNMOWER MAN

Stom

It's not Reality comes to the 94. Well, not quite, but it's getting there. Lawnmower Man is a stomping (in the pun intended), and should make a visually stunning game. We hope.

GJ IN SPACE

Codemasters

You would expect an expansion to the fourth. It's actually not got into space. First out of its box by playing GJ.



DYHABLASTER

Action

Space. The final front war. These are the voyages of Dyhablaster, a rather mysterious game, which is heading towards our sunburnt at War II.



ELVIRA II

Fantasy

She's back. Elvira, the girl with the large assets and the oblong puns. (Is Bone's bound to be more Misses of the Dark-related adventures on the pages of CF when the very, very-like complete page no.



Being warm, caring and rather wonderful people, all the CF crew are inordinately fond of animals. Each of them has a special pet, and Powerplay thought it was time to find out which animals appeal to which members of the team. It was a real eye-opener...

POWERPLAY

TRENTON WEBB



can run with them, too. I think he might have been a guide-dog or something."

"I've got a bull terrier called Bigger. When I brought him he was already trained to ignore shot-gun noises, breaking fires, squealing tires and police sirens. His powerful jaws are able to grip and hold heavy bags, and he

OLLIE ALDERTON



fridge, basically. The trouble is, I'm too scared to stand up to him."

As you might have feared, Ollie's got a rat. Let him explain. "I've called Jello, and I got him to scare the local cats away. One night he had a fight with a banger and nearly lost one eye. What does he eat? Anything he finds in the

JAMES LEACH



my very own. I think it's in membership somewhere at the moment."

Being indispensable and unflatteringly, James doesn't have a pet as such, but he claims to have sponsored a cat. "I signed the forms, had a blood test and gave the man £48 in saved notes. So now I've got a new Pipitabile bat of

LISA NICHOLLS



does have these two gorgeous creatures for this very reason (page).

"I've got a couple of black panthers with diamond necklaces. They got around my luxurious home in Wigan, New York and Manhattan, and stole burgers from stealing my precious Van Gogh collection."

THE MIGHTY BRAIN



that I'd then need to find an immensely huge paving stone to fit them under."

THEY doesn't have a pet, but he would like one. "I'd like an ant's nest. They function in the same way as a brain, you see. But I'd not actually squared ants in order to give it anything like the processing power I've got. The last time I

CATHY PARNHAM



see, and there are over two hundred people continually coming in and out of here."

Cathy had a food eating spider until recently. But she brought it into the office a couple of days ago and it ran away. Is she concerned? "Not really. When it gets hungry it makes its presence known. It lives on fresh meat, you

ANDY ROBERTS



dropped it down: the back of the sofa before the scientists could arrive."

"I've got three salamanders, all called Fernan Polanski. They're very interesting. Apparently, they secrete weird chemicals from their skin which nobody has ever been able to detect. I scraped some off to a spatula once, but

ROGER FRAMES



enormous appetite. I've got a really big feast lined up for it, you see..."

As regular readers will know, Roger has his trusty dog, Dabit, but he told us about his dream pet. "I'd like the world's biggest anti-water. An anti-water would do, but it would have to be infinity times five feet high. It's also got to have an absolutely

BITS 'N' BOBS

Commodore Format's review system is as simple as can be. There's none of that tricky hard-to-follow nonsense here. Each review is packed with as much information as you'll need to decide if a game is for you, and it will help you get started playing.

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



CF RATINGS

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

The highest rating a game can get is 100 per cent, but some score less.

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



GAME ICONS

To make life easier for you we've brought together a few 'tell-it-as-it-is' icons (things) so you can tell at a glance what standard features each game contains. They are:



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



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



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



OCTOPUS - (Well, not), the game is in bits if the octopus appears (tape users beware).



GOALIE'S SHIRT - This means there's a save option available (great).



BLOCKS - You can prove to all your friends how good you are at a game by using a hi-score table.



PANTS - Yes, it's sad, but this really is what it means. There's a pause mode.



them, I couldn't say but I'm sure I can smell something fishy here. Cool because what? It's that's enough fishy jokes, eh?



He may be Britain's greatest asset, but he's going to die when I find out his final specialty. That'll teach him to turn Bertie.



Alright! Everyone's still turning Bertie in front of my very eyes! I'd better kill them all with my toughest armor then, eh?

Here it is. The review that everyone's been waiting for. Barry Norman, Leon Spinks and Princess Di all wanted to write it. But luckily

for us, James Leach is the only human qualified to take on the Cod...

JAMES POND 2:



It's a corker!

Gosh, RoboCod! What a game! To convert to the 64, I mean, RoboCod or the '86 bit machines is a massive, humungous effort, isn't it? Hundreds of screens, tens-thousands of badbies and thousands of collectables. Can they possibly fit all this into a machine with a memory that is 10 less a technical term) smaller.

Well if you read last month's preview, you'll already know the answer. If not, the answer's yes. Somehow, Data Designs, the Halesyoren-based programming team, have managed to cram into the 64 version of

RoboCod everything (and that means everything) that you'll find in both the Amiga and ST versions. How? Well, et... it's a bit complicated, so let's not bother about that now. Anyway, the thing we've got to suss out is whether the game gives you large and continuous amounts of enjoyment.

The plot is incredibly silly, it's packed to the gills with rather groan-worthy fish-related puns, too, which might give you a headache after a while. Anyway, FISH is a special counter espionage department of the Special Secret

Special Services (Special Secret Division). F is the head of this organisation, and he's a wonderful man. Or fish, depending on how much detail you want to get out of this possibility. The evil Dr. Myster has started his evil interfering in Santa Claus's toy construction facility at the north pole. Of course, this cannot be tolerated, so RoboCod, the top agent contacted by F, is sent to investigate.

It's how you come to be standing outside what appears to be a massive castle high in the Arctic. Behind the multitude of stairs that take you are 10 levels of mad platform fun.

Each level is pretty large. As with all the best games, they get bigger as you complete them in sequence, but the sheer size of the playing area is quite a surprise. I can tell you, I know I've said it before, but all the levels are the same size as the Amiga versions. I still can't get over that.

Each level has a sort of toy-related theme. For example, there's a level which is filled with all manner of luscious sweets. It's tooth-rot city, but Robo must clomp and collect his way round it, trying to feed the penguins.

This is the key to each level. There's a lot of penguins robbin' some-where-or-an-ewy-oth-er, and only when you head off to the weird barber's gate will (again, punning) crookedness on each level.

This means that you don't have to kill all the badbies you find. There are plenty of them, and they don't half get in the way sometimes, but the aim of the whole

Here we see a tiny portion of RoboCod's exploration. The chess pieces are dead tough to get past, especially with these boards being annoyingly off





I'll get those collectibles, then go shopping with the money I've earned. I'll dip out to Salsbury's for some cool blinks.



These ping-pong bats are a bit of a problem, clamping tight in the only way out. I'll give it a go. Nope. Didn't work. Time to run for it.



RoboCod's levels are a little strange, usually the game-plays, & usually, unexplained and feature.



You go much more quickly when you're jumping, but where will you land? Oh, that's right! Don't forget to check!



Extending your tail is a both good way of getting out of the way of any enemies.

IT'S A FISH'S LIFE

RoboCod is such a large game that you get a decent number of lives at the beginning. Five, to be accurate. And if you accidentally hit a buddy or fall on a dangerous pointed thing, you don't lose one of those lives instantly. Instead, you just lose some energy.

What this means is that as long as *RoboCod* stays out of trouble (as his uncle, *RoboCop* would say), he should be able to get pretty far into the enormous game awaiting him. Especially if he collects the odd extra life as well.

And, rather interestingly, all our baby shark's lives are shown in a unique way. A plinky of *RoboCod* is always in view at the bottom left of the screen. His fingers show the number of energy points you've got left in his other hand, there is a pile of batteries.

These show the number of lives left. (Don't ask me why they're batteries, it might be something to do with the fact that he's part machine.)

It's just another example of the weird humour in the game. It's not

just rather gruesome mutilated joints, you



And, as long as you're creature doesn't collide with him and he's got something solid to cling on to at the top, he can hold himself up on whatever is above him. Once here, hanging on to the roof, he can edge himself along and over the danger. Simple, effective and, it has to be said, completely unrealistic.

A lot of thought has gone into the mechanics of the game as well. Without a doubt, Data Design's have managed to get the 64 version running more smoothly than the ST version. No mean feat when you consider the memory constraints. They've also given the cod himself a real sense of momentum and inertia. This means that when he's spinning along, he doesn't just stop dead, but slides to a halt in feet cartoon style.

This too not only gives the little fellow character, but makes getting over and through tricky places that bit harder.

ROBOCOD

The sheer size of the playing area is quite a surprise

get through it, collect the penguins and make over to the exit.

RoboCod's levels have some offensive powers, though (and we're not not talking fast forward here). Being enclosed in a titanium suit of armour, just like his big brother Alex Murphy, means that our churning little cod can jump on people and flatten them. If you put

down on the joystick when you're flying through the air, he retracts into his armoured shell and slams heavily on to the head of the victim. Some enemies (notably the Botsa Botsas that crop up on the planets level) need a few slasures before they vanish in a cloud of neurotoxin glutamate, but it's worth doing because the points bonuses are dead healthy for topping such big chops.

But if you want, you can generally avoid the violence by turning past with maximum speed or by using *RoboCod*'s special trick. What he does is stand still and, when you press the fire button, extends his body up to the ceiling. The trouble is, the ceiling might be many, many dozens higher than where the young fish is standing. So up he goes. The extension to his little body is unlimited,

all to the, but up and back the ceiling, that's the answer! (To most of *RoboCod*'s problems, in fact.) And a jolly good answer it usually is!





to make him. It's just a wind-lashing bridge. There's no time to waste, so rush over it and explore the next bit.

When he's not turning anywhere, RoboCod stands and jiggles from side to side. Why? Well I'm not exactly sure. But it might have something to do with the fact that he's dead weight and adorable or something.

Getting through the game depends very much on what you are able to collect. Strown all over the place are little blocks in the air. RoboCod must jump up, hit his head against the underside of these and dislodge the goodies, which then appear on the top of the blocks.

Useful ones to get are the umbrellas, the extra lives (and of course) and the templates. This is a superb bit of graphical achievement, and looks excellent as it bounces over the level, with Robo peeping out from the front, looking for those vital perquisites. The game makes short work of the platform, because it can go anywhere, climbing and diving like an, er, crazy climbing, diving thing.

Of course, most of the other collectables just give you loads of points, but occasionally the Docks check out a bottle with a little blurb



Message! There are the two perquisites and the well. Collect these, the bulb on top will light up and you're home. Go to the next level.

So it. I think do you think it could be? Yes, it's a bottle of poison. Collect it and that's a life you've lost. And it serves you right for being too enthusiastic.

At this point, you might be wondering if there is anything at all about 'RoboCod' which is better than. The answer is, er, not really. I'm pretty sure that it's the biggest game ever to be seen on the 64 (there are 10 absolutely massive levels, and the compression techniques to get them into the bit are completely new and innovative. They'd have to be, mind you, because there's an awful lot going on.

If I was pressed, I'd say that the backgrounds are a lot of fun. On many of the levels the colours are weird pastels, which are a bit miserable - considering the generally cheerful humorous outlook of the game. It's not a big problem, but it's something that you start to notice if you're in a major play testing session.



64 version runs more smoothly than the ST version



Time for some walk training. Well (training) that BT (No. 44). Well I'm completely fed up with trying to do RoboCod-style poses.

The idea that this is an exploring game rather than a get-paid-the-bastards job works well. You do lose

lives of course, because you can make

a complete mess of getting past a spiky pit or over a Bernie Bassett alien.

The tune is as good as you'll hear on a 64. If you've heard the music in RoboCop, you'll recognise it readily (excepted up against at the beginning of RoboCod. Once you get into the game, a different tune starts up and plays throughout. It's one of those hummable little ditties that stays in your brain for days, and gives you flashback nightmares after you've gone to bed and it's all quiet.

The graphics have captured the 10-bit style well. Cool himself is a bit hard to see clearly, but does everything he's meant to. And that goes for the whole game. Rush about on your mushroom-like pike to the shops and buy it.

JAMES LEACH

Game	James Pond 2: RoboCod
Publisher	Infocom
Cassette	£11.99
Disk	£15.99
Release	August
Contact	0223 621 826

POWER RATING

THE DOWNERS...

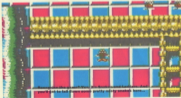
- Are the backgrounds really as nice as the rest of it? No.

100

90%

- It's as fast as any platform-style game you'll find around of the moment.
- It's very smooth with its eight-way scrolling (smoother than the ST version).
- The size of it is enormous as big as the design version, and with all the same things in.
- Absolutely loads of secret rooms and hidden things.
- The sound is rather pleasant, too.
- It's not just killing bastards, but exploration and the like as well.
- Loads of humorous and cut-scenes make it amusing.
- The dances are very well.

...AND THE UPPERS



Here's got a wind-lashing with chess-pieces, too (Robo). Perhaps he likes the pieces.



Get the idea to give you those cut-scenes events that make you believe there's more there.

Forget about the equinox. Save time and enjoy more games-playing hours in the day by writing to Andy Roberts at the address below.

GameBusters

CJ IN THE USA

(Puzzlemaster)

Thanks to Robert Brown of East Kilbride, we have the complete solution to level one (paths levels 2, 3, and 4 to follow soon).

LEVEL 1 - From start, get boots on right-hand platform, kill dog, and go up platform until you come to a pit. Get on pit and let it take you to the top. Go up and left using the blocks, then step on the last one and kill the dog. Jump across and shoot dog. Go down steps to the left and kill American footballer.

Go past all blocks and go down and passage at the right. Shoot crocodile, jump on to block (where the croc was) and kill rat. Go up blocks until you reach the top - bomb the crocodile and jump up. Now bomb the rat and the dog. Jump over spikes, and fall down to platform at the bottom.

Kill the crocodile, American footballer and the dog. Then go left and jump on to the first platform. When the cloud approaches, jump and step a bomb to kill it. Shoot the rat, then jump on to his platform.

Keep going until you reach the fourth platform, then jump on to moving block. When other moving block appears, jump on to it and get off at left-hand side. Go up and kill dog while moving right (using platform). When you reach the platform with spikes in the middle, shoot rat, then jump up and bomb American footballer. Go right and follow wall upwards until you reach a gap. Kill rat, fall down passage, then go right and up. Kill the dog, go up and left, then

£20 UP FOR GRABS

This month's winner is Robert Brown. He'll shortly be receiving a £20 Software voucher for his superb CJ solutions. If you want a slice of the action (and the chance to pick up £20 of software), send your name, tips, FORKs, solutions, and life savings to: Gamebusters, Commodore Format, 30 Waverley Street, Bath, Avon, BA1 2BN.

Jump on

to the

first

platform,

walk left,

and then fall

on to small

one below.

Walk left off this

small platform

and you will

find the first

step (rat) (booby). Walk off the edge on to the next platform and go up through gap again. Go right and up, jumping the spikes as before, then jump on to the first platform and then go on to the one above. Go left, jump the spikes, and fall on to the small platform. Jump over spikes, jump left again, and then up. Go right. When you reach the end of the platform jump and bomb two dogs.

Go on to the second platform, jump the spikes, and walk to edge. Jump right on to this platform, then go on to moving platform and get off at the left. Now jump the spikes and get on to the platform above. Jump two sets of spikes, kill the dog, then jump over the passage set, and then the third. Kill the dog (if you haven't already done so), then

leap on to the platform above - jump left and land at the wall. Go up and left, then fall off the platform to rescue elephant number two (zipper).

Fall down the gap at the right (avoiding spikes), then fall down again and shoot the dog. Kill the next dog, then rescue elephant number three. Go down to the right, avoiding spikes, and cross the moving platform as before until you reach the point where elephant number two was found. Do not fall down the hole here - instead go up on to the platform and up again. Kill the dog, then go to the far left and climb through the gap - fall down avoiding spikes. Kill the gap members and keep going right until you come to a hole. Fall down and push to the left... and prepare to meet the first guardian. Shoot and bomb the guy in the way to kill him, then retreat the way. Turn to next month for the low-down on levels 2 and 3.

EQUINOX

(Powerpak 15)

It seems that the solution for level 6, printed in CJ18, was missing a couple of instructions. From the start, get the TELEPORTER; CREDIT, L, use credit, R, D, get EXPLOSIONS, L, L, teleport, use explosives on rock, R, L, L, and continue from "get DRILL" on the original solution. Many thanks to Jim "The Geek" Mudge for pointing that out.

DEAR GAME BUSTERS

If you don't understand cheats, FORKs, or listings, or if you just can't get one of our FORKs to work, write to us at: Dear Gamebusters, Commodore Format, 30 Waverley Street, Bath, Avon, BA1 2BN.

The first letter this month comes from Peter Reynolds from Helston...

"I have just purchased an Action Replay cartridge for my son. We have found that the 'Forkfinder General' works on some games but not on others, although some that did work still gave the message 'loaded'.

Can you please explain how to install FORKs using the reset button.

We have

been successful

using the reset

button to

install

FORKs pig

turnouts, but

not with the reset

FORKs for

Shadow Warriors,

as the instructions

said to reset the game

and not these?

The pigletfinder has a success rate of about 80% to 90%, but some games use sophisticated techniques to get round the pigletfinder - this means that the "loaded" message will appear but the FORKs don't work. Cartridge FORKs and reset FORKs are slightly different: reset FORKs are followed by a SYS statement, which is needed to restart the game, while cartridge FORKs have no SYS statement, as the game can be restarted from the Freeze Menu. To use a reset FORK with an Action Replay, merely ignore the SYS statement (and FREEZE the game as opposed to using a RESET).

The second query this month concerns disk listings, and comes from Peter Montgomery from Macclesfield...

"Please can you help me? I've just got a disk drive, you see, and I need to find a way to get the listings to work on a disk. Is Turbocharge... is it something to do with the 'SYS' command at the end?"

In a word, no. Cassette and disk games use completely different loading systems, and as the listings are based directly on the loaders, it's impossible to use a cassette FORK on a disk game (or vice versa). However, as we try to give our disk games equal coverage - check out the Freezebusters page for listing prep. And as far as Turbocharge is concerned, we'll be printing a disk listing very soon.

MURRAY M

Rats! Rats! Rats! And more rats. Or should I say mice? This game sure is a real tough cheddar. But never fear, super sleuth Andy Roberts is here! Armed with an Edam and a couple of mouse-traps, he's ready to take you through this peculiar platformer, in search of the Mouse Mafia.

From the start, L, get SEWER KEY, R, R, R, R, open SEWER, D, get PLANK, R, hit SWITCH, rooms, get SHARP SAW, D, get WOODWORKERS, get MOUSE #1, U, L, L, D, use PLANK to bridge the gap, U, get PICKAXE, D, R, D, use WOODWORKERS or DOOR, R, get CHEESE, get MOUSE #2, hit hand SWITCH, U, D, U, L, L, D, use SHARP SAW on the PLANK, D, R, get MOUSE #3, L, use PICKAXE on the large stone, L, L, L, drop CHEESE next to the BIG MOUSE, L, U, R, in this next room, edge forward until the purple block moves down slightly - now get on the left-hand edge of the block and jump left into previous screen - some new platforms should have appeared.

Hit flashing switch on the ceiling to reveal a timer-saving secret passage. Go R, R, get SHOVEL, U, go left into previous screen then jump onto 8 up, hit SWITCH, R, touch CANDLE, D, get FROGS LEGS, hit right SWITCH, get MOUSE #4, L, U, hit right SWITCH, D, get HEAT SENSE.

Go R, fall down, L, L, L, get the MOUSE #5, R, cover block as before, then get on it and jump L, through passage, U, R, onto the EYE and LEGS in the caution stand on top of it to do that, L, D, R through the passage, R, R, U, L, get the PADDLEBOARD, R, R, jump the gap and get the SPIDER, L, D, L, L, L through the passage, U, R, drop SPIDER in the cauldron, U, U, drop off to the right, R, get the TELESCOPE, U, U, use the TELESCOPE.

Jump on to rightmost star, walk right into next screen, get HETICARD, jump left into previous screen, then jump up (using stars) to the Moon. Go R, R, R, U, R, R, drop down, R, get MOUSE #6, get SCALD BOG and immediately drop R, L, L, use SHOVEL on the blockage, D, R, use HETICARD, get MOUSE #7, walk right to open passage, R, get STONE, L, L, L, L, get JACOF LEAF and MOUSE #8, R, drop down to earth.

Go R, D, D, R, R through passage, D, R, U, L, give LEAF to WORM, R, D, L, L, L through passage, U, R, U, U to the Moon, R, drop STONE on the PLANK, R, U, R, R, R, get MOON DUST, R, stand on PICKAXE and go up, walk to edge of the gap and use MOON DUST, then walk to the left of the screen and jump left (you'll see why).

Get the MOUSE #9, drop down through the gap, R, R, R, U, R, R, D, L, D, R, R, D, R, U, get MOUSE #13 and you've completed the game!



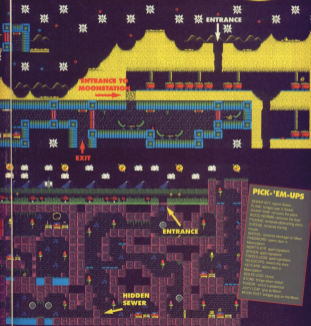
THE SEWERS

STILL NEED HELP?

For more on you who may not find the going a little tough, you may like to try the Action Replay PONE, finish the game and enter PONE 6206 173 for a whole lot.

MOUSE

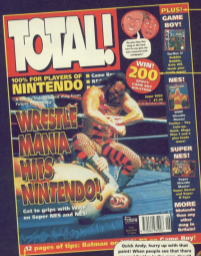
The Solution



PICK-'EM-UPS

- ▶ **KEY** - opens doors
- ▶ **FLASH** - traps rats in bones
- ▶ **SMALL KEYS** - unlocks the floor
- ▶ **POWDER** - removes the floor
- ▶ **TRAP** - removes things from
- ▶ **STAIRS** - removes obstacles in Moonstation
- ▶ **KEYS TO THE** - unlocks traps
- ▶ **SPRINKLES** - kills enemies
- ▶ **TRAPDOORS** - opens the door
- ▶ **KEYCARD** - unlocks in Moonstation
- ▶ **POWDER** - trap
- ▶ **TRAP** - traps enemies
- ▶ **POWDER** - kills enemies
- ▶ **TRAPDOOR** - trap in Moon
- ▶ **TRAPDOOR** - trap in Moon

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



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

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

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



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

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



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

RAINBOW IS TOY ISLAND

SECRET
BOSS: BOSS
OF TINGS -
PERMANENT
FLOOR!

BALL

The ball comes in two forms. One is rather stupid and poses no real threat to Bub. The other, however, is a little more intelligent, and will attack on the player's position every time it bounces.

PUNCH

Fast moving, and occasionally extends to dodge. It gets angry when Bub is on its level... that's assuming it isn't angry already!

MAGIC HAND

This Game-esque adversary hangs from strings and will bounce up and down until Bub gets near (much like the Spider). When this happens, the strings vanish and he will follow Bub around the screen - albeit slowly.

CLOWN

A little unpredictable, this fellow, as he often bounces up from the bottom of the screen. He then bounces around the screen at 45 degree angles, and is easily disposed of in this state.

WATER PISTOL

This is similar to the Werewolf, moving back and forth, frequently firing out a deadly blast of water.

OTHELLO

These usually appear in pairs (black & white), bouncing off each other when they collide. Relatively harmless enemies.

TOE-HOLD

Although this enemy doesn't move, it has a wide and deadly range - and often blocks your path - which can be dangerous when the screen gets busy! They are also tricky to kill, as it's often best to smother them with rainbows.

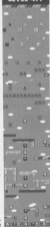
BOSS: BIG

CLOWN

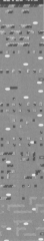
After the treacherous Dracula, this is Bub's play! He bounces around

at 45 degree angles, with four smaller clowns (clones - E2?) following behind. If any of these small clowns are destroyed, the big clown will produce more. The easiest way to kill him is to walk back and forth across the bottom of the screen, firing repeatedly and dodging the bouncing clowns.

LEVEL 4.1



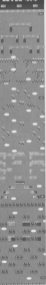
LEVEL 4.2



LEVEL 4.3



LEVEL 4.4



ISLANDS

"Somewhere over the rainbow, weigh a pie," Judy Garland once sang. If you're

PART 2

not happy just knowing the mass of your comestibles and want to beat the best arcade conversion ever, then check out part two of Andy Roberts' ultimate guide to the ultimate game.

ARKANOID ISLAND

All the enemies on this island follow the same attack pattern. In much the same manner as the Arkanoid arcade.

SECRET
BOSS: BOB
OF CONTINUES-
INFANTE
CONTINUES

CONES

The fastest of the bunch, these bounce steadily around the screen. Eee... and that's about all they do.

contained with pyramids - it's often better to run than fight.

BOSS: DOH

Despite his arcade heritage Of Doh is quite an easy boss to defeat, actually. He sits motionless in the centre of the screen, regularly firing out diamonds in Bob's direction. The safest way to kill him is this: stand underneath him, then move left or right away from the diamonds - once safe, run back into the centre and blast him to smithereens.

CUBES

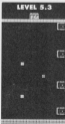
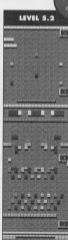
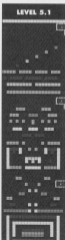
These too are relatively harmless, but often appear in groups of three or four... and in the most awkward of places.

PYRAMIDS

Fast and vicious, they often appear at the top of the screen and move at an alarming rate.

SPHERE CLUSTERS

These move quickly across the screen, and can be deadly when



ROBOT ISLAND

SECRET
BONUS: PEA-
COCK FEATHER
— PERMANENT
CLIMBERS
ANGEL

PICK

This little chap is also similar to the Weevout, paralling his platform and frequently firing a bullet in Bob's general direction.

PICKHEAD

It boss! I fire bullets of any description, but moves very fast to compensate for this. His movement pattern is fairly predictable, however — so Bob should have few real problems — it's a bit like the Cree from Impact Island.

BOLT

As with the Funch, this little lightning-bowman about the screen and, more often than not, gets in the way with deadly consequences (like the punch).



NUT

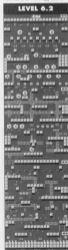
This rolls along the platforms in Bob's direction, falling off the edge when it reaches a gap. If it is below Bob, it will fly after him (similar to insect tale's Beetle).

WRENCH

Not exactly a formidable opponent, but it moves VERY quickly and awkwardly, often getting in the way — which wouldn't be bad if it didn't appear and disappear so suddenly.

ROBOT

This is much the same as the Pick, but is far more aggressive



Level boss almost twice as fast. In groups of two or three, these are lethal, so make sure you pick them off individually when you have the chance.

BOSS: BIG ROBOT

This end-of-level guardian is very, very tough. It follows a similar pattern to the Helicopter Boss on Combat Island, hovering in on Bob's height at regular intervals. It fires out fireballs from its head, as well as shooting fists in your

general direction. The safest way to kill the Big Robot is to stay behind it, laying traps as you go (which should then be broken as it turns to face you). When you first enter the room he's facing to the right — take advantage of this and try to lay some traps to soften him up.



PSYCROPUS

Again this is similar to the *Warrenell*, but it floats up to take instead. It's extremely delicate and slightly dim, often shooting in the wrong direction.

GOLD KNIGHT

This is much smaller than the average *Merlander* island *Warrenell*. If *Bub* is above him it will jump up to his level and then shoot a flame towards him.

RESTART TIME!

The numbered boxes on the right-hand side of each level are the restart points. If *Bub* dies, he's returned to the last restart point passed that round. When restarting from point one, *Bub* will have 90% of time to reach the top, from point two, that's cut 50% and from point three it's a mere 30% of the total time left.

DRAGON

This fearsome *Dragon* follows a movement pattern similar to that of the *Chow* on *Island* Island, but stops regularly to shoot a breath at *Bub* - so it's more deadly. It's therefore not advisable to hang around for too long when one of these creatures appears on screen.

GOVELDNITE

These patrol the platforms, chasing after *Bub* whenever he gets too close. Towards the end of the game, they begin to fly faster and faster. Go avoid them at all costs unless you want to die horribly and restart the round!

TIME OUT!

As the *Govaldnite* search and seize *Bub* must avoid them at all costs before they are finished. The time limits for each island are shown below.

Island 1: 70 seconds
 1-2 - 90, 1-3 - 80, 1-4 - 80, 2-5 - 90, 2-6 - 80, 3-7 - 100, 3-8 - 90, 3-9 - 90, 3-10 - 100, 4-11 - 100, 4-12 - 100, 4-13 - 100, 4-14 - 100, 4-15 - 100, 4-16 - 100, 4-17 - 100, 4-18 - 100, 4-19 - 100, 4-20 - 100, 4-21 - 100, 4-22 - 100, 4-23 - 100, 4-24 - 100, 4-25 - 100, 4-26 - 100, 4-27 - 100, 4-28 - 100, 4-29 - 100, 4-30 - 100, 4-31 - 100, 4-32 - 100, 4-33 - 100, 4-34 - 100, 4-35 - 100, 4-36 - 100, 4-37 - 100, 4-38 - 100, 4-39 - 100, 4-40 - 100, 4-41 - 100, 4-42 - 100, 4-43 - 100, 4-44 - 100, 4-45 - 100, 4-46 - 100, 4-47 - 100, 4-48 - 100, 4-49 - 100, 4-50 - 100, 4-51 - 100, 4-52 - 100, 4-53 - 100, 4-54 - 100, 4-55 - 100, 4-56 - 100, 4-57 - 100, 4-58 - 100, 4-59 - 100, 4-60 - 100, 4-61 - 100, 4-62 - 100, 4-63 - 100, 4-64 - 100, 4-65 - 100, 4-66 - 100, 4-67 - 100, 4-68 - 100, 4-69 - 100, 4-70 - 100, 4-71 - 100, 4-72 - 100, 4-73 - 100, 4-74 - 100, 4-75 - 100, 4-76 - 100, 4-77 - 100, 4-78 - 100, 4-79 - 100, 4-80 - 100, 4-81 - 100, 4-82 - 100, 4-83 - 100, 4-84 - 100, 4-85 - 100, 4-86 - 100, 4-87 - 100, 4-88 - 100, 4-89 - 100, 4-90 - 100, 4-91 - 100, 4-92 - 100, 4-93 - 100, 4-94 - 100, 4-95 - 100, 4-96 - 100, 4-97 - 100, 4-98 - 100, 4-99 - 100, 4-100 - 100.

In the time limit expired before *Bub*'s death, this is thirty messages warns you that the water will start rising eight seconds later.

DRAGON ISLAND

SLIME

This is similar to the *Robot* Island *Flux*, it rolls along platforms and falls down any gaps.

BOSS: BIG DRAGON

You would expect the last *Boss* to be tough, wouldn't you? Well,

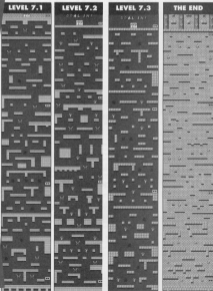
wrong, he's totally impossible! Although he doesn't move particularly quickly, his flame-breath is simply enormous, and deadly.

As with the *Dragon* *Boss*, the best thing to do is to keep to the outskirts of the screen, staying and crushing *Slime*.

SECRET BONUS: SEVEN BIG MONEY BAGS 100,000 POINTS EACH

See programme

Page 26



SAMARITAN'S CORNER

FRANKENSTEIN JNR

(Codebusters)

A veritable heap of people are losing sleep over this (horror) game, both as Quasme Nicholson, Gary McCreedy, Taming Pringle, Christopher Storey, Paul Chapman, John Ford, Anthony Packer, Gareth Williams, Christian Adam, and Andrew Hill - which is why we've lovingly sculpted this infinite energy listing.

1 908 FRANKEN CREAT BY 908
 2 908 30-540 30 500-0000 TIC-0-4 (K98)
 3 90807
 3 1P C-17500 7000 90007 7000 90007-000
 3 9080 107,108-000 010
 10 9080
 000,044,107,049,093,145,090,093
 15 9080
 100,044,093,049,094,145,093,093
 10 9080
 000,000,000,040,093,100,049,094
 10 9080
 100,044,093,049,094,145,093,093
 10 9080
 000,000,000,070,040,000,000,000
 10 9080
 000,044,093,000,070,100,000,070
 17 9080
 070,000,040,010,030,100,070,040
 10 9080
 107,010,049,000,040,100,049,094

GOLDEN AXE

(Wingol Games)

For those of you who missed the great advent in CP 72, such as Matthew Whittall, Vincent Johnson, Lee Allen, Yeaman-Jawahar, Neil Wilson, Jason Robinson, and James Matthews, here it is again. Place the game using the FRANKTOP key, then simply type in 0 or 1 to load the next level. Voila!



FLIMBO'S QUEST

(System 8)

Vincent Johnson, Michael Cowen, Paul Holmes, Alex Innes, Ludovica-Roccard, and Michael Berry all write in for some help with this tough little listed. If you're struggling as well, type in this listing and infinite lives and time will be yours.

1 908 FLIMBO CREAT BY 908
 2 908 30-512 30 570-0000 TIC-0-4 (K98)
 3 90807
 3 1P C-17500 7000 90007 7000 90007-000
 3 9080 107,108-000 010
 20 9080 000,000,000,000,100,010,140,100,000
 21 9080 100,000,040,100,000,000,100,000,040
 22 9080 100,000,070,000,000,100,000,000
 23 9080 100,000,040,100,000,000,000,000
 24 9080 100,000,000,000,040,100,000,000
 25 9080 070,170,000,000,000,100,000,000
 26 9080 100,000,040,100,000,100,170,040
 27 9080 000,000,000,100,100,000,000,000

MONTY PYTHON

(Wingol)

If it's a cheat you're after, like Stephen Hill and Christopher Cobble, try this. Enter your name as ASCII

CHARLESTON. (Make sure you include the full stop) or the 8-square table for infinite lives. And in case you were wondering, Anne plays 'Madge' in Naghteous (see I'm told).



RICK DANGEROUS

(Kix)

Rick's first credits rating is no prize by any means, especially on the Egyptian level. So here we have an infinite lives (KIX) especially for Nicolas Desney, Kate McLaughlin, G. Rafter, Craig West, Scott McElaine, James Green, Brad Langford, Mark Geborne, and Bobby Shek.

1 908 RICK D CREAT BY 908
 2 908 30-540 30 500-0000 TIC-0-4 (K98)
 3 90807
 3 1P C-17500 7000 90007 7000 90007-000
 3 9080 107,108-000 010
 10 9080 000,000,000,000,100,000,100,170
 11 9080 000,100,000,040,170,000,100,100
 12 9080 040,170,000,000,100,040,100,070
 13 9080
 101,010,000,100,070,040,000,000

14 9080 100,000,140,100,000,000,100,000
 15 9080 000,100,040,040,100,040,100,000
 16 9080 000

BOUNDER

(Zemling)

Here is an ideal cheat for lovers of this current platform romp. On the title screen, hold down the keys 1, G, A, Z, and SPACE. After 50 seconds or so, the border will change colour - you can now start the game with infinite lives. Oh, by the way, this cheat won't work on some versions of the game - so test first.



RENEGADE

(PBI Sigurd)

As promised in last month's issue and especially requested by Andrew Sands, Thomas Briggs, Ian Edwards, David Theriot, Robert Hasky, and David Dancy, here's an infinite lives and time listing for the re-release version of Renegade.

1 908 RENEGADE CREAT BY 908
 2 908 30-510 30 420-0000 TIC-0-4 (K98)
 3 90807
 3 1P C-17500 7000 90007 7000 90007-000
 3 9080 107,108-000 010
 4 9080 000,000,000,000,100,140,140,000
 5 9080 100,000,140,100,000,070,100,000
 6 9080 100,100,140,110,000,100,000,100
 7 9080 100,100,000,000,100,100,100,100
 8 9080 000,100,140,110,100,140,170,110
 9 9080 070,000,000

OOPS!

The **BOBBOCOP** listing printed in CP20 has been causing major strife - not surprising, as line 21 was... err... missing. Oops, sorry kids, we simply add the extra line - 21 0000 000,070,000,100 - and the hopefully will return to normal. Unbeliever! Thanks to Martin Pugh for pointing out that pesky error.

DESPERATE
 Don't lose your rag, if you're desperate for help with any CP4 game, just let your envelope and send it to Samaritan's Corner, Commodore Forum, 30 Brentwood Hill, Bath, Avon, BA1 2BN. And remember, we're here to help.



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Our pale little stream delivers some yummy choice to his swim in the tree. But she still hasn't forgotten him.



Right. Look. I've just noticed those little brown bushes on the side of the stream. How perfectly revealing. I've just gone off this game.



Our hero, BIFF, is thrown out of the tree house by his lousy mother. I bet he wishes his name was Norman Bates, eh readers?

There have been too many nice series in computer games lately, so wouldn't it make a change to have an anti-hero? You know, someone who's mean, nasty and totally ruthless. Enter Biff. His claim to the crown of nastiness is that he was rude to his mother. That's all. So it looks like we won't be having an anti-hero after all.

Biff and his mother live in a tree-house. Slightly unusual, I must say you'll agree. What is more unusual is that Biff appears to be a mutated albino yid (the sort that live in forests, rather than snowy mountain ranges).

His mum has shunted him out of the treehouse, and so he has to wander around the screen collecting and using things that please his mum, so she'll forgive him and let him back in.

So what we have here is a platform game. Or what is often called an arcade adventure. Instead of just killing things (in fact you can't kill anything in BIFF, the idea is that you avoid the nasties and collect various objects. These need to be used in a special order to progress in the game). For example, you need to grow a tree from seeds, cut it down with an axe, and then use the plants of wood to mend a bridge. Only then can you get to the other parts of the game.

The whole thing is just a progression of puzzles and objects. There are so many that it helps to sit with a pad and pen, writing them down as you come across them. Or do as we



I've got a bus and a plane to fly in, in case mum doesn't let me back in the tree-house.

did - just shout out the names of the objects you see. Check, but it works rather well. The thing is, it's pretty easy to work out what to do next. The strange thing with Biff is that he's completely unarmed. So just avoid everything you meet. This is easier said than done, because when he enters a new screen, there are often bushes starting at the same point on the side of the screen. So for a second or so, Biff will be in unavoidable contact with one.

Biff starts the game with 100 energy points. These decrease every time he touches a badde (or one touches him). The only way to increase them is by completing sections of the game correctly. Even so, you don't receive much energy. This is the hardest part of BIFF - you lose so much energy. It's a nice-looking game, it's fast and there's lots to do. But it's annoying, too. Starting off in the same place as the baddees on some screens is just silly. It spoils the

BIFF

game for me. And Biff isn't consolable enough in certain delicate jumping situations.

Overall, though, if you're a Clucky fan, you'll love this. Not very lasting, pretty big and with lots to see, it'll keep you occupied for a fair while.

JAMES LEACH



Game	BIFF
Publisher	Beyond Belief
Console	£3.99
Disk	Unavailable
Release	July
Contact	0682 27090

POWER RATING

THE DOWNERS...

- Starting many screens on-top of an alien is extremely frustrating. Gaaah!
- The jump control is a bit tricky, and can tie you up.
- It's fairly easy for the seasoned gamer, with the on-screen prompts.

100

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70%

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HUNTING HIGH AND LOW

■ Biff is well-drawn and pleasingly cartoonish as well.

■ You can do different things everywhere you go.

■ The graphics are nicely thought out, it's a little simple.

■ Loads of screens of footage throughout the game.

■ It's satisfying to get past the bits where you always start below!

■ No violence, so if you fancy a break from blood-fest, this could be up your street.

...AND THE UPERS



Obviously you've got a mansion with big screaming hands, and somewhere there's an annoying spider (possibly with a nasty bite on it). So you're in a real pickle.



These so-called numbers are fairly easy to fight, just as long as you keep blocking and smacking them quickly until they die. But that's a bunch of wacky nonsense.



Strangely, when you turn out your pockets, this is what you see. I mean, how big can a man's pockets be? And what's this spider made of? Is it a bear?

DYLAN DOG



EI reassure me, but who exactly is Dylan Dog? Some Disney character? Some Alpa? Roundabout puppet? A late April fool by the perennially sad CP team? No, Dylan Dog is Italian. He's a comic-strip superhero, too. And before you say it, no, he's not a dog. He's a man.

Anyway, the game is subtitled *The Murders*, and the plot is this: "Dylan Dog is in the house of evil and he is alone. He is in a trap, ensnared by the other guests who have been transformed into bloodthirsty murderers. Is it a dream, or is it not? Dylan Dog hasn't a clue, but the search of blood is on again. Has he solved the case...?"

Firstest laughing? Good. Well, what you've basically got here is a platform game. You wander around

the upper and lower floors of the mansion, shooting and punting people. You have

Surely I was not the only one to discover these sinister traps! Maybe someone else who, like myself, hasn't drunk anything before something like this!



Bottom if it isn't, the above quote is taken word for word from the manual!

to collect keys, weapons and other objects. Your only objective is to get the hell out before the moon crosses the sky.



The evil Dr. Lombardi's cat-compensated kitchen.



Well, nobody needs Dylan Dog to reveal someone's laptop.

Dylan and the bodies are large, well animated and nicely observed spaces (they burst horribly when you shoot them), but the rest of the house is a bit empty. There are plenty of rooms to run around, but there isn't much to interact with, apart from doors, stairs and other objects.

Finding other objects around the mansion is tough, partly because of the sheer size of it, but also because the doors seem to connect together in weird and illogical ways. So you can run through eight rooms, go through one door and be back where you started. But this weirdness is all

part of the style. Dylan Dog is a most strange game. It's dark, gloomy and atmospherically lightening. People wander about like zombies, and Dylan's inventory screen is terrifyingly horrible, with graves and giddy clanking harps dotted about all over the place.

Perhaps the Italians expect different things from their games, but I must confess that I didn't get all that attached to Dylan Dog. There just isn't enough going on at any one time to keep me riveted.

Sure the graphics are nice, especially those that move, and things are smooth and quick, but when it comes to a fight, Dylan and his enemy just stand toe to toe and trade weedy thumps. Every time Dylan is hit, a grave in the data area pushes itself further out of the ground. Creepy, eh?

This creepiness continues throughout the game, with such unpleasant little touches as giving you 600 horror points at the start of the game. You have to try and whittle that down to as low as possible. If you get it to zero, you've officially escaped from the Evil of The Murders. Hooray, you'll probably be saying,

So basically we've got an off-the-wall game here that which, apart from having the most amusingly written manual and plot ever seen, is otherwise rather depressing in its dealings with death, destruction and nihilism.

It's a big game, but there isn't much to keep you sticking with it, and the pace seems rather slow. But having said that, it isn't as rubbish as you would first think, especially since you manage to start putting the pieces out.

JAMES BRADY 

Genre	Dylan Dog (The Murders)
Publisher	Sirena/Orlando
Cassette	£10.99
Disk	£12.99
Release	Out now
Contact	01 858 2914

POWER RATING

THE DOWNERS...

- The dark and mysterious atmosphere is a bit depressing.
- There isn't an awful lot going on at any one time.
- The puzzles are tough and rather low and far between.
- Dylan Dog sounds like a poor cartoon, and not a hero.

100

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65%

- Nice animation and the puzzles are hand-drawn in the traditional Italian manner.
- Lots of background detail, which, although a bit minor, adds a bit to the game.
- Some decent weapons to be found and used as well.
- It's a fairly fast-moving game that is worth to solve the mystery and escape.

...AND THE UPERS

There are two sides to being the boss of a football team. The good one is that you get to drive

around in a Jaguar with a mobile phone, a massive team-coloured coat and more jewellery than Sir Taylor hanging off you. The steam side is that you have to make important decisions, attend meetings and generally get up in the mornings. And Jimmy's Soccer Manager tends to simulate these aspects. So forget about big cars, even bigger coats and massive cordless



Fascinating. Sometimes, I think we've discovered a new and yet already unbalanced life form.

you're a real fan of management games, you might not welcome the intrusion of silly, unrealistic cliché men jinking around the goal mouth. Jimmy's Soccer Manager has all the functions you'd expect to find

in a management sim. Transfers, gate takings, salaries, unhappy players, incredibly delicious players, injuries... the list is endless.

But despite the detail (and occasional graphics, which are a nice surprise), the program runs quickly. There's no waiting for



The League. High Wycombe has battered it to bits in the top, and is reaping the rewards.



Before signing someone up, have a peek at his stats. Don't think much of his looks.



Money? You want more money? Some players have to work for a living, you know!

Game	Jimmy's Soccer Manager
Publisher	Bigend Studio
Cassette	£3.99
Disk	Unavailable
Release	Out now
Contact	0933 37999

POWER RATING

THE DOWNERS...

- Lots of text and only a few graphics/animations.
- It requires a lot of patience before your team naturally becomes good.
- You can't change either the team or player name.

75%

...AND THE UPBERS

- The controls are well thought out and you don't have to remember millions of different key presses.
- Match system is easy and fast to use, and you can do what you want, in any order.
- There's this FA Cup to win as well as the two leagues.
- You can't win and lose! The game is all or nothing.
- The difficulty level is sure to challenge you for a long, long while.

JIMMY'S SOCCER MANAGER



And to ring you in the middle of the night to tell you that? What a complete reaction boat.

telephones, and start thinking about putting Kettering Utd on the map of world football.

The game starts with you in charge of Kettering. You have a large amount of cash to spend on the club. You also have 12 players, all of whom are not very good. In fact, some of them shouldn't really be walking around without the aid of a trained nurse.

Your job is to get up in the morning, get to work and get your team into shape. Instead of using encouragement and training, you are expected to tell the worst members of your team and buy some decent food. By doing I mean those who have a smudge of food on their eye or collarbone.

All the players have a price and a skill, stamina and ability rating. You use these to judge how rubbish they are. Your team starts off the game in a pretty sorry condition. So you trot along to the transfer market (a big team filled with moaning players and people in hats talking very fast), and get some expensive players (possibly up to Oxford Fowls standard).

When you've picked the team you want, including the new players, it's time to go off to 'the ground'. You see your team name, the opponent's name and the score. Time runs away in minutes and you watch the goals pile up (against you, usually).

It's a pity there aren't any views of the coaching-on-pitch action. But then again if

ages while the computer works things out. You press the keys and away you go.

The toughness is probably not about right. I couldn't get above the Third Division, but I did manage to win the FA Cup one season. How I cheated.

But a few niggles. All the names are made up, and whilst it's a great feeling to know you've got the world-famous Sir Sforza in goal, it can become repetitive. I managed to get three Miles of called

to get three Miles of called. All British in my midfield. Real names would have been better, even if they did become out-of-date quickly. An option to rename the players (and/or team names) would also have been most spiffy. But this is cosmetic, and doesn't affect the gameplay, which for a management sim generally not the most interesting thing on Earth) is jolly good. You know your team is getting better as you continually break bits of it into shape. If you run out of cash though, it's goodbye and leave the Jaguar keys in reception. A bit harsh, I feel, especially after all you've done for them.

Overall, this is one of the better management sims. It isn't quirky or slow, but a few extra touches would have made it long of the hill. Oh, and you have to play Kettering, too. What's wrong with High Wycombe?

JAMES BISHOP



FORMAT
Commodore

ROBOCOD





Have you noticed how various software companies have started to make games with trendy and hip 80s plots in them? Gone are the days when all you needed was a pack of ghosts, a man with a set of shunters or some Russians who needed shooting.

No, nowadays you have to put up with the sort of plot we've got here: you see, DJ Puff is a bit of a 1980s-style racist, apparently. He's got a massive collection of CDs, all with totally techno-funk-tronic, groove-some, laid-back tracks on them.

But these are sad times, and the Puff has taken foul of the Havel Police. What's happened is that the head of the cops, a rather heavy-handed gorilla called Captain Kings, has decided that nobody should be having a good time. So he's confiscated our little DJ's CD collection.

At this point, you may decide that the police taking away a load of weird stereo CDs off a small but dangerous dragon is rather a good thing. If so, you're probably too old or unready to appreciate the subtlety of it all. But you have to give the Caden full marks for coming up with a 'modern' plot for one of their releases.

Anyway, it's time to fly. As Puff must wander around an impressively large



platform game, juggling any battles who offend him. There are two major ways in which he can do this. Being a dragon, he can breath little belly thundershots at people. It's a long-range weapon, this, and

the good news is that Puff has an endless supply of them. But in order to kill something, you've got to hit it several times with the thundershots.

This is where the bombs and flaming mouth-tooths come in rather handy. As you go around collecting stuff, you get bombs which you can throw at badies. The range isn't too impressive, but they'll blow up whatever they land on or next to.

The flaming mouth-tooth things are the more traditional weapon you'd expect a dragon to use. Puff can collect a store of what can only be



Ok, I think I'm all. You have to move left, then right... or right then left, then right again... or, keep left, then... Ok, I give up.

described as inflammable gas. By pulling down on the joystick, you can get him to blast a sheet of flame from his mouth. It instantly incinerates anything in its path (except the stuff that you'd really like to incinerate, like walls and major obstacles).

Like most platform games, the path you're supposed to take through DJ Puff's Volcanic Caper is fairly straightforward. There are a number of frustrating dead ends, though, and some of these contain seriously useful fire-power bonuses and occasionally even one of

the CDs that Puff is trying to get back. So you can't afford not to explore the whole thing thoroughly.

Reflective Designs, the folks responsible for this little gem, seem to have it upon a completely silly way of getting you to lose a great many lives. At various points in the game, there are easy light verbal shafts which have mini-platforms on them. These

are all patrolled by badies who spew out explosives in a nearly random fashion. This is extremely unpleasant, to say the least. Getting past them is an incredibly tricky



Well, you'd be stunned after falling off a lead on to an unripe pineapple. I thought it would feel a considerable amount, too.

IF MUSIC BE THE FOOD OF LOVE

It's worth noting that the music for DJ Puff's Volcanic Caper is completely charming and immensely memorable. It was written by a chap called David Dunaway who does all the music for the team Reflective Designs, responsible for programming Puff. The groovy and heavily-amped CD crew asked him about it.

"I write the music directly on to the CD using a home-made music editor. It took about a week to finish, which is normal for things like this. I also do computer music

for Sonic Drift. I write the soundtrack for PlayStation, Hard Drive 2 and my favourite game, Shadow of The Raven.

"And my love kind of music?"
Keyboards, of course. Jimi Hendrix, Pink Floyd, Tangerine Dream, that sort of thing. Oh, it's not really into most Top 40 stuff at all."



Album sales, Dunaway, what you guarantee, hold-on, yesterday.



Have we're repeatedly check together four screens from Du Puff. It gives you an idea of how much time you'll have to spend exploring this and less exciting looking. Through the forests, caverns and water-filled valleys you'll find that like the game. There aren't that many bosses to work to blowing, lightning, or even... possibilities with the one degree clips and level at the bottom (after which the game is done). It's certainly a satisfying prospect.

bat. It can take several minutes of pondering as well as some of them, as you try and cross the platforms with the hammers for that limited of seconds, before leaving them to life with whatever weapon you set off first in your game to hit the fire button.

Friendship stuff. It's a relief to know that the collision detector is pretty spot on in Du Puff. The platforms are also arranged so that you can't break Puff that extra good further and hang his toes in space before

Puff crosses his eyes on an arrow that always forwards his best. Now what... It's not even the day, but it's...

(and he is most assuredly going to be one real mean end-of-level boss guy).

Yes, Du Puff's Volcanic Caper is really jolly good. It takes chances into new realms. The characters are as good as anything you'll see on the 64. They're smooth, clear and very nicely done. Puff flips his stubby wings in a touching attempt to fly over the gaps, and his little eyes blink whenever he's surrounded by a particularly tough section. It's enough to make you break down and blub whenever it you're a girl. (Rage).

You're ultimately heading for an earth-shattering showdown with Captain Krip's

making those vital long-range jumps. And as you'd expect, there are loads of hidden platforms, secret bits and invisible collectibles to stumble over. Of course, you're ultimately heading for an earth-shattering showdown with Captain Krip's (the gorilla with the bad attitude, remember), so there's a definite aim as well



There's one of Puff's CDs. Guilt, grab it and move to the funky rhythm. Alternatively, just listen to it as a good CD.



Oh no, I really hate this bit. It's tight, it's tough and you always make all your bombs and flames on missing things. Bats.

Now, somebody's been watching old repeats of Happy Days. It's quite sad, really.

There are loads of platform games around at the moment. So if one is going to stand out from the rest of the crowd, it's going to have to be pretty good, right? Well Du Puff's certainly notable. It's a bit of fun, in the same vein as Mobly The Ambark and Hudson Hawk (with big spikes, lots of colour and plenty of cartoony action). Good stuff, and the more games like Du Puff the merrier, say I.

JAMES LEACH



Yes, it was you decided it, there are even bits in Du Puff. What more could you want (apart from some chips as well)?

Game	Du Puff's Volcanic Caper
Publisher	Codemasters
Cassette	£3.99
Release	Out now
Contact	0828 814132

POWER RATING

THE DOWNERS...

- Some bits are incredibly boring
- Not you might have had your fill of platform games, no matter how good.

100

88%

- Color graphics make Du Puff a great game to watch.
- It's a bit of fun and there's no time limit so you can play, map and start your way to your heart's content.
- Every time you get a hit bonus, there's something new and different to deal with.
- Three sorts of weapon give Du Puff variety.
- It's fast, smooth and Puff is really controllable and has a nice feel.
- Plenty of bonuses, all very well done, and with excellent collision detection.

...AND THE UPPIERS



VOL 1

LIGHT

Micrograph lets you draw and print chosen circular patterns. Pretty, huh? Took us two whole minutes.



You may be wondering why I'm reviewing another magazine. Well, Light's different. It doesn't have pages, it's five and a quarter inches high and it's floppy - in a dinky kind of way. Were we impressed?

Light (advertised as LightDisk \$4) scores with its ability to deliver instant, hands-on programs. Each is well documented and supported by a neat GUI (Graphical User Interface) that guides you from prog to prog of the two-disk package.

Light's produced by a nucleus of writers from Commodore Disk User, and they have collected a bundle of text and code for the serious CGA user. If you're a games prep, it won't change your life. But for folk who want to wring yet more hours of major processing from their CGA it really is the business!

The GUI is elegant and easy to use. Once loaded, there's none of this nasty LCD "WHATST?!!" malarkey. It's all point and click. Select the topic you want with a joystick-controlled cursor and press fire. Select the program you need and press fire, then choose from either the program or the instructions, press fire, and you're in! And if you're too lazy to do that, there are keyboard shortcuts to make loading even faster.

MAKING CONTACT

To get hold of a copy of the first two-disk issue of Light, send a cheque/PD for £4.50 made payable to Dataphone Publications, 7 Fallowfield Close, Norwich, NR11 4SS. For more info, send them an SAE.

metal in the tutorials and programs, you don't want to be struggling for commands. At the click of an icon, Light can provide a hard copy of the instructions.

The programs themselves vary from lightweight games to serious hardware tests. The more specialised the programs the better they get, allowing major league messing with your machine's happy thoughts. And after all, isn't that what computing is a curiosity level is all about, forcing chips to do everything possible - with a smattering of the requisite thrown in for good measure?

Light's like - and I mean this is a complementary way - a disk PD compendium. The advantages it holds over such compendiums though is the slick interface, its comprehensive instructions and periodical appearance. The range of topics means that there's something here for anybody with an interest in things tech. Although, to use a chocolate analogy, there are bound to be a few orange creams left in everybody's box.

Laureates can be a painful time for any kind of magazine, and Light's no exception. Some of the programs/utilities aren't fully

MENU OPTIONS

Light disk boasts all the things a paper mag does, but the main meat of the two-disk package is made up of the programs and instructions on how to use them. This is what you can find on issue one:

PROGRAMS

- Win - Advanced-style bot and ball game.
- Cometes 93 - Basic extension, offering 28 extra commands.
- Disk Tools - lets you freeze on the floppy.
- Disk Tracer - hunts down bad disk sectors.
- Final Synth Sample - a collection of 168 keyboard tones.
- Kalograph - graphing style drawing.
- Line Processor 100 - allows native 128k to process individual lines of text.
- Messenger Service - fun letter writer.
- Miner - fun graphics thing.
- Musiccape - interactive music demo.
- OCX Mouse patch - off, an OCX Mouse patch!
- Shuffle Parade - 16-style edged shuffle.
- Tabulate - matrix cascade database system.
- Seven Pan 64 - database for topic features and tables.
- UCS System 2 - policy character design utility.

integrated with the GUI and forces you to re-boot after you've played around with them. But as you are re-booting from disk and the loading times are kept mercifully short, this is no great pain.

Frankly, Light is impressive. It is an in-depth specialist publication, delivered on an ideal media. Aimed at a specific user base, it supports the idea area that the CGA world has been left wanting since the demise of CGU: hardcore techie talk with a friendly face. And if that's what you want, then you'll find Light's £4.50 well spent.

FRYHOV WREN

POWER RATING

THE D-OWNERS...

- Some programs crash the GUI.
- It may really need both a disk drive AND a printer.

100

85%

What features have been waiting for?

- Very slick GUI for Graphs (User Interface).
- Every program comes with easily printable instructions.
- Great mix of programs, games and utilities.
- Excellent user - tone code packed disks for £4.50.
- Disk swapping kept to a minimum length.
- Keyboard shortcuts make life real easy.
- There are programs and features for both the serious and the beginner.

...AND THE UPBERS



Disk Tool 93 lets you mess with your disks. This is Light (read) under the microscope.



Features can also be found on Light. This is a programmer's tip feature. Exciting, huh?

MAKING WAVES

I bet you thought the Channel Tunnel was an underwater railway link between France and the UK. Well, you thought wrong! 'Modem' is the

techie term for this new-age communication system, and Bones puts on a pair of goggles to take a closer look.

JUST WHAT IS A MODEM?

Let's break through the techie speak to something we can follow—more easily. A digital bit stream is a series of pulses, like clicks, if you want. Each click represents a '1' and each period of silence a '0' (the clicks are really tiny pulses of mains electricity in a high- or low-voltage state). The clicks are converted into a wave-like sound analog. The analog communication channel is, of course, the reliable telephone.

So a modem can take a computer signal, transfer it to a telephone signal, transmit it over the telephone network to another telephone (anywhere in the world) and re-convert the signal back into a computer one. It can then punch the text up on your screen, or fit the data into memory where you can save it to a storage device, such as a diskette or disk drive. But, let me hasten to add, be careful when using your modem—five or six times B7 makes its modest profit of \$36 a second!

THE ORIGIN OF THE MODEM

Simple, eh? The technique for sending data over telephone lines has a history dating back more than 100 years, and much of the common jargon can easily

THE MEANING OF MODEM

My Dictionary of Computing, by Oxford Science Publications defines a modem, thus:

Modem. Short for modulator and demodulator. This is a device that can convert a digital bit stream into an analog signal suitable for transmission over some analog communication channel ('modulation') and can convert incoming analog signals back into digital signals ('demodulation').

Modems are used to connect digital devices across analog transmission lines. Most modems are designed to match specific national or international standards so that data communication equipment from one manufacturer can talk to that of another.



Bulletin Boards offer whole lots of info, files, programs and more. And log on and log off!

be traced back to those early Victorian days of telegraphic transmission. Origination (as far back as 1840) of the communication signals took the form of punched holes in pieces of paper, with the letters of the alphabet being defined by a stream of these holes as '0' and '1'. Naturally, the first machines to do this were kept secret and used for military use (surprise, surprise). A large hole represented a 'mark' and a small hole a 'space'. This early code was called Baudot.

Over time the system was refined to a point where synchronization of the signal took place in the sending and receiving stations. A 'start-bit' was added to the beginning of each letter and an 'end-bit' concluded it. So, over the years the standard evolved to sending seven 'bits' of data: the start and stop bits, and the code for the letter.

MODEMS FOR MEDIUMS?

After 150 years or so there became a need to access computers remotely. Obviously, with the telegraphic system partially ready and easily accessible, this was naturally the best medium for interfacing computers with the telephonic network links.

In the early 1980s computer bare life resemblance to the machines we know today. For instance, information

instantly translatable through processing was unheard of and not expected. So jobs were assembled into batches (hence the term job batch), fed into the computer using paper tape and then run. Typical speeds of data entry in those times were around 50 to 75 bits per second. This is not the baud rate of the communications system, although at lower rates of transmission bits per second and baud rate do tend to overlap.

AND THEN THERE WAS ALEXANDER BELL

At higher rates of transmission, bits are sent in different ways. In earlier years there was no remote access and certainly no friendly on-line systems. In fact terminals don't even have a screen! Faster storage devices, such as disk and magnetic tape, were yet to be developed.

Then, back in the last century, with hundreds of protocols, variants and even alternative forms of communication systems cropping up all over the place, along came voice grade circuits and the telephone. Superficially resembling today's apparatus, the telephone meant we could talk to each other over long distances. Thank you Alexander Graham Bell. Initially, only one directional transmission



Alexander Graham Bell—introduction to the far and found owner.

and receiving (full duplex) was possible, but by clearly using two different signals full duplex (two-way) communication then became available.

PARITY LINE

After the Second World War improved digitizing and sound sampling was developed. This led to faster baud rates, which soon moved from 50-75 bits/s to 300 bits/s, and today a bit of 2,400 bits/s has been reached. The start and stop bits of the original Baudot code have remained but the original 5 bits for the letter have been extended to 7. This allows for the transmission of more data rather than simply the alphabet (36 extra characters).

To reduce the number of errors that can occur because of 'noise' (bear in mind we still use the voice-grade telephone network), a further bit has been added which detects errors. This is known as the parity bit.

This works by adding up all the bits making a character, and if the result is odd or even it generates a '0' or '1' respectively, which should equal the parity bit if there are no errors.

Eventually, this system led to one of the most advanced to standards, ASCII (American Standard Code for Information Interchange).



Only modems (with BBSs) can offer you the challenge of true Multi-line games.

DECRYPTED ENCRYPTION

Communication nowadays is easy for some computer enthusiasts, with most computers having built-in hardware - or the MODEM interface - or some other similar serial interface (unfortunately the COM does not possess the interface).

There is also a great deal of software available for many computers today, in fact software is becoming so sophisticated that it's beginning to outstrip the modem itself.

For example, through the use of encryption hardware support, you can win the new generation of 2,400 bit/s modems send unreadable data down the line, where the receiver will then select the necessary decryption device.

OVERSEAS DEVELOPMENT

Spang on the left isn't just a national pastime, you can literally roam the world from the comfort of your modem. You can connect via local routes to places like the USA, no problem at all. And if that country happens to have a large COM user base - like the US - then that means there's hundreds of software up for grabs.

To give you an idea of the kind of software that's available, here is the main menu. Commodore were recently offering for the COM:

- 1 Help/Date book
- 2 Classics Plus
- 3 SIDs: The South



IAN CYCLOPEDIA AND THE CUCKOO'S EGG!

If names and sounds dead try to you then consider the case of Clifford

Stoll and ROM spy. Unusually feature Clifford accidentally discovered someone using their modem to hack in NATO, NASA and other rather sensitive organisations who spill their secrets in initials because they think it looks hard he traced the user back and forth across the USA and eventually all the way back in Germany. The perpetrator was eventually arrested and is still in prison! To enjoy this true computer detective tale ask for The Cuckoo's Egg, by Clifford Stoll, in Pan books (05044 0-300-31742-3) at your local book vendor!

The Cuckoo's Egg, a techno-thriller story for the 1980s - and it's all true!

SWAP SHOP

For the home computer user, an amazing service called the BBS (Bulletin Board Service) has sprung up all over the world, especially in the USA. On a typical

BBS you will find it great many messages to browse through, from programming hints and tips to an exchange of ideas. You will find messages seeking information of a specialised nature, for which you might be able to provide an answer, or vice versa. You can download invaluable information, programs, and data, which usually far outweighs the cost of a rather high telephone bill.

It is the discretion of the Sysop (manager of the BBS) whether your messages will appear or not, and whether you will be allowed to enter into deeper levels of the BBS (generally reserved for 'honorary' mem-

CONTACTS:

Computer
Computational Information Services
2200 Ltd
15/18 Lower Park Road
PO Box 878

Multi-line Compro
Wizards Guide Ltd
Dragon Pubs
2 Mayer Avenue Plaza
Basilton
Exeter
EX2 1 10G



bers). Accessing a BBS is rather like joining a group of friends with the same interest who communicate all over the world.

For business people, you will find a great deal on other financial services, general info, scientific databases, access to many university and polytechnic systems, and PAD.



Meet BBS work on a main basis. Choose the topic of your choice and you're off!

The future looks well, what with parallel processing and light fibre optics. Probably a burst of light down a fibre optic may make transmission rates of 400,000 baud slow.

PRICE EQUALS PERFORMANCE

With the price of hardware constantly falling, BBSes are using intelligent modem equipment which will accept a variety of incoming baud rates. However, the caller will need to use as high a speed as possible in order to minimise waiting time (and to keep these horrendous BT bills at a minimum). Cheap RS232C modems can often cope with 300/300 and 1,200/75 baud. Most of your time is spent waiting rather than writing, and unless you plan to upload software, that is, transmit to the receiver, then usually 1,200/75 is adequate. The real benefit of using a better reception is for when you are downloading software from a bulletin board.

So where do you get your modem from?

...and if you just want to chat, get typing!

Your best bet is to check out the advertisements in computer magazines and then write away for information until you match price with performance. There is a great deal of very useful and valuable software available in the PD (public domain) market place, which can be checked out just to see - however, once you do obtain and hook up your modem, and start discovering the endless lists of telephone numbers for services and BBSes (which you will soon acquire from BBSes), then your phone bill will go up correspondingly.

BUT WHY?

Of course, the first real question you probably need to ask yourself is why you want a modem. And then work backwards from there, check out the available software and whether you want videotex - that is, Prestel and Compuserve for example. Full colour window-like environments - or the scrolling



manufacture modems suitable for the C64, having moved on to the Amiga and the PC, which means obtaining a modem for the C64 can become tricky.

USE-A-GROUP!

There is one extremely useful place for you to start, if owning a modem is what you desire, or maybe even need to help run your business. Before you do anything, if you're in need is to contact ICPU6 (Independent Commodore Products User Group - and so a C64/128 name) that is what you



WAR GAMES

Probably the most famous modem in the world was used in the movie War Games (MGM-CR 1983). This told the tale of some bright young prodigy who lived in room the other side and log on to any kind of BBS. The reason for his growing is that he likes to break into the private bulletin boards of computers and military bases (which is extremely illegal). All goes swimmingly until when innocently playing a computer game on one of these boards he almost triggers World War II.

War Games mixes up high adventure and chilling horror story of accidental nuclear war.

systems where text scrolls on to the bottom of the screen then off the top. The Amiga is more suited to one type of software and the C64 another. So search carefully for what you want. Next you need to check out exactly where you might be able to acquire a modem to suit you. Basically there are three, after broken as of the 'basic four' which plug into the cartridge port on the back of your C64, and there are others which will plug into the serial port - these are more likely used with PC's and Amigas. Once you have plugged the modem into the computer, serial port or

are, after all, ICPU6 have been around for something like 14-15 years and have built up a large PD library, not just for the C64 but also for the Amiga. But, more importantly, they have built up a deep reservoir of knowledge and can probably answer any question you may care to put to them. In fact, without the help and advice from Jennifer Goldsmith of ICPU6 this article would never have seen the light of day! (Thank you, Jenny).

They have several thousand members, many of whom have, to coin a fairly new word, upgraded to Amigas and PCs but

TALKING PAGES

One major reason for members of modern modems is of course the cost. How much will a couple of hours on the local BBS cost you? Well the cost vary depending on the board you choose to use. Most however charge a 'subscription fee' which allows you to log on whenever you wish at a nominal cost. A typical example of such a pricing system can be found with Compuserve.

To join will cost you £22.95. Then if you use the service between 7.00pm and 8.00am it will cost you £2.50 per hour. Plus if you live in London) and between 8.00am and 7.00pm £4.00 per hour - remember you have to add the cost of a local call on to this as well.

What's an offer though makes these charges look small. Compuserve for example offer masses of different specialist services such as international weather and sports news, travel information, limited forms of electronic shopping, money market info, games and specialised boards for collectors of Sol F1 and stamps through to tropical fish. Not all these services are available for everybody, but you to have to find a BBS that caters for fish just like you

retained their earlier equipment, and you might just find someone who would sell you a modem, with all sorts of bits and pieces to go with it, which is no longer available from the usual commercial outlets.

You can get in touch with ICPU6 by telephone - in the evenings - on 091 546 0200. You won't go far wrong, and you should learn a lot to your advantage as well as save yourself enormous expense (after all some modems will cost you £500+!). The advice you will receive is second to none, given by friendly 'old hands' of the C64/128. Who knows, once tested you might feel inclined to join them!

MUST DASH

Finally, I would like to finish this brief encounter with modems in mood by saying that once you do obtain and hook up your modem, and start discovering the endless lists of telephone numbers for services and BBSes (which you will soon acquire from your phone bill will go up correspondingly. It is, like many things, addictive!

BOMBS

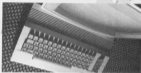
BE A MUG

Well you yourself can't exactly be a MUG, but bulletin boards allow you to join one. A MUG is a Multi-User Game, which literally means that the game software is being run on the bulletin board and a number of users can play the game simultaneously. Whole hordes of folk can be moving around the same game at exactly the same time! Unlike normal games though, some of the folk you meet aren't designed to be the game writer, but are real live people sat at their keyboards doing exactly the same as you - but probably hundreds of miles away! The games tend to be of the fairly adventure type, but even in this limited form, the chance to play against other people - who you don't know from Adam - is really exciting.

<p>S1000 USE YOUR VOICE TO OUTGROW THE COMPETITION WIN BIG CASH PRIZES *0891* 313584</p>	<p>TERMINATION With A New Active *0891* 313589</p>	<p>TREASURE ISLAND *0891* 313586</p>
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INSIDE INFO

If you've got a problem, program or just peculiar question that makes you want to kill your Commodore, then rejoice, techie hit-man Jason Finch has all the answers. Drop him a line at Inside Info, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.



DECLINING STANDARDS

Dear Inside Info:

I hope you won't take offence if I say that Inside Info has been rather crap over the past few months. Inside Info is my favourite section of Commodore Format and I look forward to reading it every month. Well, that is I did until recently. When CP1 first started, my back in November 1990, Inside Info provided us with exactly that - inside info. Your pages were crammed with useful programming.



Great! Kudos, mate of Paul Williams, today's first correspondent in Inside Info. We know it's the first on the left, in Paul.

Information:

- exactly as they should

have been. Compare this with your pages (yes, that's right, page rather than pages) in CP20. First of all we have the C128 Keyboard Converter. Hmm - this looks strangely familiar - rather like the one in CP18. Don't you think? Next we have a list of codes. Now, this looks even more familiar. And! Could it be nearly the same as the list printed in CP7? What a strange, unimpressive disclaimer! I hope the recycling of articles doesn't go on for too long (at least it's environmentally friendly) - MAB.

On the subject of how much space Inside Info has, I realise that space is limited, but shouldn't something else be taken out, rather than our beloved techie pages? I cited for a week after receiving CP12, CP14 and CP16 - Inside Info was nowhere to be found!

Well I think that that's enough moaning for today. CP18er, I do want to thank you rather than negative in this letter, don't let CP be an excellent magazine. I just hope you can raise the standards of the first few issues.

By the way, is there a magazine available which deals mainly with programming the bit and using utilities and PD software and so on, and which doesn't review games? Do you know of any machine code books which could teach me how to program in this language? I think the idea of putting Inside Info programs on CP's Powerpack is an excellent idea - please do it soon!
Paul Williams, Durham

Right, straight down to business. Inside Info was restored to its former status last issue - and its former quality. Repetition of listings, what's that? No, people's questions will be answered shortly and more than adequately from now on.

As to the size of Inside Info, well you'll have to see that Ed chap about that, but I obviously agree with you - two pages just isn't enough (and certainly not one). The magazine as that of grey took to print listings would be better. Techie problems aren't simple to explain clearly in such a small space.

Regarding the magazine for programming and so forth, You could, assuming you have a disk drive, give LOGO a try (see page 28 for a full review). It is directed

towards the serious side of the computer rather than the games side - further details can be obtained from DataBooks Publications, 7 Fallowfield Close, Barnish, HRI 4HW. As to books for machine language tutoring, get anything that is solely designed to cover machine language on the C64, a language of

such books are available and all at equal merit - perhaps try out your local library.

But by far the best way to learn machine language is by experimentation with other people's code, finding out what it does and how it does it. Or perhaps you could wait for a machine language tutorial series, which may be appearing in CP later in the year. But don't quote me on that!

FREEZING CARTRIDGE

Dear Inside Info:

Can you help, please? My son and daughter both have a C64 and have been driving me mad wanting to install POKER. I have tried and am now asking for your help. We know that to change Finbar's Guard we need an Action Replay cartridge, but unfortunately, we've got none. So can you explain to us how to load a normal tape or cartridge directly into the C64? Also, how do we freeze the game if we have to. Please help - we'll be very grateful.
M J Micklethwait, Kent

Heh... this one is a bit difficult to answer because there are a number of options and it really depends on the game. A few games simply require you to load in the loader routine - you know, the bit on some games that takes until about 010 on the tape counter to load - and then make a small change and continue loading as normal. But these are few and far between.

For most games you'll have to freeze the computer in order to install POKER, because you need to make small alterations to the game's code which obviously isn't in the computer's memory until after the loading process. Now stay that a cheaper alternative to Action Replay around, such as BDL's Power Cartridge - a full review



Freezer cartridges make cheating real easy. Just press the button, watch in the monitor and you're dead hard, not dead.

of which can be found in CPDS. Other than that, you may just be able to reset the computer with some games, enter the FORDS and restart the game with a SYS command. These are characterized by the supplying of a SYS number to call.

All you need here is an installable reset controller, a "good" line, obtainable from Commodore Commodore (copying just six seconds). You should state that you would like one that plugs into the cartridge port, not the user port. The address is Commodore Commodore, 144 Christie Street, Leicester, or you can phone them on 800 370000 - you could then inquire about printing and packing costs.

PRINTER HASSLES

Dear Inside Info:

I own a Commodore 64 and have just bought a second-hand Commodore MP5500 dot matrix printer with no manual. The printer works well with settings of program on/done and paper, but after IBM is loaded, I don't know what command prints results of programs to the printer/printout. Can you enlighten me as to what command, if any, is used to produce a hard copy/printout, please. I would be grateful if a solution to the above problem can be given to ease my backlog of work schedule.

Richard Haines, Leicester

I think what you need are the OPEN, PRINT, and CLOSE statements, although I'm not entirely satisfied. But I understand your query. To use the printer from within a program, the program must have something like an OPEN L, or OPEN L,4 command in it. Then PRINT L, "text" or similar must be used for output to the printer. CLOSE is used after everything, if there are not in a program then it won't output to a printer. You could try adding the line OPEN L,4: CMD L and then everything that is PRINTED to the screen will go to the printer instead.

To get a hard copy of a listing, all you need do is enter OPEN L,4: CMD L: LIST and then PRINT L: CLOSE L when it has finished. I hope that somewhere herein lies the solution to your printer problems.

SEQ. NOT PRG

Dear Inside Info:

Although I'm not exactly a good programmer, I find your column very interesting. However, I have recently run into what I imagine must be a very simple problem.

When I bought my 64, three last month, I didn't get a manual etc. I saw the 64 was second-hand. While looking through some of the disks I got with it, I discovered a SEQ file (as opposed to PRG), called "Editor" in a directory. All attempts at loading this file

had response "File not found/empty", while OPEN L,4,4: Editor" gets the drive whirring but no program.

Could you please tell me how to read those files, and indeed what they are, and perhaps do an article on DOS commands and how to use them. Failing this, could you tell me where I could obtain a disk drive manual and a Programmer's Reference Guide. Thanks.

Baffin I go, do you know what you can load a program by holding down SHIFT and pressing the 2 and 4 keys in succession? Lee Cobbagey, Bournemouth, Dorset

Right, then, SEQ stands for "sequential", and files are stored byte after byte without any sort of header to tell the system where in memory to put the files when they are loaded. Rarely can these programs be executed - more often than not they are word processor text files or such like. To view and/or you can use the following program:

```

33 OPEN L,4,4: "SEQ.LIST: SEQ.LIST"
34 OPEN L,4
35 IF 255 = READ READ L,4: GOTO 36
36 GOTO 35

```

SEQUENTIAL files can also be used with cassette, usually to store information such as text files/names and addresses. An article on DOS commands may be a good idea for all our readers who possess disk drives and

haven't really used them much yet.

You can obtain a copy of the Programmer's Reference Guide from most computer stores that stock Commodore hardware, although the availability of the book isn't very widespread.

Disk Drive manuals are slightly more difficult to get hold of still, and unfortunately I cannot recommend to you a reputable company that will definitely have some in stock.

The only thing I can suggest is that you give Commodore themselves a buzz on 800 370000. Regarding your last point, no I didn't know about this trick - it's probably to do with a bug in the 64's keyboard map. But it may not work with all models - it produces a quote first, followed by the word LOAD and a carriage

return, but I'm not convinced of how you would use it to load a program correctly.

VARIABLE GOTO

Dear Inside Info:

I have two small problems to try and solve. Firstly, I have finished a program on my 64 when I established a problem.

I've got my 64 to produce a random number between 1 and 100 and collect it. Then I've made L equal 2000-A. Now I'm in my problems is, I can't seem to make my program "goto" line L,7 if yes, please tell me how.

My sister and I both love doing programs. However, my sister has just wrote a long program and then saved it on to a blank cassette. Now when she loads it, the computer adds lots of new lines to it and changes other lines into garbage. Also, the program only half loads. Please, please, please could you tell us what's wrong? Steven Gilmour, Milton, North Yorkshire

Your first question relies on a rather silly piece of machine code which can be incorporated into your main program with just one line. Simply add this to the start of your program:

```

1 FOR I=0 TO 4: READ B: GOTO 07+4*B:
0001: DATA
22, 001, 174, 23, 047, 083, 76, 025, 100

```

Then whenever you wish to "goto" a line by using a variable, give the command 075076(000+4), for example. The 075076 just calls the piece of machine code - never mind the details of that. Then you simply follow it with the line number in brackets.

Your second problem is not as simple to solve and indeed it is unlikely that it can be solved at all! The problem with cassettes is that they are so easily corrupted by all sorts of things - being left on top of a television, near the 64's power supply and so on. If your cassette leads to some of the program all right then it is likely that this is the cause - the information on the tape has been changed due to magnetism. I can't go into the physics of why that happens here, but suffice it to say it does.

If this is what has happened, then unfortunately there is nothing you can do to retrieve the whole program. You could try to salvage what you are able to load and write it all down or print it out, but ultimately the whole program will have to be entered again.

WHAT DO YOU WANT?

In order to make sure that this Techy section deals with the needs and likes of all our readers, you'd better tell me what you want. For example, would you like more lengthy and humorous letters, or a variety of letters and notes with a few stored listings? Write to Jason Mansour, 100000, Commodore House, 20 Mansour Way, Bath.

From 041 3388

HORROR BEYOND BELIEF!

CERT X

The Mighty Brain



Bring me my old movie stills! That's all TMB has said this month while remembering his early film career. To stop him wibbling, send a letter to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Lights, sound and roll 'em.

ON THE LEVEL

Dear TMB

1) A long, long ago, time ago, somebody said - though not very clearly - about a computer review - that I think he meant is that you should have a competition to write a review of a game, give a score, ups and downs, and so on. It would have to be a game that everybody had (or one from the Powerpack). Well I think it would be a good idea, what do you think?

2) Why have there not been any charts in the mag since CP1??

3) Believe it or not I have not got a horizonally-scrolling shoot-'em-up. What is the best one available at budget prices?
Robert Roby, Stockport

1) The letter you're referring to was in CP1, p-11, titled 'The Magnificent Seven', and it did indeed refer to a review compo much like the

Well West, CP star, Sega Power! (p-14) and Commodore star is reminded that should like set his wife jump ship!

one you suggest. I really liked them and, well, let's do another! Anyone who fancies their chances at writing a review of any game or demo from CP28 or 21 Powerpack do it! We'll award a year's free subscription to the best two entries! 2) We haven't had the room. The decision was taken that with so much stuff to preview, a half page worth of charts really couldn't justify the space. Of course, if you really want them back...

3) My favourite sideways wonder of all time has to be the classic Killaram. It has a two player mode, masses of on-screen

bullets, loads of levels and not a single alien gets killed! It scored 87% in CP16 and is available from Traxis 001 9602255 for £3.99. TMB

SPLITTER!

Dear TMB

I'm slightly confused. Is that Neil West cheapo (you know the one) the same Neil West who works as deputy editor for Sega Power? My brother gets Sega Power, and as I was browsing through I happened to spot the

unmistakable name and face of Neil West! I also saw him on Commodore. He's not thinking of leaving the CP team is he? Gary Atkinson, Northampton

Neil West a splitter? Heaven! Neil is part of the extended Commodore Format family here at Future Publishing. He works full time as deputy editor of Sega Power but still finds time to do what he loves best - playing C64 games!

So the fact that you see stuff by him in Sega Power and on Commodore doesn't mean he's jumping ship. Neil would never dream of doing such a thing, he's too quiet, too sensible and, besides, his mum wouldn't let him!

TMB



Even so he'll TMB do, but you haven't seen another T2 location have you?

SPELLBIND?

As you're the mightiest of brains I know you would answer my question. In Spellbound! Dicky's instructions I says there are more than 100 different locations. It's counted 28 in the whole game. Do you know where the other 72 have gone?
Peter Adams, Leicester

Ah well, you see there are two versions of Spellbound Dingo. The first version was released through the Dingo Collection, and while the instructions said that there were 100 locations, this was a mistake. There are only 28 locations here. In the full budget release version CodeMasters promise to have all 100 locations up, running and explorative.

WISH YOU WERE HERE

Dear TMB

- 1) Do you think it would be possible to print Powerpack poker as well as listings?
 - 2) In CF80 Roger Frames said that he liked Midnight Resistance a lot, so why did he only give it 4.25?
 - 3) When will Exotic be available in the shops?
 - 4) Do you think Great Giana Sisters is any good?
 - 5) Is Pink Floyd's Dark Side of the Moon any good?
- Jonathan Halls, Norway

- 1) Yes. I'll hassle Michael Roberts immediately.
- 2) Roger did in fact give the game a higher score - around 95.5/100%. However, those art people who put the page together, accidentally copied the score from Nasty Moves into the Midnight Resistance box. Sorry for any confusion, but rest assured that the culprit has been moved to another mag - haven't you Lear?
- 3) Right about now!
- 4) It's a cracking Mega Drive game. So much so, that it had to be withdrawn, if you find a copy, it's a bit of a rarity and a decent game, so snap it up!
- 5) Having no ears, my musical critical ability is not as sharp as I would like. But our programmer Jeff Miller, James 'the games' Leach and super-math Gailly Purnham all agree that Dark Side of the Moon is one of the best circular players of vinyl with grooves cut into it ever created!

NUMBER 6?

Dear TMB

I recently purchased CP58 and saw in the back issues pages that CP5 was an sale. Does this mean you will be bringing out other early issues in the next few months?

Richard Duh, East Sussex

The reason we advertised these early back issues all of a sudden was quite simply we were lucky enough to find some more. Roger had stashed a whole pile under his bed as 'an investment', and our mail order department moved and found loads behind the radiator. So we put them on sale. We are unable, I'm afraid, to reprint the early CPs. Every time we track a few down though, we'll let you know!

TMB

MAMA MIA!

Dear TMB

Don't close this letter down until you've answered my questions.

- 1) Will there ever be a Creatures 3?
 - 2) What does your Mom look like?
 - 3) Is there a game called Raptun 1.0.0.0 out for the C64?
 - 4) Will there ever be a second Raptun?
 - 5) What is the best soccer game out on the C64?
 - 6) Will you answer my questions?
- Sean Cabell, Outer-Creaford



- 1) Maybe, but only when the Atari logo even start thinking about the possibilities. First, they'll need a long lie down in a dark room after finishing Creatures 2, which fills the streets this month.
- 2) Like the Large, beautiful and dead grand. I think she's really rather pretty, but then she is my Mom!
- 3) Yes. Raptun 3 was released by Superior Software some four years ago. It wasn't very good though!
- 4) A second Raptun relies heavily on Jason producing a second coin-op for Stern to get their claws on for conversion.
- 5) Brighton vs Wrexham, FA Cup third round 1985/6 season. As the two teams came out some flug there a C64 on the pitch. The ref didn't have time to remove it before kick-off and the whole match was played quite liberally 'on the C64'. It stood up to this testing remarkably well, but showed little appreciation of the off-side rule! But that's not really what you wanted to know though, is it?
- 6) No.

TMB

TMB CBM?

Dear TMB

Could you tell me the address of Commodore Business Machines (UK) Ltd and their postcode?

Alex Highland, Sittingbourne

It's only a joke, because sorry if it's the address of the 'B' Tamara agent print

Sure, they live at CBM UK, Commodore House, The Edinburgh, Gardner Road, Melthamhead BL5 7XA. Their phone number is 0633 776086.

MISS OGINY?

To CP

This letter is about the CP 'Ugh-Ginny' T-shirt. I'm sure that lots of other girls feel the same way about this matter. I think you are a selfish pack of haters and I was disgusted when I spotted this so-called T-shirt you are selling. This T-shirt is tacky, tasteless and not to mention sexist. As you have gathered, I wish to complain.

Joe Ellogg

If we have offended you 'Joe' you have our apologies. I would however like to stress just why we advertise this 'so-called' T-shirt (to see the ad we're talking about see p.58 of CP2). Firstly, the title was Roger's - so its theme should be of no surprise - but we thought that it had a certain ironic humour. We do not believe that anyone would want to wear an 'Ugh-Ginny' T-shirt seriously, only in jest. Besides, I'm sure that Gailly, Lisa, Jane, Claire, Alison, Tamara, Michele and Jackie - all of whom work on the magazine - would soon let Ollie, Roger, Trenton and James know if they see that CP was guilty of gender prejudice.

TMB

T-RICKY!

Dear CP

I wish to complain about the fourth game review on p.50 of CP5. The complaint is about Rick Dangerous and its grading of 90%. This is all wrong because I have got the game myself, and at the beginning there is a big Boulder which it is impossible to get past. How can you grade it at 90%? I also think that you should have told Commodore how stupid the game is.

Michael Kirby, Essex

Michael, I do not normally give games tips, but as you seem rather angry, I'll make an exception. To get past the Boulder at the start, just run right as fast as you can, then as you drop off of the end push the joystick left and Rick moves in the air. As soon as he lands, run right and you're safe. The CP team has played the game numerous times - at the time of full-price release, budget release and often just for fun. It's an excellent game and, if anything, deserves



more than 90%. But even if it had been appealing, our telling Commodore would have made no difference. They are hardware manufacturers and



have no say with regards to the software published to run on their machine. Still, please write with **Alvin**, it really is good. **TMB**

Mark (Bangalore) - Just came in to it it was great game! Don't tell Commodore!

THE ART OF BOXING

Dear TMB

What do you think about screenshots on game boxes. When I first got my Commodore I bought quite a few games because the screenshots looked good, but when I loaded it I found that they were Amiga screens. Some games tell you which computer the shots come from, but not all of them. I am not experienced enough to know which screenshots are C64s, and which are not. I know several other people who have taken into the same trap. **Colin Miles, Mayport**

It's outrageous isn't it? To my mind, if a game is being sold, the potential customer has every right to know exactly what they are buying. So, if a game box is multi-format (ie it will be used for every version from the Spectrum through to the PC) then every version should be depicted on the box, it's a matter of standards that the games companies need their boxes to look as appealing as possible. But using stills from a version that only N64s have got the computers to run, just as the picture will have 40 billion colours, does seem like a bit of a con. Your best bet

is to read the reviews, and the boxes, carefully. **TMB**

SOUND GARDEN

Dear TMB

Please print this letter as the last one that I wrote was six years ago when I was seven! 1) Are you aware that the *Silverdust* cheat you published in *CFB* doesn't work? (and I can't my rusty spang!) 2) What do you think of *Alvin*? 3) I think that the lovely presents Andy Roberts got Lam Tung were as funny as (creative sounding but unprintable image). **Chris Miskawa, Glenelg**

How could we have answered your letter some years ago, when we're only 21 issues old? You can't blame us for that! 1) I am aware that it isn't working for you. Are you sure that you have the right version of the game? Sometimes budget re-releases and the original full versions are different. This listing was for the full-price version.

2) As I have said before, my lack of ears makes appreciating music difficult. As sound is a waveform I can read it, but telling good from bad is not very easy. So to help me out, EVERYONE who writes in to *TMB* for the next month (until 16/7/92) must put the name of their fave band in as a PS, to help us sort out the wheat from the chaff!

3) Well, I thought the hat was rather neat! **TMB**

BEN SAMPSON IS FAT

Dear TMB

While reading *CFB* I made two remarkable discoveries. Firstly, on the cover and poster, the space marine Deckard bears more than a passing resemblance to Harrison Ford of *Indiana Jones* fame. Why? No. Also, I found out that you are Jewish! How do I know that? Well in your reply to Peter Tallagher's letter you used the Jewish phrase 'Oy vey'. Am I right or what? Now for a few quick points. 1) Powerpack 26 - what can I say - excellent. Keep up the good work! 2) Powerpack 19, what can I say? Um...no, don't do it again! **David Drama, Grasswood PS** Can you title this Ben Sampson is fat?

Close, but no cigar! Yes the cover artist, Paul Kelly, deliberately chose to fashion the marine as famous space heroes. The name should have given you the clue as well as the face. Yes, it was Harrison Ford, but not of *Indy Jones* fame, but *Blade Runner*, as Deckard was the name of the character he played.

As you know I am not from this world. Since coming here I have learned every language, phrase and word. Your planet offers a beautiful diversity of tongues, phrases and expressions.



Is this a replacement I can follow up? If you see the new Editor's out let!

sons, and I like to let my loves slip on occasions. 'Oy vey' is one such phrase. It's smart, really nice and earthy.

1) Thanks very much!
2) Sorry, we won't. We won't be doing another 19 ever again, but we do try to put a variety of software on the tape so there's something for everybody. **TMB**

THE END

Is there something you must, absolutely positively, definitely, 100% need to know? Then write a letter to *TMB*, Commodore Format, Future Publishing, 30 Blackwell Street, Bath, BA1 2BB - don't send any SAs please as we can't reply! The mighty one sends the entire mail back each month to bring the most mouthwatering letters back since Alphabetti Spagetti!



ISS 1992/1

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THE BRIDE FROM THE MAJESTIC AVENUE. MURKIN



Now, I am about to make my screen debut in *Freddie's Tale* and *The Whistle From Hell*. Talk about fat, do you know how fat I was inside that head?

The Bride From the Majestic Avenue. Murkin movie, what a title. I got to take control of actor Jason Agor, by drifting into his home while he was having a quick kip. Really stuff!

Murkin. Murkin, what a great luckily. The *Star Trek* Two *Star Trek* gave the Brain family a chance at the movie *My-Name*. Left it right. Mom, Mary, Mr. Dad and Uncle George.

ROGER FRAMES

buys
Budget Games



Summer's here again and the Frames family rush off to the seaside in order to turn themselves lobster red for a few days. Unable to take his 64, Roger brings his grandpa's old metal detector

down from the attic. Who knows what coins he might find on the shifting sands?

More and that walked down amphibiously to some serious ultra-ultra cooking, but I stopped in the metal-detector and was away on the beach, looking for artifacts.

Successful! Before long, Beefeater and I had uncovered three tin pieces, two French coins and a Robinson's Bakery Water bottle cap. Things were going well...

Let me say, though, that it's got nearly 100 levels. It's tricky, there's a dangerous time limit and it's frustrating. I loved it. You know how when you play some games, you forget about everything else in your life? Well that happened to me when I was playing *Puzzle*. I almost forgot what a frivolous debate, personality genius I am. Amazing, eh?

So if you want a puzzle game, I'm afraid it's time to bite the bullet and give £3.99 to the person behind the counter at your local shop. You won't regret it... well, not much (although £3.99 is not such an inconsiderable sum for a game like this).

PUZZNIC

As good as finding out your uncle works in the off-cuts department at the Royal Mint, *Puzznic* is fun, fun, fun, and quite enjoyable with it.

FRAME RATE



85%

AFTERBURNER

Instead of buying this, try covering a piece-cake in flour and pretending to be Michael Jackson's monkey. *Bubbles*. You'll be happier in the long run.

FRAME RATE



39%



Bubbles, you will have exciting non-interactive agent! No one beats Roger 'Masterful' Frames, except of the Western Front (well, no bedevils, actually).

AFTERBURNER

The Hit Squad £3.99 Contact 081 832 9823 I peeped over Tim's shoulder when he was playing *QLOC* a while ago, and it looked a bit like *Afterburner*. So the wheel has come full circle (whatever that means).

You fly a plane (seen from behind) which continually pours out little black bullets. You've got to hit the enemies that come racing towards you, while jinking, banking and jumble-stating all over the sky.

You've got missiles, too, which lock on and do serious amounts of nastiness to the enemy. Sounds good, eh readers? Well, it's fast, but not particularly exciting the first. In fact, it's about as exciting as watching the Open University foundation course module 8, *Geology All Around Us* (© 1972).

The problem is that the plane isn't easy to control. It continually fires out bullets, so there's no danger of running out, and all you need to do is try and blow off missile after missile. Not amazing interactive action, I think you'll agree.

You'd do better to wait until *QLOC* comes down to a realistic and affordable price. I reckon *Afterburner* just doesn't spread the marmalade.



Oh, I've made a complete pig's bottom of this. Better wait for the time to run out and try again. Frames, you're an idiot!

PUZZNIC

The Hit Squad £3.99 Contact 081 832 9823 I always play puzzle games instead of doing my homework. I feel I'm expanding my mind in a more useful way.

Puzznic is one of those 'oh, my brain hurts' games. You move matching and non-matching blocks around, trying to put similar ones next to each other. If you don't understand, tough. I'm not explaining it again.

MICROPROSE SOCCER

Kix £3.99

Contact 021 625 3388

Football, football, foot be-a-ell! One of my favourite songs, that. Like any real-blooded lad, I'm into the national sport. High Wycombe Wanderers, my local team, is currently at the top of the Nat'l League Two. Football Conference League Division 3.

When was it? Yes, MicroProse Soccer is a pretty good game. It's got big sprites, it's fairly fast and it's got faults, rain and the possibility of some storming goals (all with action replays).

Of course, two-player mode is the best (I beat Barry 3-1 a few minutes ago). But the computer isn't bad at all, and you can have a jolly old kickabout with the greatest of ease.

If there's anything wrong with it at all, it's the fact that MicroProse Soccer isn't quick and frantic enough for my liking. But, overall, a pleasant pleasant of a game.



Let's split up - we can do more damage that way. Plant these bombs, run away and cover your ears up. Some good advice for anyone planning to destroy an evil empire using explosives, mortars.

option, where you and a friend can jointly annihilate each level (what else could you want?). But if you don't have a friend, you can hire Barry from me at 50p per day (if you think he's worth it). The graphics are rather small and wobbly, and because there's a split-screen, you can't see much of the complex on-screen action at any one time. But I'm sure that, with a year or two of therapy, you'll be able to overcome this (Barry did).



That's how we found it.

Something big, metal and very expensive sounding. This was it! The metal object might be the rest of Barry's dad's kiln (probably Barry and I buried it during last year's holiday), it might be a chest of Barfield treasure worth dozens of pounds or it could even be Robert Barfield's masterpiece, washed ashore at last.

MICROPROSE SOCCER

Put on your football boots, grab your helmet and strap yourself on to the rocket sled before leaping off the rapidly accelerating off. Then load MicroProse Soccer and have a laugh.

FRAME RATE 82%



PUFFY'S SAGA

The Hit Squad £3.99 Contact 081 832 8633
"I can't believe that! What a strange game," I said as I watched The Crystal Maze on telly the other night. But I could easily have said it about Puffy's Saga. Better than an that Hay Gate and I'll tell you why.

The idea is weird. You have to explore a sort of place, really, level by level. There are loads of items to shoot, collectables to grab, and corridors and rooms to search. Orbits, dragons and acid puddles make life tougher. Luckily you have some decent firepower, as well as a selection of magic Goms. Don't ask.

So it's a sort of puzzley, mazy, arcade effort. And it's not bad. It's not packed with millions of battles, all running around at once, but it's fun and payoffs, and will see you happily at your 84 on the sunniest days.

But wait £3.99 is a lot of moolah, so don't be rash. Remember, a pound hidden in an old sack is worth two in the washing machine.

PUFFY'S SAGA

A good quality little game with a lot of mileage in it. It's fun, but not fun enough to tempt you to three-corkers at an ideal Home Exhibition.

FRAME RATE



74%

CRACK DOWN

Kix £3.99 Contact 021 625 3388

This reminds me of the time I was watching telly and I found 17p and an old wine gum down the crack in the back of the sofa. Crack down, get it?

For some strange reason, the game has got nothing to do with this. You are a little soldier-type fellow, also, seen in top view, must run around a large factory, planting bombs and shooting lots of people. This place seems to belong to some important evil guy. As it's all in a good cause.

In fact, it's violent and there's a completely excellent split-screen, two-player

CRACK DOWN

Find a friend (remember, Barry is still available for only 50p per day) and settle down to some stylish blasting. The only trouble is, the screen is smaller than a hen's eye's back account.

FRAME RATE 71%



Warning! I'm on the church roof. I've got me some grenades and some this, I think. Should be worth several pounds down the local level shop.

CASTLE MASTER

The Hit Squad £3.99 Contact 081 832 8633
When I go to Cambridge University, I'll be taking the game in all the dorms. It's a 3D Perspective action, so everything is checked properly and you can wander around opening doors and investigating things.

Your hair has been captured in the Castle Darnly, so you must creep around

and get him on ice, if it's a gheasty girl out. There are loads of puzzles, plenty of blind alleys and tons of ghosts to shoot.

It's not a quick game to play, but if you've got the brain of a puzzle addict, give it back - he'll need it to play this. The 3D looks gorgeous and it's quicker than you'd expect, when you consider how difficult it is to play all this stuff on screen.

If you've played with 3D Constructions 50, you can have a bit of fun wandering around Castle Master, looking at how the professionals do it. You'll find, though, that they do it very well indeed.

Not really a blasting game, Castle Master is a specialty atmosphere title thing. It's about a million times cheaper than buying a real castle, and you're guaranteed of seeing some ghosts as well, Fabio.

CASTLE MASTER

An Englishman's home is his castle, they say. I spent a morning on the roof pouring boiling oil on visitors to our house, but Dad told me off. Well, in Castle Master you can do what you like and there's no one there to shout at you.

FRAME RATE



87%

SKATE WARS

The Hit Squad £3.99 Contact 081 822 9423 Dad I ever tell you about the time I went to the ice-rink? Not! Well I must, sometime. But hearing the words 'Skate Wars' brings it all back. It must have taken them ages to get the blood off the ice.

Here, too, there is excessive violence. You play a man covered in steel spikes, who must play ice-hockey with another chap, and try to kill him at the same time.

It's difficult to steer properly, sliding around on the ice, and even harder to get close to the other bloke and hurt him. And as for getting the ball and scoring goals - target it. You have to be particularly careful to even attempt this.

The graphics aren't much cop - they're big but not particularly clear, and you won't really enjoy looking at them for long. And the action is rather boring as well. You tend to fall over too often, and brook over the other guy



The enemy seems to just stand in place, if I can just fire up this blowtorch I can melt the ice under his skates, thus causing a three-in-



a lot. And that's about it really. He'll score, you'll have a go, he'll score again and you'll get really depressed and start thinking about school or something.

SKATE WARS

Pick the breadcumbs off a fish-finger, paint it red and leave it on the floor mat of your local video shop. The enjoyment you'll receive will be greater than that you'll gain from playing Skate Wars.

FRAME RATE



37%

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

The Hit Squad £3.99 Contact 081 822 9423

This game wins the 'Game with the longest name and the word planet in it' prize. But the judges (we) need that it didn't have the words 'Hoger Frames is ac' in it. So it lost some points there.

The idea is that you run around a 3D mental warehouse world, avoiding robots and collecting, in things to help you find the missing scientist, Sarah Bellum. Sounds like the plot in every other game ever, if you ask me.

Anyways, the gameplay grows on you. Exploring the large 3D levels is a lot of fun and there's a stunning two-player option as well, with both characters running around on the same screen.



Wow, all this lovely robot creatures, I challenge you to a game of hopscotch on these rather attractive floating squares. Then I'll kill your poor man.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

It's so much fun so inventing the charges when you ring one of those stupid expensive CBRT numbers. But it will take a certain 'coherence' that would make it, in a rather.

FRAME RATE

84%



SPELLBOUND DIZZY

Call 0800 89 89 Contact 0928 914 100. Baking, poaching, scrambling, frying. Yes, there are loads of things your mum (or dad) could do with Dizzy if she got her hands on him. Anyway, if you bought the Dizzy Collector, you'll be familiar with Spellbound Dizzy. But in order to make it more appealing to those who've 'letted out' (the 'a') for the collection, these terrible Cookies have been added to it. There are now 106 rooms (instead of about 40) and lots of extra collectables as well.

Whether you think it's worth it is entirely up to you, but it's nice to see a company trying to make a re-release more attractive like this.

WHO FRAMED ROGER FRAMES?

We're asking you to turn to your mates. If you know anybody who reads the Roger Frames, send in a photo of them. We want to find somebody who occasionally resembles the young investigator, and we'll give the reader of the winning photo a large collection of budget softies as a prize.

We already have a photo of your Roger Frames clone (is it your brother, dad, son, uncle or possibly your pet?) and send it, along with your name, address and the name of your vicar to:

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 Commercial Press
 Futaba Publishing
 20 Moorfields St
 Bath, BA1 1BB

Remember to enclose a checky little SA£1 if you want the photograph back, although if they really look like Frames you probably won't. The deadline is 31st July, so get snapping, when we'll publish all the most amusing snaps.



When I awoke and the table cleared from my eyes, my over-lucky 64 was right beside my bed. Dizzy was next to me hoping to wag his tail, and there was a pile of football games to review for Chronicle Forum.

Anyway, the horses said I'd stumbled across an old World War II mine. The search party was so pleased that I'd successfully managed to get rid of the unexploded munitions that they promised to give me a £20 reward.

Well, just my luck, the boat had broken away whilst on the sea-front. The cost of replacement? You guessed it - a whopping £25. Fair, sometimes you just can't win, eh readers?

SPELLBOUND DIZZY

Arcade adventure? It's busy for a rainy Sunday afternoon in High Wycombe. Spellbound Dizzy is not a bad example of it, though. Fair. I can't think of any more egg jokes.

FRAME RATE



82%

You'll find it's as good as any other Dizzy game around, with all the usual traps and puzzles. So, as I said before, it's totally up to you as to whether you want to buy it. You can't depend on me to make all your decisions for you. Come on, how old are you?



Screen, you could annoy your Eggs are only good for smacking upon and dipping soldiers in. Oh, and throwing at politicians. Yes, and apparently you can put them in the rollers of cars with beds and they hang up the hole until you get to a garage. Interesting, eh?

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Who are these legends from yesteryear? Why were their games so good? Time and time again ancient names are dragged kicking and screaming into the 1990s, but out of context their names and games mean little. Well, you need justice no more: you can now be a game dropper too! Thanks to CF's absolutely, totally exhaustive (except for the bits we've missed) total hit! dictionary of the Commodore 64, the early years...

The C64 has swallowed more star programmers than the Bermuda triangle has had hot ocean liners! But where do they all go? What are they doing now? Games archaeologist Gary

Penn goes digging down memory lane, to find out what happened to the people who made the C64 the king of the gaming hill!

Old coders never die...

they only fade away



Books or what? Not the worst thing in life, they do what books were made for

ACTIVISION

Activision's boss include David Crane (who created Pitfall, Pitfall II, Ghostbusters, Little Computer People and Transylvania), David Van Patten (MERP and The Designer's Permit), Kevin Nigg (Porky Prawn and Zep), and Carol Shaw (Polaroids). They also released such heart-warming games as Toy Bears, Pajamas, Palace Ball, Master Of The Lamp, Peak 'n' Roll, Miss Dimension, After Eye and Pitfall. Activision had a club, too, which I was sad enough to join in my youth. They are now owned by the French.

ADAMS, SCOTT - This man was considered God to some, the Granddaddy of two adventures to others, and a vastly overrated mad old man by me. Scott got the ball rolling with

Adventured! but after a string of Marvel comicbook character adventures (such as the Hulk), he gathered mass and stopped. Scott is currently visiting America, making a map and collecting old junk for birds on the way.

ANDORHEA - The team of Hungarian punks and harknesses dished up some supremely silly gems such as Caesar The Cat, the plate-spinning Chinese Juggler, and the traffic light Traffic, as well as the sickly sweet Star Disk. Their last known venture was the formation of ADAM - Hungary's answer to ABBA - in an attempt to conquer the pop world.



BRATESCU, ANDREW - The Push! See and listen! Pit! 2-19 game made our day with Grubby's Gay Out, Pascorial (plus rom),

Medium (plus rom), Moogues and Intensity, among others, before departing to the Alps in 1988. And he still thinks Push are ace.

BROWN, STEVE - It was this chap, along with Gerard Depardieu lookalike Richard Laimelmer, who gave us - and Palace Software for that matter - Caution, Caution at Barbarian, Barbarian II, Dungeons Of Oz and Pit-Furber (patents). Steve left Palace Software to team up with Dick to produce some kind of video editing program for the Amiga for another branch of Palace. He one has heard of him since, though.

You could wear a T-shirt like this and then wonder why people laugh at you in the street.

BUTLER, CHRIS - Having brought us the stopy zappers Hypercourt and 2, and conversions of Demons and Space Maniac, Chris gave his all to bring us two tight crackers - Power Shift and Turbo Omega. He's now working for Nintendo's Super NES console.



CARVER, BRUCE AND BOBBER - As Access, they carved a niche with Neural Zone, Beach Head (and a

THE EDGE

The original! Doctor Tony Langbein's company was the one which brought Brian Blackout.

Bobby Fleming and The Punisher. Before they passed to be. The Edge was going to bring K-Man and the A Team to the home computer.



These are people you don't want to meet at Sunday School



sequel), *Roll Over Mountain*, *Beach Head II*, the *Leatherhead* series, *Teach Prince* and *Egyptian*. As *Bro and Bro*, they now create ornate Fountain figures from matches on the Las Vegas stage.

GRAMMERS, GOLF

The strapping seven-footer who got our pulses racing with *Wave*, the *Demolitor* and *Start Car Race*, turned his attention to the Amiga in 1988. Full stop.

CYBENTYME - They did a deepy *Delta* sequel called *Amalgam* for *Thalamus*, but never finished *Deadlock* with its platform 'n' ladder 'n' blasting action. Or well. For the record, *Cybentyme* work at *System 1*.

DENTON DESIGNS - The Beatles of the byte business, these lads and gals wrote *Shadwenite*, *Paradox Game*, *To Hollywood Hollywood*, *Beowulf* and *The Great Escape*. They sort of split up a couple of times, but some of the original team are still together and writing for other machines.

DOCK - Arguably the greatest Commodore 64 artist around, Dock drew many party pieces for *Compuart*, as well as loads of fabulous loading screens and rock-hard software scenery and sprites for good measure. His portfolio includes *Entertainment*, *Crash II*, *Paradox*, *It's an Evil*. Dock's pixels have also brightened up *BMX Kids* and *Vandora*. He has now put the 64 behind him to head off to the Land Of The Free where he's going to do the knots. Congratulations, Dock.

ELECTRONIC PENCIL COMPANY, THE

Their title was unusual adventures, such as *The Fourth Protocol*, *Zen* and *Shilly's Cool Cat*. I don't know what they are doing these days, but I'm sure they're having a whale of a time about now.

TONY CROWTHER

Well, they don't make 'em like they used to, do they? But when they did, his name was up there with the best of them. He resigned as King

with *Sublime Loco Black Thunder Express*, *Money Moie*, *Pony Pogson* and *Gryphon*. Out was decided to the status of *Prince* with *William Wobbler*, *Tapp*, *Kettle*, *Challenge Of T'Gobots*, *Bombast* and *Fernando Muir Die*.



Some things are too good for experimentation. This Kettle thing is one of them.

EPTC - Here's a sad case. Having been flushed with the success of impossible *Mission*, *Super Cycle*, and their glorious *Games* series, *Eptc* went down the pan, as it were, a few years back.

EVANS, STEVE - The modest and all-respective *Capit*-driving byte wonder deserves a medal for *Guardian*, the best version of *Defender* on any home computer system (and to think it was written over seven years ago), *Rocket Roger* and *Who Does He's* more Steve's doing, too. He now makes his living knitting coats for small ball dogs.

FASQUALL, STEPHEN

The far-out Finnish lads was a three hit wonder for *Thalamus* when they first started. *Star* made a perfect cut of *Sensation*, *Delta* and *Quaker* before being called up for a spell of *National Service*. He then wrote a science fiction book, and has just done an Amiga thing called *Galactic*. He looks hard as nails since he came out of the army, so he's not begrudge him moving to the Amiga, eh?

GAINAY, MARTIN

Hey, star-spotted Golden Child! Marty's uncle is Golden Plunder. James Gainay. No really, Marty's sexy scores include *Rendez*, *Arkham*, *Star King-Fu*, *Paradox*, *Witch* and the *Cosmos* loading theme. Sadly, Marty put some wax on the brush and did no cuts here a few years back after a brief spell at *Remobile*. He now hunts for bucks in America.

GARDYNE GAME

Wow! Were these guys ahead of their time, or what? Well they were with the arcade adventure *Dr No Mag*. *Gardyne* is!

We'll have you to witness. Yes, *Windy* (she dared to be a hairy woman) *Sambo* (she's asexual) on a computer game character. These was the days...



up the special FTI, label for arcade-action releases *Light Force* and *Shockway Water*. And then they saw that there was money to be made in business software, so they do that instead.

GRAY, CHRIS - Chris's career got off to a swinging start in his early teens when he designed *Thunderbolt* (first released in 1983) with Peter Lajoie. He then wrote *Whirlwind* in 1985 and *Infiltrator* in 1986 (infiltrator finally made North American and limited European releases). *Fountain Freddy's Big Top-Of Fun* was another one of Chris's creations before he moved to other machines for good.

HUBBARD, BOB - Do you remember how we used to dance? Our *Rob* does, 'cos the guy's still getting nugs for *Electronic Arts* in the US. This top lumphead found the time to make some hip-to-the groove tracks on the good old SD disk before he put some wax on them and so on. In his heyday, wax rocked it with *Rob*-up lobby tunes as *Mony-On The Run*, *Amor*, *Amor*, *Amor*, *Lightning*, *Shockway Rider*.

Sensation, *Delta*, *Amade*, *Diassia*, and *State Of The Newsworld*. We rock in our chairs like the aged, calico-wearing, blue-rose brigade.



We're enough to put you on your knees, is Freddy.

INFOCOM - There was a time when only data drive owning C64 people could sample this company's wholesome tapes.

Unfortunately, no one can fit them now, 'cos *Infocom* are so longer. Just to rub it in, the

Jack Trigue, *The Hitchhiker's Guide To The Galaxy* and *The Leather Goddesses Of Phobos* were all brilliant text-adventures.

JANX - This oddball color-muncher equipped some much needed sauce on the 64 with the shabby *Choker*, *Chase* and *Hollow*. *Playing Dead*. He now runs *Disco* and *vide* balls on a small farm outside *Blindness*.

KINETIC DESIGN

Programmer Douglas Hare and artist Bob Severson were the daring buds of demoware with their programs and pictures when *Compuart* used to be where it was at.

And Mike's a parent and lives in the SF office. What with his wacky hair and wacky dress and...



They did a shoot-'em-up called *IQ* together before Bob went off to paint by programmer Pete Baron's numbers to create *Myth* and the as-yet-unreleased *Devilish Designer*. Douglas now lives in Scotland with his mother, Bob's still knocking 'em out, but not like he used to.

LIDDER, GARY - The big bad boy Lidder wrote *Assault* for Pinball before retiring to Australia. He then came back to do *Loops* for Autodesk, the unlicensed *Tiger Tyger* and *Advanced Soccer Simulator*, as well as the (only) old magazine article here and there. Gary runs stables with the Motorola Console.

MICROSEN - Microgen's approach to the arcade adventure was novel - witness *Polemarchus*, *Everyone's A Wally* and *Herbert's Dummy Run*. They changed tack with *Delta Of The Phoenix* and then took a tumble with a so-so-revolutionary peripheral from which they never recovered.

MUNTER, JEFFREY - The biggest foppy in C&G coding circles had a fascination for sheep, goats, farms and carrots. This manifested less in his early homegrown produce (the now 'em-downs *Shepherd*, *Maria*, *Laserzone* and *AliGate*, and the now-'em-up *Howe Downen*) but became more apparent with later releases such as *Attack* (and, later, *Revolver*), *Of The Mutant Carnals*, *Arctic*, *Shrimp In Space*, *Maria Lamb* (banned) and *Madalya*. He's still rearing sheep, apparently.

NEVES - Or, more importantly, Paul Neves and Tavis Cross. They did the crazy *Pigtron*, the youth-with-a-whip *Mr Wasterland* (a sad sequel), and the heinous *Albus*. I saw Paul's mum-down *Tesco* the other week, but she couldn't tell me what he was up to.

NIKOL, SIMON - The 'James' of the programming fraternity, Simon's claims to fame are *Clay's Carrels* and *Mega Apocalyptic* - two versions of an obscure arcade fare called *Star Phoenix*. Nowadays, he writes *Astronomy* programs, or something.

NORMAN, PAUL - Everything Paul ever did - such as *Atari Challenge*, *Forbidden Forest*, *Beyond Forbidden Forest*, *Super Huey* and *Super Huey II* - lacked sticker value. Paul and I counted (only) about the same as the last one. But for some unknown reason they were terrific fun to play. Paul was working on a golfball sim, *Chomp*, before he fell foul of a bizarre gardening accident.

OSSEN - Or Thor, as they were sometimes known. From their *Nahalla* came the ace arcade adventures *Roads Of Fossil*, *Arc Of Yacourt* and *Rain Of The Wood*, plus the shoot-'em-up *Mission AD* and *ICOPS*. But one day, like the people who worshipped the Norse gods after whom the company was named, everyone stopped believing in them.

PERKINS, JASON

You may not have heard of him, but he was responsible for loads of 64 releases, including *Fuze* (his Peeling did the original), *Thing On A Spring* and *Thing Bounces Back*. Jason was writing a *Chippendale* tribute called *Apocalypse* for the Amiga. There was talk of a 64 version... but not any more.



PAUL WOODS

The bright and lovably blunt boy behind *Encounter* and *Mercenary* opened a retail shop in Chalfont, which he manages when he's not programming.

Get your 64 eyes on *Mercenary* gives you a whole planet to swim over in your sleep.

PECK, SIMON - Remember *MindRhythm* and *Mad Hunter*? Well this is the man who did them both before briefly filling a *Project Management* role at Storm (or whom he did the conversion of *Speedo*). Sim currently in a band touring the Peak District.

FREESTLEY, DON - The teacher-turned-racer created two mind-blowing arcade adventures with *Papeye* and *Tagalong*, but then he got fed up with it all and has been teaching again ever since.

SENSIBLE SOFTWARE - The talents of artist Jon Hare and coder Chris Vaux created the 64 with Parallax, *Galahad*, *Wizard*, *Dr. M*, *The Show-Em-Up Constructor* kit and *Sensible Soccer*, *Sensible*.

SHOULTON, MIKE - Mike brought arcade adventure strategy action to the masses with

They may be called *Strategic* *Adventures*, but as this goes down clearly shows, they're not the most sensitive people on Earth. And we should try to.



Mike Singleton and his. They both work Lords Of Misdeeds.

SINGLEY, PAUL

The big beer-swilling twenty

yearly bedded up with the cooly, Confusion and the whizzy *Spiritology*. Following a brief foray with the 16-bit (which resulted in a *Spiritology* sequel) and the Sega Mega Drive console, Paul saw the light and is now running a pub in Leicester.

SOUTHERN, SHAWN - Don't shoot, Don! Don'te-constit don't shoot, don't shoot, don't! That was the *K9 Star Wars*. It was different in *K9 Star 2*. There weren't any motorbikes in *Hare Of The Golden Tailor*, *Trailblazer* or *Cosmic Crusader*, but they were 'appy. However... Shawn, erm... writing racing sims for the Amiga.

TAKH NET - The Bug Steps Here! It says on the logo - their eight-year-old promotional tag. And it did. Their sterling stuff included *Jammer*, *Super Pipeline* (and a sequel), *Poster Parasit*, *Boon's Night Out* and *C&G Cam Warden*. Takh Net disbanded after *Assault* (written by Tary O'Shaun who went on to write *Greenpeace* for *MindPower*). I believed and reworked. In pairs, to write *Rupert And The Ice Palace* and the juke simulation *Light Music*.

TIN AND STOUT - The former Composers threw up the dismal *Lindum* like *IMM* for *Intaron* and then went their separate ways not long after. The last I heard, Stout went to the States to share time on the Sega Master System console. There's one involved with *Computing* (stunt) *Mat* and Hugh Bines, who are looking to write a *Gameplay* version of *Archer's Ziggurat*.

WEEK - Or Dave Kern to his mum, did some budget work for Pinball, namely *Assault Classics*, *Lib's Music* and the never-released *All Terrain Gardener* (which had dancing flowers in it long before the battery-operated variety arrived). Having found himself in Tibet and fortified himself even further with a university education, Dave The Rave can now be found at *Sensible Software*.

WISON - They published *Dandel* *Sennit* written by Simon Peck and Duncan, which had square balls for crying out loud. Wison no longer exists, perhaps owing to their lack of it.

WALKER, MARTIN - Marty wrote *Rupert And The Coyote* and *Party And Discard*. He's been making music for the past few years, but less so on the 64 than he used to.



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At the start, there's loads of energy and 10 points to collect - and also loads of power enemy eggs waiting to hatch!



It's useful to clear the corners of obstacles. Here, a bomb placed by the little man has blown a wall to smithereens.



This enemy has built tanks: the most powerful wall. He'll be hard to try and have them blow your mine-laying trap (and have an evil cackle, too).



Thunderbolts are excellent for fire tower elevators. They scatter maliciously down in an explosion in three or eight, and do a fair whack of damage as well.

BUG BOMBER

The idea in Bug Bomber is that you are set inside a computer, so the bugs you're bombing are actually computer ones. Instead of the equity kind you sometimes meet on when wandering around outside. There are over 50 single screen levels (although each one looks almost exactly the same as the last).

You play a little character who lives in a maze. We must belt around, killing the bug eggs before they hatch. Not easy, because there are walls everywhere, and they hatch pretty damn fast. Anyway, you kill the eggs by placing bombs next to them. But if some do hatch, you have to use other methods to get rid of the creatures that come out. So it's lucky that you've got thunderbolts, mines and robots which you can call up.

Each time you build a wall, use a weapon or construct a robot to send against the bugs, it costs a certain number of energy points. You start off with 100 of these. But you can soon use them all up, so you'll have to go searching for more around the level.

As well as energy, you need IQ points. These determine how intelligent the robots you create will be. So, just rush around and collect all the points, energy or IQ you can.

The fun really starts when you have to deal with loads of enemy robots. The simplest answer is to bring them over to one side of the maze and wall them in. But you will have to kill them. So you let them out and drive them over a load of mines you've

planted? Or do you try and blast them from a distance with your thunderbolt-ifier? Or, if you have the points to spare, you could even build an army of rock hard robots to deal with the bastards.

The game is really flexible. Everyone has their own playing style, and there are loads of ways to try and win. One of Bug Bomber's best features is that four players can take part in each game. Two will need to operate on each end of the keyboard, but it's not too cumbersome and is great fun. Instead of just taking out the computer's choice, you have to beat each human and their related droids. It's a tough proposition, and the fighting,

tackling and blowing up between the players are nothing short of excellent. There are 50

levels of this carnage, remember, but they're all pretty similar; the game just gets harder and more frantic the further you go on. It would've been nice to see variation in the maps, but as you blow up the bits in your way and leave those that are helpful, it doesn't really matter.

In fact, you can think of each screen as a sort of chessboard on which you plot your moves, create your pieces and lay your bombs and mines.

Bug Bomber is a superb game. It's quick, lively and although all the options are small,

they're well animated and move around nicely. You have to keep an eye on where every droid is moving, and you have also got to watch against running into any enemy mines, or even your own bombs.

Tricky indeed, but, as I say, it is really the most excellent fun. And the absolute best thing is that you can play against up to three other players. Hearty (as we said in the CP office).

JAMES LEACH



The infighting, backstabbing and blowings up are nothing short of excellent

Game	Bug Bomber
Publisher	Kingsoft
Release Date	Oct 1992
Disk	£ 15.99
Cassette	£ 10.99
Contact	0783 644000

POWER RATING

THE DOWNERS...

- Each screen is similar to the last.
- And some screens are just much too easy to beat.

100

86%

- There's loads of things you can do, like building, blowing up, and creating robots.
- It all happens with a decent amount of speed, too.
- All the obstacles are made using the joystick (in one or two player mode, at least).
- The option to have up to four humans playing is built in.
- Graphics and sound aren't best - they're certainly up to the task.
- The little droids are pretty cute as well.
- It's an addictive on a bag of incredibly addictive things!

...AND THE UPPIERS

0



Here, the player has set a thunderbolt, which will be sent down at the top of the maze for an almost instant.





LEARN TO WIN!

Fun School's (TM) big name in education software. From launch, its success has been built on its unique combination of fun and education. Story lines, graphics and solid instructional principles have all been bundled up, then cunningly disguised as games. Whether you're under 5, 5-7 or over 7, each Fun School module teaches a comprehensive range of topics and skills.

Fun School 4 is the latest release and you have the chance to win one of 10 copies. Just answer the three questions below. Write down your answers along with your name and address on the back of a postcard and send it to: **Can I leave the room please Sir Compo?** Classroom Format, Future Publishing, 20 Marshwood Street, Bath, Avon, BA1 2RH.

Remember to state your software preferences, namely the age range (Under 5, 5-7 or Over 7) and format (cass or disk) you want if you wish.

Right Class, pay attention and answer the following questions to Brown Junior stop grizzling. Find the missing letter in the following sequence:

U T T W G

2) What - I saw that Tomkinson - is the opposite of Brown?

3) On which continent would you - that includes you Gypsum - find long eared elephants? Oh yes, and you're all in detention!

The editor's decision is final. And any members of Future Publishing or Europress Software caught entering this competition will be hauled up in front of the headmaster!

FUN SCHOOL 4

OF reviewed FS4 back in issue 10. All three packages scored well, around the 70% mark, but they weren't Cookers, as we found a few problems. But Surprise Software care about their code, so its score as the difficulties were highlighted, they went straight to work fixing and breaking. Now there's a new version being the rounds, and it's better than ever. Here's what you get!

Under 5s - Teddy's Busy Day. This includes Addition, Facty Facts, Fun Train, Teddy's House, Kawaii and

Teddy's Books. Dressing a high level of parent/pupil interaction, this package helps reinforce the basic learning skills.

5 to 7 - Freddy Frog, Using Library, Basketball, Shopkeeper, Log Cabin, Copywriter and Typing. Freddy Frog examines a range of both academic and life skills.

Over 7s - Rambo the Spy. Espionage provides the background plot for Popularity, Spy Club, Exchange Rates, Timeable, Spy Travel and the Pyramid of Hainichuck!

The aim of Fun School 4 is to make the reward more fun than failure, so you want to win and learn without realising it!





The keeper, having been blinded severely, greets to the Norse god of football, Ganesha, for divine intervention.



Mad & mad menu with sky, charisma and a splash of tartare sauce. I'll have it for lunch, I think.



Assaulted Elysia - what happened next? Bam, the fall 'til 'em and fall over and, wam, that's it.



So he's gone to Japan has he? Britain not good enough for him, eh? But before he left, Gary Lineker gave us this parting gift - a box of games he

THE LINEKER COLLECTION

personally coded while on the team bus. Lonely James Leach sits on the subs bench and has a go...

There is, as it says on the t-shirt, only one Gary Lineker. This much is undeniably true. But just think how good England would be if there were seven of the brighties. Anyway, here are four 'count 'em' games, all vaguely connected with the chippy tinker with the Japanese affiliations.



First up (as you hear upon the box with your teeth) is Italy 1990. Here you've got to, well, score lots of goals against various teams based around the world. It's called Italy 1990 because that's where the World Cup was held then. You don't actually have to play Italy if you don't want to.

It's a top-down, Euro Football Championship game, but much sorer. But I have to say that it's still absolutely superb. It's fast, it's clear and it's as smooth as an ice-cream which has been polished by a team of Hungarians.

The entire World Cup (from 1990, not very surprisingly) is here. You can play any of the

countries, which takes the place of skill levels. Each country has its own skill and strength rating, so

you can just choose Italy, Argentina or Brazil and select the computer (or the other human player) to play with or Scotland.

You can't lose. The game has all the control you could want, and there are tons of strange moves and approaches you can take in order to make everything more exciting. Graphics and sound are totally man (I think he means mannequin - Ed) and controlling the ball is easy. Great stuff, and a rather odd football game. Don't Miss! Night, Gary Lineker's *Mad & Mad* is pretty similar to Italy 1990.



It's a top-down viewed eleven-a-side footy romp with slightly worse graphics than Italy 1990. The emphasis is on exciting goal-mouth action (with never a foul in sight, just like our Gary).

Again, it's a fast one, but the game's controllability isn't quite as impressive as in the Italy game. You can still put together some superb combinations, and the moves occasionally look and feel dead excellent when you get them right. And the feel is different enough to make you want to play them both, rather than just Italy 1990 (which is, it has to be said, a better game).

Now, if you could move or down the bus, we could make way for the next game. Gary Lineker's *Superstar Soccer* is a different kettle of water-buffing creature. It has that extra vital dimension, for a start. In other words, you view it from the side of the pitch, and can see both the tops of the players' heads and their sides. The funny bit is that the players - small, smoothly animated 3D fellows that they are - seem to walk purposefully all over the pitch, rather than running anywhere. It's disturbing to see, and they remind me of some of the bodices from Doctor Who.



Choosing the Italian team is a wise move, as it's got rather good skill levels and is better than several very fast things.



Ed, referred! That was nearly a goal! The ball was thrown on the line by a mate which bounced up in front of it.



This is it. You're waiting in the tunnel, ready to run out on to the pitch and give the aliens a hard time with your laser-guided weaponry.



Looking on your team captain's face. Well, it would, if it was 2D since for you by a weird robotic mechanism or something.

Controlling these numbers is easy and responsive. You have a lot of time to make up your mind about what you want to do. But because the guys move slowly, getting them into position takes a while.

It's got to be said, though, that the ball moves in the most realistic way. It bounces, rolls and slides over the pitch just like in a real fancy game. It's most amusing to see the ball rolling along, being chased by four booges stamping slowly and angrily over the grass.

Superstar Soccer is a weird game. It's got loads of detail, but it's a bit tricky to get into. The emphasis is on passing, marking and getting into position without anybody walking

The players walk purposefully all over the pitch, rather than running anywhere

up behind you and punching you in the back of the head. The skill something you can develop, and, more impor-

tantly, it's also very funny to watch the stamping booges, which makes up for a lot. Finally, there's Gary Linker's Superstars. The emphasis is on getting fit and skilful for the matches, rather than stamping bananas-ster after bananas-ster into the back of the net. Instead, what you do is get yourself into shape with some leg-exercising, strictly-tested sort of dance-routines. Write all

this is going on, Gary is presumably sitting in a deck-chair drinking sparkling spring water and watching all the agonies being carried out in front of him.

The bad news is that this is a major-league wagger. You've got to prove to Mr Linker that you're capable of waggling your joystick at such a rate that you are certain to score in the next friendly against Rumania. Set-ups, press-ups, chin-lifts, back-stroke, breast-stroke, butterfly and crawl (actually these last ones aren't included. I was trying to be humorous). It's a refreshing change to



Oh no. More searching goalmouth action. This is getting boring. I wonder if Interphase has started on the other pitch. Oh no. The current version of that popular programme has finished. Better get back to the searching goalmouth action, then. (Gosh, what a long episode this is. When I'm nearly there...)

feel a game on a body collection that doesn't have you trying to dodge the defenders and whip the ball between the keeper's legs.

Having said all this, it's the football games that are the best. And the best of these is July 1990. If you can live with the fact that it's all about a competition that took place a couple of years ago, you'll have a large and lugging amount of fun.

JAMES LARSON



Some of Gary's new friends, waiting for him.

is a defender for Real Tokyo as well as being a chubby sumo wrestler. The two strikers are both ninja warriors, complete with shuriken. A Mitsubishi Strada can often be seen playing modified and in charge of the entire team in a large bowl of suits.

No prob for our Gary, but what makes his job much harder is that Linker means "exceptional rugby-player" in Japanese.

Game	The Linker Collection
Publisher	Rix
Cassette	£11.99
Disk	£18.99
Release	Oct 1989
Contact	027 628 3368

POWER RATING

THE DOWNERS...

- Specialist-minded waggling, cloning, marking and so on/football.
- July 1990 is a bit out of date.

100

80%

...AND THE UPPIERS

- What about in a fast and fun, one game with clear graphics.
- July 1990 is an even better and more funless game with even clearer graphics.
- July 1990 has a brilliant game and equal collection sequences, with the proper World Cup feel to it.
- All the fancy games have excellent first-player options (aimed up, so your mind is often on chess the nation).
- There aren't any rubbish games on the compilation (except Superstars being slightly, or otherwise).

0

GARY'S NEW HOME

Tempted by the lure of various stock, Mr Linker has upped sticks and moved to Japan. Apparently, he's been taking Japanese lessons and eating loads of rice, but it's still to be shock when he arrives in the Land of the Rising Sun.



The Japanese seems he'll be playing aren't short of talent themselves. Nowadays, the 38 come Dump Truck.

This is what Gary will look like in a few years. (With a possible stamp, etc)

Come on FOOTBALL SPECIAL

YOU REVS



Commodore
Form U28
Goal

Goal-ah! One of the

great words of the English language! It expresses struggle, perseverance and skill. The chance to stand in large groups and yell it at other large groups has made football Britain's national sport - and obses-

Many attempts have been made to bring the game, in all its glory, to the C64 - but few have succeeded. With the launch of the latest top contender by Commodore and the European Championships very much a talking point, Commodore Personal gets its hands on and has a kick about (don't worry, we mean it!)

Football is a strange beast. With a massive popular following every Saturday and a wealth of sporting clubs who are eager to get their face on the front of a box, it should be a software publisher's dream. Not, strangely enough, the 40 football games released in the last few years don't have a single of characters to talk together.

The best of the bunch on the shelves is the millionaires third here to be *MicroPro Soccer* (written by sugar, cookies and icing).

Every three years we set up the best kick awards team.



Now let's see the one who has played!

micro Soccer Software and Andy Hughes' International Soccer. Yet even these

league leaders have obvious flaws. The single goal side of the game has bored better with strong representation from Tacklesh Manager and Kenny Dalgligh Soccer Manager, but others of the game seem to suffer from the same malady as lower echelon action games. It's got "blower" in the title and A.N. Player's play on the front then the game will sell, regardless!

There have been some real, well soccer games on the C64 - sorry, but watching a first round Soccer House Sports Van Challenge Charity Vase match in the real World Cup



Bring down the price for us any more!

and must still stick in shame past the software shelves in Smith's as a result. Peter Beardsley should be the best software around for the lastest life since Assault on Port Stanley or Real Over Monaco, like all know the Massimo controlled the ball with his hand, but crying 'cheat' in the form of a crony game hardly rates as matters, does it?

Management games have had their low points, too. Pro Football from CUL was a typical example. It brought the full graphic potential of the C64 to bear on a spreadsheet! You don't just get letters and numbers, but there are stars too! Well, I cannot tell you how impressed I am! And even though these games get the red-card awards after loading, we still buy them because we're desperate for football.

One of the big problems is that soccer games seem to age so badly. MicroPlay is used to use the root, on its full-price release (age dated and faded at the mouth over it. But by the time it got an outing on the MS (Special deal (two-year-old what year?) it looked laughably archaic. We now expect our football to embrace all aspects of the game.

The match report though isn't all doom and gloom; there have been some high moments. Kick Off 3 provided action fans something to sing about at least when it put



Delight, top team that great game!

...AND AT

THE TOP OF THE TABLE!

The 12 Soccer Team has accumulated the following league table of games (these games were lower ranked World Top Soccer by the same - they're ranked on the C64. We've expanded and updated for years as to who's in what league, but the left's best way to find. To read on and enjoy.

RECOMMENDATIONS

- 1 MicroPro Soccer (MicroPro's Soccer)
- 2 International Soccer (Hughes)
- 3 Kick Off 3 (Cul)
- 4 Soccer House Sports Van Challenge (Van)
- 5 Tacklesh Manager (Cul)
- 6 The Match (Cul)
- 7 Soccer Stars Soccer (Cul)
- 8 Kenny Dalgligh Soccer Manager (Cul)
- 9 Soccer Stars Soccer (Cul)
- 10 Kenny Dalgligh Soccer Manager (Cul)
- 11 Soccer Stars Soccer (Cul)
- 12 Soccer Stars Soccer (Cul)

- 1 Play 40 Soccer (Commodore)
- 11 International Soccer (Hughes)

COMMODORE 1

- 1 Football of the Year 8 (Cul)
- 2 Football Manager 2 (Cul)
- 3 Pro Soccer Football (Cul)
- 4 World Championship Soccer (Cul)
- 5 City 1988 (Cul)
- 6 Football of the Year (Cul)
- 7 Soccer Stars Soccer (Cul)
- 8 Soccer Stars Soccer (Cul)
- 9 Soccer Stars Soccer (Cul)
- 10 Soccer Stars Soccer (Cul)

COMMODORE 2

- 1 Soccer Stars Soccer (Cul)
- 2 Pro Soccer Football (Cul)
- 3 Soccer Stars Soccer (Cul)
- 4 Soccer Stars Soccer (Cul)
- 5 Soccer Stars Soccer (Cul)
- 6 Soccer Stars Soccer (Cul)
- 7 Soccer Stars Soccer (Cul)
- 8 Soccer Stars Soccer (Cul)
- 9 Soccer Stars Soccer (Cul)
- 10 Soccer Stars Soccer (Cul)

- 1 MultiPlayer Soccer Manager (Cul)
- 2 Soccer Stars Soccer (Cul)
- 3 Soccer Stars Soccer (Cul)
- 4 Soccer Stars Soccer (Cul)
- 5 Soccer Stars Soccer (Cul)

COMMODORE 3

- 1 World Soccer (Cul)
- 2 Soccer Stars Soccer (Cul)
- 3 Soccer Stars Soccer (Cul)
- 4 Soccer Stars Soccer (Cul)
- 5 Soccer Stars Soccer (Cul)
- 6 Soccer Stars Soccer (Cul)
- 7 Soccer Stars Soccer (Cul)
- 8 Soccer Stars Soccer (Cul)
- 9 Soccer Stars Soccer (Cul)
- 10 Soccer Stars Soccer (Cul)

What do you think? Should MicroPro Soccer be at the top of the table, is Kick Off 3 the best, World Cup Command best for team team enjoyment? Let us know!

"Key on the Tyne's all sides," says singer, angler and sometimes soccer star Paul.



right the site of Kix Off, and unleashed the exciting potential of Anso's million-selling soccer legend on the CD. It wasn't as brilliant as we could have hoped, but it was still capable of hitting the kind of passions that we associate with real soccer.

Player 1: "Did you see that? What a totally skill goal!"

Player 2: "No way! My goals moved, it was left... a bug!"

Player 1: "It was skill!"

Player 2: "My joystick's built it a not fair, you cheated!"

Player 1: "Ewwww, strange, strange..."

Player 2: "SHUT UP!" (Player 2 begins shouting.)

Player 1: "Ewww!GRRR!" (Player 2 smiles.)

Player 1 with a CD4.

England's greatest keeper? He has 138 caps, a record record to name and a strange bubble game. Bubble gum!



Kick Off 4. The world's most successful football game. Good but not best on the CD!



If Kick Off 4 made the football game respectable once again, it also opened the stakes: the standards of new games must reach.



Euro Football Champ (see p.64 for the full review) from Denmark is just one of its new breed, and Arsenal from Tottenham is being coded right now, as is Liverpool from Liverpool.



Granada. Now there's a real chance that computer football can lift itself from the second division, to take its rightful place at the head of the gamelay machine ladder.



The CD4 has already got some classic matches stored or updated, ready for you to act out, time and time again. But be careful when you buy the "titles" as there are some really dodgy ones around!

Get the right games and you're in for some major sporting entertainment from the comfort of your own all-leader stadium. Get the wrong ones though, and you'll understand what drives some supporters to PlayStation!

Get the wrong ones though, and you'll understand what drives some supporters to PlayStation!

STEWART WEBB

WIN WIN WIN

How about winning some whizzy bubble gum? The team is Bristol City (because we like 'em) and the campaign has gone to the top of the way!

Imagine that you are a pillonate philosopher with a time machine. You find team Bristol City is doing well, but you have to see the team soar to their greatest heights. So you decide to build the ultimate football team, in skill and Ted style you can raise the history of the great game and pick your all-time top 11 players.

Who would make the squad? Would you have Pele and Laker side by side? How well would Des Walker fare against Justin Charlier? Who was better, Banks or Shilton? When you've picked your top players, hash them into a list and send them down to us at: 24 Bell Lane, Commercial Forum, 24 Waremouth Street, Barb, Avon, BA1 2BD by the 31/10/92. The best two selected squads will win some rather natty Bristol

City goodies - there's a signed ball and signed shirt up for grabs. So get picking now!

Many thanks to Stuart Parker of the Bristol City Community Project for helping us to organize this bubble campaign.

GREAT BRISTOL CITY

Community Project for helping us to organize this bubble campaign.



Signed shirt and ball up for grabs!



It was over 50 years ago that Michael Foot and Johnny Ball got together and put their names to a new sport. It caught on in a big way, and nowadays you can see folk playing 'Football' in almost every football stadium in Hertfordshire.

The rather amusing title game lets you the chance to play any team in our beloved European Community, as well as, for some reason, Brazil, Argentina, USA and Japan. Perhaps these countries are thinking of applying for European citizenship or something. Anyway, this gives you more teams to play against.

Like most other football games, you see a section of the pitch as it scrolls around, following the ball. The nearest man on your team to the ball has a large flashing arrow over his head, and he's the one you control.

Everything is viewed from a top-down position, and the pitch is aligned left-to-right,



FOUL

Foul! The enemy has tripped, not surprisingly, as I've just looked his head in. Now I've just got to hope beyond hope that the ref didn't see that little, ah, argument. If he did, it's curtains for me.



GOAL

The Reds have just shipped a marvelous ball over the goalie's head and into the net. Steady, boys! (They're our team.)



EURO FOOTBALL



rather than up-down, like Kick Off II.

There are big lean-mossen stripes on the pitch, which are dead useful because they give you clues as to how fast the ball is moving, and in what direction its heading.

Right, what that's enough visual description. Let's move

on to what you have to do. The idea is, of course, to score loads of goals.

You can do this in two

ways. Firstly, you can practice Pure Football Champ until you're really good at it, and then get your

players to weave a magic spell around the opposition until your team is in the perfect

striking position. The second way, of

course, is to shoot.

Like Kick Off II,

you can foul the other

players. But in Pure

Football Champ, you can foul

them in

loads of different ways.

Punches, trips

and nudges all occur with

lightening regularity.

The thing is, you don't seem to have much control over what damage you do to your opponents, and in fact all the different harassing moves seem to be the same. If you tell fire when you're not actually in control of the ball, and you're very near an opponent who is, you'll bring him down, and earn the other team a free kick. Occasionally, if you do this, you can have a shot sent off, but mostly it's just a chance for the other side to wallo the ball up the field.

As long as you fire at the right time, you'll be guaranteed of getting a goal.

The annoying thing is

that the computer always seems to know exactly where the net is, and only fouls you when he's technically too far away from the action to notice it. But when you try this same technique, you find out the net is nearer than you thought, and you get fouled over the goal for it.

Right on to the so-called Artificial Intelligence that Teague told me about when I



Oops. Better not foul the enemy! (There's a nasty net waiting for just that eventuality. It's well worth his head in forward for they say.)



So we get a safe pair of hands, Stan goals. Two foot-stomped opponent's marked all night to bring them down, so they should be safe.



Finger-lead it in an ideal goal-scoring opportunity. All the players need to do is, er, score a goal from this position.



The goalie boots the ball up the field. The goalkeepers are beyond your control in PFC, but they're pretty good anyway.



It's an open goal. Well, you'll have to get past that defender first, assuming he doesn't chop your legs off.



This is the only way to score. You whisk the ball straight over the goalie's head, the net's forward and it flies into the net! The crowd go ballistic and you get a massive 10 in the Honours List...

and drop straight into the net. As long as you fly at the right time, you'll be guaranteed of getting a goal.

Hmm. This little oversight isn't good news. What it means is that when you play the computer (at whatever level), you're able to win by doing the same thing every time.

That aside, the graphics for Euro Football Champ are big and rather nicey-boony. Some of the teams have rather similar colours, which is confusing when they play each other. But generally things are pretty clear. The trouble is that the update rate isn't particularly fast. The game is fairly jerky, and this tends to spoil the flow of action.

What is good, though, is the two-player option. It's fast, frantic and fairly furious, and you can't use the cheesy goal-scoring thing half as often. Brilliant.

Overall, Euro Football Champ isn't as good as Kick Off 2: it's slower and much simpler to play. Keeping possession and stuff like that is handled better, but it's just too jerky (and there's no auto-savestash or replay system). Why, because it could have been the best thing since Jackie Charlton.

JAMES LEACH



SMELLS LIKE TEAM SPIRIT

There are two teams in Euro Football Champ. Let's have a Jimmy Hill-style synopsis. Over to you, Jimmy.

GERMANY

Generally the best team in Europe. The German strategy is to keep an eye on the entire work force at Coal. Watch out for any German players who say they'll make the fastest run on time.



France always has EURO World Cup glory, so it's the best team!

ENGLAND

1966 proved that England is the best team in the world. The players to watch are Linford.

Melky Oliver and Jimmy Greaves, all of whom appear an awful occasionally (except Hotots, of course).

ITALY

A confusing team who change its manager every four times per game. What makes for fighting in the tunnel, the Italian team on a diet of pasta and Pinot Noir sports cars.

FRANCE

The French invariably use gas (to gain an advantage). Sometimes they just hand on 11 cloves of garlic instead of players. They usually get beaten, though, as garlic hasn't got any ball-awareness levels.

ARGENTINA

Technically not in Europe, the Argentinians are known to employ the hand of God as a weapon. They're currently negotiating the purchase of the foot of God, which should strengthen their midfield play considerably.

SPAIN

They're so caught up with Olympic fever that they've forgotten all about football. Good, see the Spanish can be quite lazy when they try.

USA

Russian astro-cop. They should stick to American football, baseball, clearing their powerful firearms, watching cable TV and stalling out for jobs at weekends.

BRAZIL

Used to be even so good, but now they spend too much on gillych time wandering about their massive national debt instead of sticking to the old beach ball.

JAPAN

Euro Football Champ comes from Japan (which it's known as that Top Gear). So it's not surprising that one of the teams left happens to be from there.



SOCCERBALL CHAMP

want

to see them. What this basically means to you, the player, is that if you run up towards the enemy goal, you can be sure that one or two of your opponents will sensibly have positioned themselves in scoring range. This is a useful piece of information to know, because there's nothing worse than you're playing a footy game, then running up to the goal and finding that there are two million defenders and you've got nobody in support.

Scoring is an acquired skill. There's a trick to it which I've discovered, and which rarely fails. In fact, it's such a successful approach that I reckon it should have been wrecked out during bug-testing. What you do is this: get the ball, then sub up the middle of the pitch towards the other goal. Nobody will tackle you until you get into the eighteen-yard area. But just before you do go over the curved line outside the area, hit the button and boost the ball straight at the goalie. He'll come rushing out towards you, the ball will whizz over his and any defensive heads



Secretly, Tony switches the ball with a glowing football-shaped lump of plutonium, in an effort to hold the world in ransom.

Game	Euro Football Champ
Publisher	Domark
Cassette	£10.99
Disk	£15.99
Release	Out now
Contact	061 788 2222

POWER RATING

THE DOWNERS...

- The game is a slow product.
- You can easily score over the goalie's head.
- Sadly, there's no replay or auto-savestash option available.

100

76%

- There are nine varied teams (and therefore six levels) to choose from.
- Game length can be from 10 minutes to the full 90.
- The players off the ball are intelligent enough to get into several positions.
- Two-player option is worth-while fun to get stuck into.
- The graphics are big and nicely detailed.
- The occasional bug is fun to do as well.

...AND THE UPSERS

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But not now that they've been evicted! Morticia, Lurch, Gomez, Pugsley and Wednesday have gone back to their creepy abode to regain possession.



They're the spookiest family around!

But not now that they're disappeared! As Gomez you must find your family loved ones in their spooky mansion floors.



They have the spookiest friends ever!

But watch out for Tully - he plays mean Italy to the treacherous lawyer intent on swilling the family fortune and who has many a dirty trick up his sleeve.



They dance a wacky dance!

And you'll be shakin', rattle'n' and rollin' when the waltzes, mazurkas and ghosts are the last one for you! It was never the waltzes and fellow the chess you might just see the Addams Family so that they can...

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