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FORMAT

ISSUE 43 • £3.95 inc. p. & p. • APRIL 1994

2 READER GAMES



PLUS

TECHIE TIPS
& SHREWD
SOFTWARE
COLLECTION

2 TAPES IN 1



BE A GOOD SPORT!

From the pavilion to the grandstand, we reveal everything you ever wanted to know about C64 sports games. Six pages of sport starts on page 17...



Commodore 64 is an absolute joy to play. Our new tape disk collection has everything you need. It's a great idea to have your own disk library, isn't it?

**Tape
to disk**
SMART!
Turn to p. 2.

THE ORIGINAL,
THE BEST
AND NOW THE
ONLY
CF!
Commodore Format
continues from page 4.

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Welcome to another fantastic issue of the

CF crew

FROM THE GRANDSTAND

What will the reader enjoying the best looking and fastest performing PC office. In fact, as labor went early Dyanian pursuits that we've dedicated to you to get multi-shipments. Now certain portions of the team needed a bit of going along after hours to ensure that other IBM's mentioned. Today's order line was purchased the corner, the best because of complaint. Great things aren't they.

INQUIRY

Mark Bessie sports in the early morning. Most certainly you can't get down at the gymnasium being, doing, stepping, avoiding for my second time. To date he's only held three people within of his past. The working about 30 hours, it is the job of the week.

CLAM

When it comes to sports CP's of other fans, nobody gets a body that's down the sea. Here something of a referee, just and has been known to use as many as 20 dollars in one month. We've heard.

COMM

REVIEWER

Henry has a lot of knowledge and experience in the world of technology. He's been working in the field for many years and has a lot of experience in the field. He's been working in the field for many years and has a lot of experience in the field. He's been working in the field for many years and has a lot of experience in the field.

8 SNIPPETS

By the way this month - I could change the way you use your OS4 for me. You might and up using I found the help of an old friend for about the same amount of time.

9 CHARTS

You will find out about the best and the worst games available this month, and The Mighty Boss. You might even get a little closer to the past. Then again you might just get a blast from his cerebral cells. You know.

GREETINGS

Hello one and all and welcome to another exciting edition of the world's favorite Commodore 64 magazine.

The most obvious bit of news this month is that Commodore Press has gone in the east. I hope the company that published it have closed down for a while. I'd tell you that I miss it but why do. They never had a good idea of their own - looking instead to simply copy what everyone else was doing. Goodbye and good riddance.

The other fabulous bit of news is about a new game that I dropped into my desk this week. It has come all the way from

Iceland and has taken the programmer some few years to create. The game's a kind of Dyanianian technique in which you are a multi-trapping robot. It offers less

player action and a one ball of a lot of fun. You can find excellent screenshots over on page 8. We'll be reviewing the game in full next month.

So what else has been happening? Well, for starters, my Big Brother. Great feature seems to have stirred up a few feelings. Mighty Brother is pleased to see readers letter who appears to be very confused about contents and website games. Bill TMB puts me straight in a few points.

Anyway, as you probably guessed from the front cover of this issue - the theme of the month is sport. We've been digging out all the old sports news and putting them through the press. You can find an A-Z of sport on page 20 and a sports index on page 28. Right, I'll leave you to it now. Enjoy the issue and if you think it's really brilliant then send us several letters and beer. Because we hear that kind of stuff.

Mark

10 THE MIGHTY BRAIN

People can spend their lives in search of answers to questions that plague their souls. Fortunately, Ben Cline, if only they'd have known that a quick consult with the computer industry's most intelligent minds gives 1000-0000 have answered anything they'd have wanted.

13 CAPTAIN STEM'S DATAFILE

Making its debut in the pages of CF, Captain Stem has settled for way through the centuries of history, engaging in battles with Napoleon, playing league with Shakespeare, and a good game of cribbage with Queen Victoria to bring you the very best in gaming expertise.

14 ESSENTIAL EDOS

There's more than one way to get software. We take a look at a few more games that you could get your hands on for very little at all.

16 BOOK REVIEWS

How do you think the CF team got so knowledgeable on the OS4? Some of us are just completely brilliant OS4 gods, but you'll need to learn your stuff - so take a look at a few books that might help you on the way to programming success.

18 PD FORMAT

If you're as cheap that you thought the OS400 stuff was out of your price range, we're testing the world of PD software that you can't possibly not afford.

20 SPORTS ALMANAC

In case you hadn't noticed, the big theme for this month is sport and the various sports games available to you. By the time you've finished with you, you'll know everything there is to know about getting sporty on your OS4. So to speak.

22 A-Z OF SPORT

It's the definitive sporting dictionary, you know - the complete guide to the sporting alphabet of the OS4. From athletics to table tennis, it's all in here, extensively compiled by the fine people on the team who usually leave their alphabets.

24 GREAT SPORTING FAILURES

There are definitely a lot of incredibly good sports games around out there. Having said that, there are also some (usually bad) ones to avoid them out. For a bit of balance, take a look at some of the absolute worst sports games of all time.



The world's best selling Commodore magazine.

TENTS

32 A TOUCH OF CLASS

This month in our regular class from the past, we take a look at one of the better (read with a mission games, and a quite scary) good sports games, the programmers for both of which have now grown-up, married, had children, grown old, died, and left a legacy of great games behind them. Theirs has starred out these games are:

36 MAINTAINING YOUR C64

You don't have to be a technical expert to repair your computer up and running the way you want it. In fact, most problems can be cured with the aid of a copy of CP, and your emergency repair kit.

38 SECRET OF SUCCESS

We receive hundreds of SEUCK games each month for the coverage, but only a few actually make it all the way to the coverage! Who's right, most of them are not. If you're planning to write your own SEUCK game, you might want to know how to make it more a little longer than the rest.

39 TECHIE TIPS

If you were going to talk (and to be sure it only has the best to do for) us. And by a spunky Commodore we do and have. Jason Pinski pulls out a cardboard mechanical looking boxes along with a few odd boxes, with floppy disks, and we may need to answer your most burning technical questions (even though we haven't got a clue what he's on about most of the time).

32 THE SURGERY

This month Dr. Parquet's assistant goes off on a tangent that's not only completely unexplained, but's also completely uncomprehensible. Still, you all say you know what he's talking about, so we'll just read our heads and say "Bleem" is it.

33 THE BASICS

BASIC stands for Beginners All-Purpose Symbolic Instruction Code. Well, it's definitely simple, you can use it for just about anything. It's meant a hell of a lot in our lives. It's based on instructions, so maybe it's about time you started creating the code.

34 DEAD EAST SCROLL

Everyone's been stuck at a party being talked at by some snooty who's finally into scrolling routines. Well, now's your chance to strike back with an ingenious scrolling system of your very own. Pixel Black is your best bet for wordplay.

46 BUYARAMA

If you can't afford it, you can buy it - prints, bedside calendars, fishing rods, desktop cup sets, stamp collections, or at stretch, something nice for your lovely computer.

47 BACK ISSUES

If your complete set of CPs is missing a few numbers, you might just be able to find what you want within...

50 NEXT MONTH

Just what have we got lined up for you lovely people next month? What indeed...

95 SUB-SPACE ERROR

If when you get to the back of your issue you find a strange parcel, please ignore it. Captain Team uses this to access the pan-dimensional grid. Only be dropped it into one of the issues.  If you've got a don't-venture inside...

GAMEBUSTERS

You definitely got - you could only have bought that game about two hours ago, and you're on the search for a complete solution already! I have no respect for you, you evilicious slime, you.

36 GAMEBUSTERS

The coded goes with an another month's worth of game cheats stolen into the water, the concealed champagne bottles still hanging from the tree.

37 HATHEN HAPPY PIPES

It seems to take forever, doesn't it? Well, we've finally got around to the solution on how to complete Happy Pipeman.

46 HONEY THE BAREYARD PT 2

I got something - being out can't be much fun if you want to get healthy out of his predicament and down to Mrs. Mygale's Pet Shop. So it's up to you, here's how to do it.

43 FUTURE KNIGHT

We gave it away on a magazine, and everybody had fun without it now. Well, thanks to your moaning, we've got the complete guide.

44 LISTONIAN

The ultimate in game cheat listings.

There's a slightly different perspective this month - it contains some of the very best reader games ever.



SHREWD SOFTWARE COLLECTION

Please forgive the slight abbreviation of the programming team's name, but we didn't want anything even vaguely legal to spoil your enjoyment of yet another fine excellent game from the authors who



provided a bit of entertainment last month. So, before you do anything else, check out Post & Boxer, Chain Rover, and Shred, for some of the best reader action you'll have seen in a long time.

PENNETT PD DEMO

Check out one of the latest C64 demos around, a complete game!

SUB BURNER

An excellent shoot-em-up from a talented 20,000€. David Deaver.



POWERPACK PAGES



More stonking games to amaze and amuse you.

This month, five completely original zappers...

POWERPACK

43



CHAOS ROAD

There's nothing worse than following the orders of a superior. People who of course desire to have the power to order you about don't do much else if granted, they just become well...obedient. The very fact that the link between these superior and inferior is, at the very least, broken, has led to a few dramatic incidents in world history. Indeed! (Black publicize over the past decade or so have been so-far-out that Jim Carrey would feel a little embarrassed.)

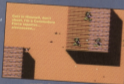
The problem isn't one, as everyone would already believe, of bad eggs, more of the fact that if a superior tells you to do something, and you do, even if you understand issues that they're making an impossible request, the odds are they'll come up with a technique roughly along the lines of "let it anyway". Some just manage to clear themselves of all responsibility and independence with phrases such as "I can't bring the problem, bring me orders". But the particular case doesn't involve anyone that bad.

Let's do a little more talking, then, with an eye on you. How many of you are members of an AARP? And how many of you have several boxes of checkbook, post-its, padlockers, gum, pens, paper, coffee, coffee makers, BEALLs, and just about every other household item you can find in a barnyard. They're the

FULL GAME

enemy. In the true spirit of the enemy, your army is equally as talented, in other areas. So, when you think you, they got their orders to good use, and came up with a new, shocking, jaw-dropping idea, you know why they should be at home in bed with a good book. This leaves you, OJ, and the quality report. I think you can guess the rest.

If you feel like making your way across the treacherous terrain you can feel bad, but don't expect reinforcements to come strong and pick up the several thousand pounds you'll get from this. I think you'd just better concentrate on surviving for now, so getting the hell out of there is probably in your best interests. That's why you don't have to tell anybody just yet.



Get in there, dawsey! Now Pud, fix a Commode. There's resources...
.....

NO LOAD ZONE

If you're having a hard time loading the media in computers that have the built-in floppy drive, why not use the RAM card it up and send it to CD-i? Two applications: Apex Audio Video I.M. (a custom hardware kit, Teknor, Shoreline, 971-603)



PUD & DAWSEY

As soon as you get to for a school, you start making the rest of friends that you'll probably still get "round and see when you're late. What the hell, then, and sometimes we have identified you in that while you're ignoring their tea and talking about good old times, you'll have every waking moment of it, and usually realize the fact you had that second of weakness in which you talked to the school counseling in the first place.

If you're sitting there nodding your head in sympathy, you'll probably also appreciate Pud's dilemma. He has one of those friends that are always getting out, into trouble, beaten up, or generally just "dumped" on by life, except for one odd fact: it always happens on you. We're talking about

the guy who only gets an exploding stick car when he opens it in your bedroom, or only logs over when he's carrying your computer. He's talking about the guy who'll leave his wallet on exactly the same day he had the week together to say you back, but forget the terms you.

If you're a victim of old friends and have just picked up this magazine out of desperation and boredom, I pity you.

Annoy. Annoy has just managed to get himself kidnapped, and it's up to you. Pud, to rescue him, in true military fashion style he's not actually harmed, but the kidnappers have set up the really good machinery designed to make certain to stop you reaching the goal. That's right - he sits around doing nothing while you take his, him, and various exciting bits to do the right thing and rescue him.

Thankfully, you have a gun, but you'd better hope you're good with it - you'll need to be. So if you're patient your ready skills and thoroughness, you'd better get out there and start your quest. I'd wish you luck, but it wouldn't do any good.

FAME AND GLORY

You, both of these nice commodities can be yours "but how?" might you think in panic. Well, it's quite simple - send us your programs and if they're any way, we'll bring them on the Commodore. The rest of stuff we're looking for are original games (namely no Turbo games), and also utilities and demos. Before you send your masterpiece to us, have an important friend sponsor your work, telling them to check for size of use, stability of demo's crash at the time and general treatment when you're happy that they think it's a great game, send it off to us here at Commodore, P.O. Box 560, Fremont, CA 94539, or Commodore, 3000 Shilbo, San, Aron, CA 94580, Hawaii.

FULL GAME

QUICKSTART INFO

This One + Type Command 000 - Justice part 2

UP	Jump
DOWN	Drop
LEFT	Run left
RIGHT	Run right
FIRE	Dr... Well... Fire, really.

Other info.....To please press PLAY/STOP

SKULZ

It's not every disease that, through an elaborate coding system, shows in our heads (or not every line without code). Coding itself becomes more an end in itself. One such power is that of thought. It's quite funny really, to think that, for the best part of the last century, the medical profession has spent a great deal of time, money, and manpower battling through skulls and trying to work out which part of the brain does what in triggering further thought.

The problems concern other people too, too. Even though you may be sitting there poring over some of the lengths of text it takes a while to discover it's not clear being happened underground for several years, the skull actually dealt with the body, watching brain death. Unless, of course, you're on the planet of Doctor Giger's planet name, don't you think, on which being names doesn't matter. Once your body dies, as your head has to die for at least two seconds before your brain death actually takes place, there are thousands of feet, fingers, and generally unhappy souls down there on the planet, with only you to help them out (temporarily).

So it's your mission to fly over the planet's surface, collecting these skulls, in order to take them home and revive them, actually killing those poor souls, some of which have been sitting there for millions of years, to die and raise a question.

There's a lot of a subtle plot, isn't it? Sorry not, but I couldn't think of anything better to write about for the game, and just saying that you can see up.

**FULL GAME****FULL GAME**

and today it means to magazine, adding a new to create a couple of hundred words of instructions and just where a sentence would have served the same purpose. First, you'll have to come up with an introduction (even the plot was not having fun, the was most definitely not having fun). He girlfriend's been captured, and they were supposed to be going to the cinema today. Instead, he's been captured.

There. That's it - no plot, well it's

Now all we need is a title.

The thing with girlfriends, in any case we'll tell you, is that they're always

They say so. It's not uncommon at all, but they really are a lot of a lot of trouble, and life is a lot of a lot of trouble without them. This is one of the reasons why (and we're content of back and enjoy

the way she with a bit and a good film.

Nearly content.

There was that thing about male

order to deal with his.

The best is the

look that the top two bits of deciphering exactly what you have to do.

You see, about, about, about, about, about, about, about, about, about the whole story about... One has to be there.

down, left, right, and fly, until you're going to fit these pages, keep either you're Hunt-Hobby, or get the dog. I could give a fly, though.

This is a big, standard, basic setup game that happens to be quite good as well.

Your mission is to fly forward collecting all the, and shooting all the people who it must either you want? Then, or weren't alive - either would be.

You've got four lives, and a score board.

SUB BURNER

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create a couple of hundred words of instructions and just where a sentence would have served the same purpose. First, you'll have to come up with an introduction (even the plot was not having fun, the was most definitely not having fun).

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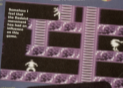
Male pride is an odd thing, if his girlfriend had been pretty/cool/fun/hot and so on, but it still has to punch out the girl when she's not from him and make her. Despite the fact that she's really not having quite a nice time of it, and the whole thing's wearing up more often. So I could describe to you, and it is.

There's no code books. All we need now is the control system, then we can sit back and relax.

The level started out as the first of the first stage, and back of flying through the inside tunnels of the capital's lot, taking against the defensive mechanisms and enemy ships using left, right, up, down, and fire, and anything to avoid bumping into his girlfriend if he possibly can.

NEXT MUNG

We're living up some working actions. We're trying to beat the tape behind that more serious software and the game will deliver - that way many ways today. It there are any games in this that you think we should include on this issue that you'd like to see in the future which ones you think are worthy of an inclusion here again, we're taking the getting ready to see the list of the names, so watch this space for updates. Right it to after play. Cheers.
Plead. To read more...

**TECHIE TIPS**

That's right - the Techie Tips program is here! That's right - it's the Techie Tips program, an update made it onto this month's Powerpack, so you can get hold of this month's Powerpack on disk. Sorry, but you've missed out on this, so you'll have to get the original Techie Tips disk, or, if you're a fan, you can get the collection of pictures which comes with the pages of Dr. Pook's Factor Top.

Tape to disk

If you're lucky enough to own a disk drive and want to use it as well as a floppy, then you can get hold of this month's Powerpack on disk. Sorry, but you've missed out on this, so you'll have to get the original Techie Tips disk, or, if you're a fan, you can get the collection of pictures which comes with the pages of Dr. Pook's Factor Top.

CF 43 Tape To Disk
Add: Audio 10000000
Rescue Helpline 11
Tapes
Shops: 111-100



SNIPPETS

What's happening in the land of the C64? Well, just for a change we've got some good news...

FINNISH A LEVEL?

Though game prices normally get a whole page, a package like this just (we mean) writes the last full floor of the line of writing, instead on Hilti's line, namely Program Three - "Owls and the King's Drunkard." This small hard disk file, using 170K for the fact that the line of writing is also the job, funny up, we need to get the magazine to the printer's line, and Hilti's seems to be just about the only possible space.

The game's based around the adventures of

Dredos and Ruby, two parrots who want to restore their nest to the roof, room, and sunny place it once was. Before the parrots get to it, and turned it into one huge accident. They can achieve this by climbing the penguin house and destroying the Wind of God, which will restore their nest to its former beauty.

Enough with the plots, already. You're dropped into a screen with various objects scattered around, all of which you'll have to hit to get to the next level. Programming is especially easy considering you've got a massive palette full of icons that you can drag anywhere on the screen to help (they also blow up scenery, letting you work your way to different parts of the screen). To help you even further in your mission against the penguins, handy manning animals, are they? You can't find various power-up allowing you to drop more than one bomb at a time, jet faster, or drop bombs with more

gameplay, giving them a longer blast range.

Though this is a preview and, strictly speaking, I'm not supposed to give any evaluation, but it really is quite exceptionally addictive, and I'm not really looking forward to writing the full review next month, but unless I get to it first - Hilti!

"Can you eat that long?" Well, here's a few drops of the game to let you enjoy it more. Hilti's note - this really is a quite exceptionally addictive game which we'll be giving a full review next month, which

this space = Hilti's.

A TEAR IN OUR EYE

It's with a defined smile of sunny mood that we bring you news of the upcoming release of our long-standing rival, Commodore Form. There can be to say it's been a pleasure working opposite them, but a heart's sadness though, we are sad to see them go, as it does close another chapter of the long history of the C64, and indeed, we've got no real competition to measure ourselves by. We

had a last of office why round to be and take enough money to buy the mag can be designed from the days of Y10, but we only managed 10.00, and indeed, the publisher of Form, wanted at least 14.00, that's it, there - it's dead.

A USER GROUP, NO LESS

We received a press release, you see

The Independent Commodore Products User Group is offering a special cut price subscription for members joining for the eight months from 1st May to 31st December 1994 at only £14.95 (including VAT) for UK and EFTA members. The rate for Europe (including EFTA) and Overseas Surface Mail is £18.00, and the amount for Mail cost for your special rate is £20.50.

This special offer includes four issues of the ICPUG journal, the PD software for the Amiga, PCs, and other Commodore Computers, plus an extensive PD

library for the PC. There are technical help files and discounts as well. The ICPUG journal has articles covering the Amiga, PCs, and the other Commodore machines. The "Top Sale and Wanted" column is a mine of acquiring items which are rare and of production and the "Windows News" section is always popular.

ICPUG is a non-profit making and is open to all members. It has been in existence for over sixteen years. Details from John Blackwell, 49 Brookbank, London Glade, Croydon, CR9 3NA. Tel 081 605 5430. Fax 081 601 8426.

Looks on PD software that is yours with ICPUG, free use.



Out at the moment, this is my favourite.



That's you that is the ship in the lake. These penguins are the enemy. These eggs hatch into penguins. These bricks need protection.

SNIPPETS QUIZ

It's not time again. If you think you've been reading snippets so far, then answer these questions and send them to the address below. Part of the fun is the day we write the next issue page with a free game. It's also more the Daily Easy Gemma feature which starts on page 241.

- 1) What's the name of the first book we reviewed?
- 2) What's all numbers 2, 7 and 8 in the Commodore Format about?
- 3) What's John Howland famous for?
- 4) What sports game gets the extra review treatment? Where does it get its name from?

Send your answers to Snippets Quiz, Commodore Format, 20 Monmouth Street, Bath, Avon, BA1 1PP.





TOP TEN

1 STREET FIGHTER 2 ●

KIXX £3.99

2 WWF RAMPAGE ●

HIT SQUAD £3.99

3 JACK NICKLAUS M

HIT SQUAD £3.99

4 STREET FIGHTER M

KIXX £3.99

5 FINAL FIGHT M

KIXX £3.99

6 THE SIMPSONS M

HIT SQUAD £3.99

7 RAINBOW ISLANDS ●

HIT SQUAD £3.99

8 CREATURES ▼

KIXX £3.99

9 TEST DRIVE 2 M

HIT SQUAD £3.99

10 JP2 - ROBOCOD ▼

KIXX £3.99



CHART ENIGMA

What have you got Steve trying? It's pretty obvious that the slowdown in the industry hasn't stopped you all from rushing out and continuing to buy Street Fighter 2, has it now? Even added in the comeback of WWF, a game that we all thought had gone for good. It's pretty obvious, considering how crap it is, that this is a game selling purely on its name, so no-one could ever really want it for the gameplay, could they?

THAT WAS THE MONTH THAT WAS: APRIL 1991

- 1 Teenage Turfies (Silver)
- 2 Dirty Collecties (Codemasters)
- 3 Creatures (Thames)
- 4 Hollywood Collector (Dynam)
- 5 Total Recall (Dynam)
- 6 Golden Ace (Piggy)
- 7 Wheels Of Fire (Bosch)
- 8 Snake II (Bosch)
- 9 Big Ben (Bosch Jolly)
- 10 Kiss Off 2 (Bosch)

10 REASONS WE WON'T MISS COMMODORE FORCE

- They've gotten into the habit of just repackaging game cheats.
- They haven't done anything recently except to come vaguely interesting in the last year.
- They're crap.
- Their coverages were abysmal, claiming up there were games worth their name and trying to pass them off as 'interesting'.
- They're really very crap.
- Sometimes they think they can charge you £3.99 to read that rap.
- Do you hear what I'm saying? Damn crap.
- They completely ripped off Parnall's design and characters.
- We'd enjoy them like we'd enjoy wine, that's not bad but with.
- They're crap.

The Mighty Brain has seen stars implode and galaxies dissolve in oh themselves. If you'd like to know what that looks like then write to him at TMB, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

THE MIGHTY BRAIN



STAR GROUCH

I'm writing this column for all the subscribers in relation to the plans in competition for CFGL issues, hoping to enter this competition on the 27th of October but I had not received the magazine due to the Royal Mail. I myself have only been subscribing to the magazine since issue 27 but have been collecting the magazine since issue 19 from the local newspaper and magazine vendor on the day that the shop refused it from their shelves.

So by the powers of deduction I would enter the competition and the 2nd of November, like other winning days after the planned issue appears, in the space of time a contest competition should have received around 40,000 entries but this contest for the CF competition because most people would call on the Thursday morning as instructed in issue 27. Anyway, here appears to be little hope for subscribers to win such competitions in the

past unless either the CFGL backed them down or the method of entry for such competitions is changed.

Continuing the above process, I ring the editor's office on Monday 11th of October only to be greeted by a woman saying 'Hello, Future Publishing'. Well, that's helpful, well, I would have to repeat the return of the call to find out if the well-known lady that the woman contacted is in.

I am now writing these days later finding out come back from the telephone this having just been told that I was not late in entering the above competition. On reading your section in issue 28 I have found out that it takes three months for the magazine to get to New Zealand, when from what I understand you were clearly Toronto based or Group or?

Oh dear readers, I hope, enough returns to CF or should they come back? Anyway, do you know what happened to the game Atomic Alternative because I cannot

get hold of it readers like to Uncle Steve's (issue 27).

Name and address withheld because write about it Australia first.

I have a question for you. When you look that way? Finally, let's look at why the team decide to run competitions like this. They're exciting, you see what you'd like to win, you're having a 'race to the finish' competition that was open for three months (it was 28), we'd probably get a letter from your brother in New Zealand complaining that his magazine arrived the day after the competition. On the other hand, if we were to set a target date for those readers who would anyone honestly volunteer the date, what they were supposed to win, or even that the competition existed in the first place?

So, what do you regard the option to say if you ring up Future Publishing? I've quite sure that if you'd have asked for Commodore Format, we'd have been more than happy to put you through to the other Match, Site or Issue, and you would have had a lovely time phone call. Instead, you obviously sat and dumped your troubles onto a well-known operative who was obviously in the wrong for not being psychic, and got incredibly nasty within the next person you spoke to (probably 'Clay' wasn't psychic either). I can guarantee that you'd have got into it if you'd had to wait while the magazine explained to the what you wanted, anyway.

Next paragraph, or should I say grip? The magazine is slow to arrive in New Zealand, it's full because of restrictions on sending them over there or the first place, and secondly because they're three issues behind, and probably wouldn't appreciate having two issues of potential CF action ripped out from under their feet by a missing old group.

Finally, it was a nice try at a dig with that 'Buyers' thing, but if the game wasn't released, why should anyone want to try and buy a copy second hand? I would ring up Alternative and find out what happened to it, but I personally can't be bothered to waste any more time on anyone with an attitude like yours.

TOLD YOU SO

About this time last year, I bought a magazine, but it still carried a CGA. As I was amazed with the graphics, sound and instant loading, I rather

A FOOTBALL FREAK WRITES

Simon Forman's assistant, Michael, is sports editor and runs my player mail and has transfer to him.

The other 'Tom' (Michael) got into your site, and has touched my world-view. (Michael) I don't know exactly in the site but I understand to understand logging to other team before, transfer and statistics, such as in Football Manager, which needs height. Please name the best player in cricket selection which might be better. FM's statistical list, and also name the ones which are too slowly and have little or no people transferred over. I have to roughly find my address, Howard Bookman, Southport.

'His does present a slight problem for me - what happens after the match, like time in the cup? It's going to be there in with some people who can't be found, your address, and then you'll suffer a bit more than a team-leader. It is interesting that you mentioned the statistic name (if you've been manually involved, it's in your team, because I'll make sure I don't put any wrongs in it, etc).

Match Of The Day is quite exceptionally well according to the review, so you'd probably like it for your match the game because Simon liked it in the past.

We've read our many letters from people like Steve Lewis's name that we're going to start a fan club.



R.I.P.T.S.

Since the release of Your Choice when I owned a floppy, I have had to move on to another form computer to satisfy my programming needs so I've opted the Commodore 64. I realize (and I have made the choice rather than purchase a 10-100 bit I feel that looking to the 8-bit again, if you know what I mean.

Anyway, in your 194 issue of this letter, I ask why one question. When can I get the format 8000 cartridge that also mentioned in the manual that go with my C64?

If you answer this letter, I'll assume that CF is the most up-to-date magazine in the state of the art computer. If you can't answer my letter, CF reveals that CF is the most up-to-date magazine in the state of the Universe - It's a popular reader, you see. Cheers O'Graham, Birmingham.

That was a fun getting moment, wasn't it? I don't think yours was the only heavy letter landing the desk today. You made a nice effort with your 644, by the way. (And your main point, about the BASIC cart, which I still agree with, IBSB, Short Answer number 27 - "Read the (BASIC) manual and see if anyone's getting what you want". Oh, and thanks - as do we.

FRAMES SLASHED SHOCK!

- 1 - In CFM? There was none of you. Why?
- 2 - Can I have an autograph of all your letters?
- 3 - Why aren't you going to join the letter?
- 4 - Oh no! I'm in it! It's disgusting, why are any other boys work?
- 5 - Could you tell me of the girls for the CFM?
- 6 - Roger Feather is a pain in the neck. I always get the best bit of CF.
- 7 - Four mag numbers 100%, Prop Thomas, Wales.

- 1 - There there, it's just their stupidity put its hand up when they were doing the contents page. Because I've got no friends (I was a bit of an odd man) all in all.
- 2 - What's the magic wand?
- 3 - You too.
- 4 - I think that might have something to do with you. Hello.
- 5 - How long have you got?
- 6 - Well, thanks to me getting a few things in a certain other country, you should have to mess about with account any more.
- 7 - Thank you. So does your letter.

NO WAY!

I am writing to ask your permission to using chess program in your magazine. I recently email the article "Coming On Strong" in issue 40 of CF, and I found that there's a lot you can do to help the Commodore line longer. At the moment I am programming a game, and I intend to start a chess forum, featuring and so on only. I intend to write a book on chess for Commodore games. This is to get my name known, so I might get more orders for my game when released. I have a good amount of tips and cheats and a good many games but I need advice permission. Commodore Format each month in my book. It's probably not the other CF format (I'll tell you for John Gony, Co. Warwick).

Thank for tell you this, but the checks printed in the mag each month are either copyrighted to Commodore Format, or the original authors, it's not really my place for tell you to go ahead and

use them, and the people in suits would probably sue the 810 out. If you send publicity for your game, just send it along to us but we'll review it, anyway. By the way, it's probably a bit late to talk to the other CF too.

ANONYMOUS OF IRELAND

- 1 - I have a few questions for you:
- 2 - Will there be a first Christmas CF?
- 3 - I have been told that the Commodore will not be out by Christmas 1984. Is this right?
- 4 - Will "Roger Street Fighter" be coming out in the Commodore?
- 5 - I have been trying to get Macintosh and where should I try it?
- 6 - Will there be a Commodore console for the Amiga? Anonymous Whistler

WRINGLESS BONK

After reading your 194 issue for an article in CFM, I think that I should get the reward though. Computers will not do the quick death you envisage. Instead on console for anyone was not a 10-100 of the original. The idea was taken and revised.

The CD will eventually disappear. People will get games and systems that do not look like a sign of status. "WOW" you say. But you can't have games on console. YOU ARE WRONG. On my CD systems, design programs are changing. You say "But what about the price," it's an investment in something that will last the rest of the century (see 194 and see 194).

Consider the fact in my CD system is a replacement. I have now written 10000. With a console you have a console. With a console you have 10 console. You can have the most great looking thing. (This may have the console making part of the CD system). However, the CD will not be in the number of CD system again. I have a CD but an amazing life. The Commodore of the CD will be used to work for a console magazine before CF. In fact I hope that Simon keeps playing Fairbanks on the CD. Please note my comments in CF as I have evidence. (I will use this to keep the Commodore out of the CD).

Oh dear, an editor, an editor too. What a shock! You had given you see. Right this, this is going to be for that where to start. You had attention to that computer will not be a quick death. Well, excuse me, but that's what they said back in the 1980s about the state of the console. (I don't know what you think and neither the details). And forgive me if the wrong but hasn't the CD been going right throughout that entire year.

You mean that Madsen is not a 10-100. In the next sentence say that the idea was later and "improved". Sounds a beauty for the 10-100 to me.

You then say that design programs are changing on CD. What? Computers. Oh, the only design programs you can get for CD. IBM systems are the programmers development kit which cost hundreds of £10000. Just the cost of many computers can afford. Hal

You say that it's an investment that will stand the test of time. Yes, right, the 8-bit computers had a short life of about four years.

1 - Nope.

2 - If the truth be known, it wasn't exactly "out" for Christmas, but you can still buy games, the mag, and all manner of stuff one through the reader club. Don't worry about what the 10-100 means say "out" or not.

- 3 - Nope number two.
- 4 - Try and order pages. June.
- 5 - Nope number three.

THEY WERE CRAP

Frank is complaint about the Commodore Power magazine over the past couple of months. I have noticed the magazine has gone up to £3.00 instead of the normal price of £2.00. The question is why is that? I have a one word answer, why is there only 10 pages instead of the usual 80?



They were a lot crap, weren't they?

The 8000 and Magazine have had two good years and there only got around two years in there. What's a few investment that is compared to the computer's market only last you a decade.

Who gives a fig how many colours you have on screen. When you print, it's not being going to realize that the only thing that counts is playability - a commodity that console owners are ultimately unwilling to pay.

Oh dear for you poor dearest. Electronic Arts haven't produced 300. The success of EA. The Hardware line. It costs £200 and up for has received all the support of the CD. Who needs how many sprites is can display. Unless you've got a 19 the state of "factor you can make the most 64 sprites on-screen at once. Besides what would the 300 can move to make things is a console that supported by 64K magazine next display. Assuming that the average 300 costs is more up to 10000 pixels (this is a conservative estimate), this means you get 20,000 sprites. And even that depends on the size of the memory cartridge. Do you're write obviously wrong.

As to the 84's death - you'll get Steve (a dead author writing for, well, anybody else), meanwhile everyone else is using their's to play games on.

As to the writing on other console magazines, they all do freelance for them. It's as if you can't get things called bits. It doesn't mean that they console consoles are dead great or anything. It means that they can't buy food and get a food when they need.

As to Simon playing Fairbanks on the CD. He says he says it in his good original systems. Because it's a good game which started out on the 81. He also points out that it's the only game he plays on the 81.

Frank I've had more than enough of you, so I'll stop off and play with your 10-100 while you're around. For the record I'll like to say that this is the last letter I'll print on this subject because I've had more than enough of all these console writing, game writing or about their precious little status symbols. What be due to the stupid technology that comes with owning something that will last about as long as an 8-bit console is a milestone. Oh and by the way, anyone want to buy a slightly used Sega Saturn, 320 and 8-bit, August?

CAPTAIN STEM'S DATAFILE

Fresh from the Crab Nebula and a small diplomatic incident on Ginfret 5, we bring you Captain Stem, time traveller and wine critic...

Stem here. Fresh from the space-time vortex and ready for action, I've been filling it around the internet looking for action, adventure and one of those wicker chairs that hangs from the ceiling, but I haven't had much joy.

Anyway, on my travels I encountered *Starship 60* or *The Mighty Orion* as you rather know this. It's not a very long story about the historical fact that was a job going wrong in *Commander Fennel*. Being a lot about the old Earth money I got to touch with *BOOKS*, and well, here I am.

DAY TRIPPER

Over the course of the next 10 pages you can find my datafile. In comparison with the wonderful CF ones I've written, all sorts of interesting reviews (and features). This month we cover everything from novel reviews to a retro review... I approached it time to

pick up more copies of a couple of games. The *EDOS* review section has attracted the most, not because there weren't any games to

review, but because I wanted some things reviewed. To that end, on page 18, you'll find a page of *Starship 60*—all sorts of books, both CD and cassette and general stuff of good interest. I'm particularly

pleased of the A-Z of sport. This was unfortunately

overshot by my little team of proof and represents many hundreds of man hours, starting over a full week production.

Over the coming months, if by looking out new and interesting programs and books to review, already I've managed to track down few computer free and digital games—including *Penguin Tennis* which you'll find some screen shots of on page 8. Watch out for my full review in next month's issue.



GET AWAY!

- 1 Best CF team exam result: a 50 percent degree (10/10).
- 2 Number of letters that *Commander Fennel* receives on average every day: 00.
- 3 Average number of words in a single issue of *Commander Fennel*: 10,000.
- 4 Most notorious movie music has heard from a television for late night TV: about 1000.
- 5 Number of times we've had to try out the English-gamblers section because the game kept corrupting: 10.
- 6 Most common reader letter, what's your favourite game?
- 7 CF team's favourite game: *Magical*.
- 8 (Magical) letter was received: Company selling games to get the most money (but when writing to a magazine) 000.
- 9 Number of times that Stem's made the coffee in the last week of the issue: 1000.
- 10 Favourite choice of TV programme in the CF office when on *Deadline*: *Captain Stem*.
- 11 Magazines on the same shelf as *Commander Fennel*: *Supplies*, *PC-Games*, *Mega*, *Edge*, *Amiga*, *Amiga*, *Amiga*.
- 12 Game which has been on the office CD-ROM for the last few weeks (and): *Penguin Tennis*.
- 13 Number of *Commander Fennel* contributors worldwide: 1 (I don't know) - Australia, Street magazine - New Zealand.
- 14 What's a novel and what's a book.

Right, well, I've been up for much of your time already, so here's some rather interesting facts, a crossword and a golfball shot of an interactive toy.



ACROSS

- 1 CF's sister (4)
- 2 Steady is one of Steve's (10/10) (5)
- 3 Bumble (an editor, but not Steve) (5)
- 4 What a software house did to CF after they got a particularly low score (5)
- 5 Your computer has 640, at this (4)
- 6 Editor (3)
- 7 These grow on you (3)
- 8 This firm involving Captain's got his very rare rare written in the issue of CF (4)
- 9 *Billboard* article movie based with big computers which was better in the US edition (5)

DOWN

- 1 Speller's made a film of about this famous girl and Owen made the game (4)
- 2 The company that manufactures the 64 (5)
- 3 This party shows off all the CF reader's creative side (4)
- 4 Our Andy gameboard extraordinaire (7)
- 5 Not American but certainly US software house based in Birmingham (4)
- 7 Your 64's sound chip (3)
- 8 Virtually exciting *Commander*-style check-out-up and nickname for a South German model (5)
- 11 What the Balans call their capital city, or possibly a slightly translated word (4)



Simon takes another amazing journey into the land of mega-cheap software, he sends us this amazing report...



How weird could that guy be? Well, it's harder than getting full of peas.

SUPER ROBIN HOOD

The Hoodsters are back, with a game that was slightly less than usual to the egg (they're never going to be allowed to forget those games). You play the part of Robin, on a mission through the sheriff's castle to rescue your sweetheart, Maid Marion. This is complete nonsense by selecting lots of hearts from around the castle, and taking them to her. I mean, this guy's doing a number. You think you've found a decent, honest woman, and she turns out to be a man-eater. Literally.

So-off Robin travels, flitting through screens stuffed with platforms, ladders, huge insects and the corrupt men of the sheriff's law who're all armed with crossbows, in an effort to collect the hearts that can appear to be nailed to the walls, and take them to Marion who, presumably, will wolf the lot then marry you. Hold a right treat.



GAME OVER 2

Spanish game developer Rick Ross - it can't be denied that of all the game makers, definitely needs and/or a complete game. Spanish games also invariably include something from left to right across a horizontally scrolling background of varying things, either as a space ship, a person, or a giraffe vehicle. Game Over 2 is the giraffe vehicle, and as its is the Spanish game style, it really was difficult indeed.

When it's so difficult, I mean it. Your standard 10000-pointed amount happens to be trying to complete the screen is hampered by noticeably fast but quite measurably difficult firing (as for the compressed layout, and the occasional part that requires the gamekeeping skills of a minor deity).

There are other people who tell you that an unplayable game isn't worth buying, and they're so right. The games released by Dynamix only really have one redeeming feature: you fail - they don't say too difficult for

EDOS YOU KNOW



it, it's just another platform style game, but it goes quite a bit further than that.

First of all, it scrolls vertically as well as horizontally, so you're not restricted to take one particular path through the levels. Secondly, you can go anywhere you like on any page - sections of the game aren't closed off to you, so once again you don't feel at all restricted while you're playing.

The plot is irrelevant, but probably involves journeying through an unknown land to defeat a tyrant. The beauty you control is something but irrelevant - he has a very powerful gun, loads of land mines, a laser beam, and the ability to turn into a large metal wheel and make serious progress in a very short amount of time. As well as this, you can get blown to

This guy's dating a cannibal. You think you've found a decent, honest woman, and she turns out to be a man-eater.

Literally....

some serious jumping, so you don't feel that annoying

reaction of dying when you fall too far.

So with the amazing use of abilities, you can get across the alien lands, capturing planets, towns, mountains, waterfalls and odd other structures, collecting crystals and making everything that shows to life.

By way of a comparison, this is the space man's Turrican. The game itself is wonderful, but you don't have to be all that good to explore the final level. If you were planning to buy Game Over 2 but you don't think you could get to grips with it, you might like to have a look Turrican, as it's probably the closest you can get, and a damned sight more playable than its second renamed cousin.

If you do decide to buy Game Over 2, you will ought to think about the one, as it's the kind of game that doesn't rely on difficulty or challenge to keep you occupied, but will let you get on with running

around killing things until you get bored. What you do get bored, you can continue through the game and do all your normal shuffling bits - there's enough to explore leisurely before you have to climb the ladder of the game. So, excellent graphics, great sound, and a starting

good game 10,000, ripped

90%

total mention the speech. For some reason the Oliver Twins (who come up with the game), seem to be include several sampled messages for you as you progress through the game, many involving Marion calling for your help every time you find one of these floating hearts.

I'll cut you the chase here - this game is fairly easy. Robin can run, jump, crouch, and more importantly, shoot, so you'll have no problems getting about. The castle is fairly designed with enough rooms to get you lost in no time at all, but also with enough to keep you as occupied you won't worry about where the hell you are.

Occasionally things do get a little irritating as Robin doesn't usually move quickly out of danger, but this is still an enjoyable custom song that'll keep you happy. Just don't take too far out for lunch afterwards.

71%

TURRICAN

Now here's a game. People will tell you what a good game is and what isn't, but this is a real game. It's taking nearly Mayhem evident here. When you look

long, that, this one doesn't. Once you get the hang of using your full range of weapons to your best advantage, you can take down to play a game that'll probably keep you hooked until you're finished.

Timing makes sense. Though - this is not a game for the inexperienced. This is a game for the experienced. If you can't get anything right now, don't expect any sympathy when you call for the office and tell me how difficult it is. You should be obviously surprised by a mission that doesn't patronize the hell out of you with level after level of imitating (and above all being) easy.

80%





Broaden your horizons, while away tedious hours on the bus, amaze

BOOK SHELF

and impress your friends with useful facts. Simon's been reading some books...



You've got a computer, and the fact you're reading this is proof that you're buying magazines that read specifically for wonderful things, magazines. The only problem is that we only do this once a month, and because of space limitations and the demands of the mass readership, we can only cover so much, and have to leave some more heavily technical subjects unattended. If you want to cover something in more detail, the obvious answer is to buy a book. Right one, though? It's tricky out of our time for the following, but not slightly old ones.

It might be hard for us, though, they might want to take a look at this book—it is a complete guide to writing a full-length article in BASIC. As a tutorial, it could really get you over the principles you're not sure you've got an any-explicit in detail. As for actual writing, by writing, this book won't help you out with a step-by-step going to hand-to-do the Creative Writing Club yourself, but since you've got a clear idea of what you want, this is a book that should show you how to get it onto your C64.

RATING: C+

Commodore's Commodore Collection Volume Two
ISBN 0-899-80009-7 277.95

It's one of the best all-arounding books, there isn't really any other more interesting one. It's a great one for programming. This is one of the best books you can get your hands on, it's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner.

It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner.



Advanced Computer Graphics for Commodore
ISBN 0-899-80009-7 277.95

It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner.



How Scotty Works
ISBN 0-899-80009-7 277.95

It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner.

means that you'll be able to use the huge 32-page manual to help you get the most out of your C64. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner.

It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner.

RATING: A-



Step-By-Step Programming

ISBN 0-899-80009-7 277.95

It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner.

It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner. It's a great one for the advanced user, and it's a great one for the beginner.



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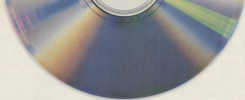
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RATING: B+

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RATING: B-





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future
MAGAZINE



PD FORMAT

Look - it's the same every month. Simon Forrester, free software, public domain reviews. Just read the thing, will you?

Time for *Electric Boy* PD Bytes. I do this stuff because after all it's a hobby, right? - they've made my job about a million-fold easier by sending me a selection of the latest files they've kindly posted after the release of the *Electric Boy* PD Bytes. They've thought as they are pretty good, obviously, have the merit of a public release, as in PD Games Day. I certainly got some other figures posted in my last *Electric Boy* PD Bytes (British Postal Publications, Surrey, GU8 0BP). Failing that, you can always drop me a line on the Net.

AUTO-RACE

Wow! Three months ago, the mag I used to write for received a full priced review of this game, which said

BOMBER

Some of the best games ever had completely no concepts, plots, gameplay and everything else. Some were just GAGS. Bomber is an old game - it's all about a little guy who starts around at the top of a wall, dropping bombs onto you, down below. It's your job to catch them or your's (actually both) would be lost. The accuracy, release times.

That's it. As you progress through the levels, things get gradually harder, meaning that the little man dropping the bombs in irregular patterns

to confuse you. It doesn't confuse you. The speed at which your little mouse is exactly the same speed at which you're used to travel. It's not as if you're navigating at breakneck patterns. This game is all about trying to aim to toggle between something soft or right at different times. It's not very good. It really isn't.

There is a genuine reason amongst PD people that it's a game that's good enough for a full commercial release of its own. It can go into PD. What happens when a game that's good enough for a PD release gets a PD release, and innocent victims are duped into playing it?

10%



An example for the categories of this PD. You can get a full review for the game.

quite expensive and absolutely no effort. Needless to say, I don't get a good mark (you, James, why?)

Once you've selected a car to race (are you taking me that you had?) you're off and away! (Auto-Race was?), we're greeted into a road with power-boost cars, with a view to ascending round the various hills (roads, bridges, and all the other bits). This is a harder than it may at first appear, as not only does your car have a tendency to fly about at the top of the slope with some unacceptably heavy inertia, but the other cars can often straight through you, causing you untold amounts of damage, while they are happily merrily off in search of the finish line.

Looks like I might be quite good, doesn't it? The problem comes when you build too much damage to your car or you're presented with a series of obstacles and a corner, for you to get at the dangerously engineered finisher back down below the safety line before the time limit runs out. Four minutes within, full sports test!

As a full price game, I remember trying this little number to oblivion. As a PD game (though I'm not trying to imply that all PD games are rubbish), it works, though you won't find yourself racing so much as wandering all over the road trying to see how to keep up.

75%

ESPODILL

Here's one of the games in the collection - a game that should have had a full price release at around the turn of the decade. It's a great old clone, with quite a few little bits tucked on. (Strangely enough, for a PD break-out game, it doesn't resemble Asteroid one bit!) (Save for the rather heavy use of blue).

All that's all-ways pretty simple, with little and the occasional one-way barrier, but it gets a bit better - you can influence the direction of the ball. This is done by holding down the left and right buttons, or by a single feature. It's supposed to add an unnecessary depth to the gameplay.

Using this feature, you can make the ball seek in one particular way, or change direction in real-time, enabling you to get at some of the rather tricky. The

old problems don't when you influence the ball to move - it travels normally fast, so leaving back of it with an incredibly heavy ball is not as easy as it may sound - the ball has inertia.

Normally, inertia means that things take a little while to speed up, and a little while to slow back down to a stop. This isn't a much merit as (EMITA) - at least the ball is completely unaccelerated, as is the whole game, but it all adds to the fun.

If I received the game for a full price review, I would have commented on the lack of depth (it was a few more power ups, and given it around 10%). I would also have commented that the two versions I would have been comparing that the two versions are too much of the Commodore version, but I would give it a few paragraphs as to how they managed to get it really accurate about the same time a computer.

This isn't a full price review, though, so I'll simply say that this game is truly excellent, and you should get hold of it right now. *500 Stars* (Commodore version) has the only back how please (Simon?) - lucky!

90%

MUCHLY STRANGE

And indeed it is. This is Commodore, but in this version they don't bring around in really under-estimated ratings, giving you a look at some of their several thousand



people. Instead, they spend their time looking down the screen towards you. This, in my view, is quite every of your's idea that isn't a thing.

The above-mentioned fact is not of yours of you were PD impossible to do, though. So it's just a good enough, then.

Head of a PD - some of the code familiar. Very familiar, in fact. These ideas were typical out of Jeff (see Wiley), and those which were originally associated in Commodore. This is a bit boring. It does provide you with the opportunity for revenge (against the little mouse that managed to give you a really dose of the PD) (actually, both systems) by giving them out to their henchmen.

I think that's the point of this game. It's not really a strange difficulty, which leads to a lot of frustration. Mucky Strange is actually all about to explore the gameplay rather by giving them a chance to get their own back. I, for one, am grateful. One thing I'm not grateful for, though, is the entire version of the Turbo theme tune.

80%



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SPORTS ALMANAC



But as you read them, it's as opposed to them sitting at the computer. The overall solution is the control of an entire system, where you control the player's movement, highlighted by an arrow. This is a strong idea, though it takes a while to get the hang of the whole thing and keep-up with the active player wrapping regularly as different team members get nearer to or further from the ball. The odds are, though, that if you're playing a simulation of a team sport, this is the system you'll be using.

There's more to a simulation than meets the eye - Simon takes you through some of the more mystic areas of the sports sim domain.

That's right - there is more to a simulation than meets the eye. The end result may be a game on a disc that gives a pretty close approximation

of anything running, shooting, or even events such as pole vaulting, but how close are those simulations to the real thing? How would the skills and knowledge gained in those games help you if someone placed a vaulting pole in your hands, stood back, and said "Go on then?"

Even when we leave the strict level of a sports sim, what gaming elements could be found lurking under the surface of other, more abstract computer games? Are sports sims and the concepts therein related with the idea of the classic computer

game, or have they always sat at a tangled, noncommittal recess?



Viewpoint - One of the more obscure problems you'll notice if you straddle

from your football game or even your soccer sim is that of viewpoint - where you sit on the pitch, you stand back and watch as a shot perfectly, but as soon as you switch to a point-of-view perspective, you have only eight directions in which to foot the ball, and even then you can't see further than the perimeter of the usually very small scrolling window. Unfortunately, to test viewing of a detailed game like football, there is no real solution to this problem, but if you take a look at a game like soccer, there's obviously quite a lot we can do.

The big question after these huge handicapping problems, then, is whether those games are effectively useless - with all these hassles, you couldn't get off for life. The simple answer is don't be. These games give the most accurate version of the sport they can, and the situation doesn't improve on other machines - this is the way sport came out, and it's the way they'll stay until 2D and 3D image systems get a hell of a lot more advanced than they are today -

they are today - those games are about as good as they're likely to get for quite a while to come.

Yes, but what's the real you can't see against, the fog games on the field, the referee who makes life hell for you, eh?

DIGITAL TRAINING

If you're the kind of person who keeps up with the latest technological developments (by reading magazines such as our sister, *EDGE*), you'll be constantly aware of the new jargon coming from the computer world - virtual reality. If you start to venture outside of the world of computer entertainment, you'll discover that VR is also being used for more serious purposes - both plans in training to athletes who want to take a small amount their training before they've started building them, everybody's jumping on the bandwagon.

Simulation is nothing new, though - sports sims have been around for a long time. The big question is, can an athlete obtain the same level of training from a computer simulation that a player can? Obviously they're not just being gain any outside help, but there's a lot more to sport than being a muscle-bound meat head - tactics and strategy come into play a lot of the time. Unfortunately, it's a pain-in-the-neck fashion, there is very little to be learned from any sports sim whenever speed skaters might want to watch themselves to work out where their stance is wrong, and footballers might want to watch live of their opponents, there is very little to be learned from any sports sim about the sport itself. This isn't a failing of the CD-ROM alone, though - the most powerful machine running the most realistic simulation couldn't help you here.

Strength - next, this is a bit of a problem, isn't it? How do we represent the need for physical ability and stamina in a computer game? Being good at running is not really to do with being good at a running game, and being good at football won't alter the fact that your computer team can't do half the things you wanted it to.

Unfortunately, the problem has caused a gameplay fight. It's a funny thing, people look at the idea of the sports sim - mapping the idea to that to represent physical talent in a number, the player has to map their physical

level as they can (you've all played that kind of game). This, unfortunately, has nothing to do with physical strength, and teaches players in ten thousands. Complications include manufacturers everywhere, and have chosen to the rest of the gaming population.

Team Trouble - Sport sim trouble number two is the difficulty in getting your team to

HURDLING

As one of those, there are good sport sims and there are completely crap ones. What usually makes or breaks a sim is debatable, but there are always some standard problems when taking a sport from the playing field onto a computer screen.

Physical





So, an opponent's not the most obvious of players then.

LOOKING BACK

try at very well taking about the future of sports sims and the current problems that the industry will have to iron out in the years to come, but something has to be said in the past, too. You can get quite far predicting what is to come from what's gone before—take ping pong.

If, several years back, you started an early then (or even simulated) game system, you'd be familiar with early ball and ball games. If you want to look at the way games have developed over that time, take a look at the following real goals:

Through the two games look massively different, there have only been a few major changes.

Scoring—Obviously, if you want to make the transition from simple bats and a ball to tennis, you'd have to change the scoring system from a race to 21 points to a system involving games, sets, and matches. The tennis game featured went all the way to recreating tournaments, but whatever is done, at that's involved is mathematics, and minor changes to the scoring system.

Features

Take a look for yourself. You could either have a flat, untextured view of the proceedings, or a ball bouncing back and fourth in full 3D perspective play.

This has made very little change to the gameplay, though it has caused one major gameplay fix—playing the tennis stick at the back of the court in a two-player game, for example is an obvious disadvantage for accuracy striking a shot, or even hitting the ball.

Graphics—Here's an alteration that makes absolutely no difference whatsoever to the gameplay, as the white rectangles have simply been replaced with animated figures who serve exactly the same purpose.

Shot detail—Congratulations, we've finally found a change that's done something big. In the old version of the game, the ball had a sharp angle of incidence after with the bat. Nowadays, you can change the direction of the shot using your position in relation to the ball, hitting

back hands, slicing, spinning, and various other angle striking shots. This is not a sophisticated alteration though—break-out games (it's discussed here) have using a similar system for spins (though not quite as advanced).

Walking forward—Obviously, this is an addition to exclusive to tennis, being that you can't move back, leaving the player the best ground before the ball, whereas before both players were stuck on the back line. This particular addition came from computer versions of squash, which have had this feature pretty much since the start. Obviously, pingpong games don't have this feature.

DIVERSIONS

Always remember that when games develop, they don't follow straight paths, sports games don't give you to just sport games. Let's take a look at a classic, an TV game, a variant of squash.

This particular version was two player, but one player versions were just as frequent. What happens, then, if we raise the whole thing by 90 degrees for not even better to do that, in some games) and let the player smash through the back wall of the court? The end

up with a game very much like break-out, which has gone from strength to strength, and has been responsible for a hell of a lot of commercial releases since its birth. This is a PS-version you'll find details of elsewhere in the issue, and if you start flicking pages, you'll see exactly what they're doing, and what an excellent version of its classic ancestor this really is.



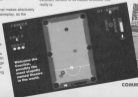
IT DOESN'T REALLY MATTER, DOES IT?

We can all here and talk about how various games manage to give an accurate imitation of a sport while others have teams that are difficult to control, but it's all a little academic, isn't it?

When we're making games with an emphasis on how realistic they are, it's easy to lose sight of the point of computer entertainment—i.e. after all, designed just to entertain. If a game is good fun, or it's additional reward to keep you playing for a good few years, does it really matter whether it's a full representation of the original sport?

Take *Clon Omega*, a version of which can be found on page 26. This is not a game about a full basketball team, or even a misnamed sport at all—it's a computer generation of what American kids do when they're bored. It's just fun. Can you imagine a game of ice hockey with only two players? If you've never played *Mastermind's Hypertalk*, you'll know that you can have fun with a game that's essentially based on a sport without going through the nightmare of organizing teams, picking the best members, and waiting through hell.

In many ways, the games you're playing here are scaled sport games—you may think you've got an accurate set when your players are running around a pitch looking a little bit of a nut more than the game itself, players have to train, managers have to organize, and the team has to be brought together to get them playing in the same direction. Most of the stuff would be boring, of course, but if your favourite football game completely ignores the massive amount that goes on behind the scenes and before the game, why can't you give a few of the things that go on during the game, if it makes the game you finally buy several times more fun?





You know, it takes an expert computer-games type to know anything there is to know about computer games. Actually, it takes a quibbling lot of computer games who keep trying each other up in heated games to know everything there is to know about computer games. If you want to impress your friends with a full knowledge of all things C&P and sports, you might need to know your alphabet...

A is for Athletics. You remember the games, maybe you still play them—in the games that lend your attention your pop-it, look and look with coasting, grinding, about, just to see your tower's slide and beat the computer's runner who aren't entirely aware about by possibly the most stupid, senseless, and hair-brain-requiring control system known to mankind, and therefore get to run at reasonable speeds, winning the game every time until you get about the shop looking out just more money for yet another new bicycle when the other one swayed. Deal or no, deal.



Baseball
—the sport of
knockin' in who
knockin' out who
knockin' out who
—the sport of knockin' out who

B is for Baseball. The best simulation of which being MLB, which has always received high marks. (95%) or

Learn everything you'll need to know about computer sport. Or just revise your alphabet. It's up to you really...

A-Z OF SPORTS

give 90 for its graphics, sound, graphics, fun factor, and something for anybody sports fan, so very gentle ideal of stadium and sports, as in sport to a management job or a baseball game fan. Okay, so the emphasis is on the game side of things, but there's still enough numbers to keep sports-fans happy.

C is for Cricket, a game which produces other very good simulations, or incredibly bad ones. An example of an excellent one was Cricket. A game that must have regular world meetings, for, as its combination of a small amount of rain and reasonably programmed game actions really very well. On the other end of the scale, though, there's Cricket Soccer about Class Cricket, which didn't exactly impress any people, or feeling like always been a beginner to program, and the one part of any-cricket game that everybody needs. Last this problem is, however, it looks as if Cricket Soccer is done in its own of good cricket sim. (Actually, it's something in-between Cricket Soccer and cricket simulation the cricketing job in the reviews. Maybe they were written by people who hate cricket and can't live beyond their to the computer game... Many)

D is for Darts, and thankfully the only two-darts game to make it—Bully's Spring Darts, and Jacky Wilson's Darts. Neither is too bad. Well, they're good—as a computer version of darts, they were quite good, but as a game



When they don't show in the living on the other end of that arm.

that's hoping to entertain you for anything over fifty seconds, they don't really cut the mustard. Of course, you're not reduced to simply playing darts, as all manner of life games including darts still end up being included, but at the end of the day, you're just left with that empty feeling stage upon stage.

E is for Equestrian or horse riding. If you don't happen to have a dictionary handy, it's not really only a different animal, it's a horse, but as well as being completely new, it is a personal custom character, but because there is a human side, there's an element of horse-riding that you can transpose onto computer sport. Apart from Horse-Hobby on the VHS, the only equestrian game you're likely to find is on the Summer Games II computer pack, and it's, um, readable (as are most of Ego's simulations).

F is for Football and the hundreds of different soccer sims to reach the market since the birth of the C&P. Of all those that managed to impress, two are still listed as probably the greatest. ManiaMan (by Jim Peacock), and Day 1999 (from Frontier). Both two made it to the top of the pile simply because they're good—the control system actually takes into account the fact that we're human and can't react in 1/100th of a second, the graphics are still a certain amount of impressive. Probably the best bit is that the whole thing is very easy to get to grips with—the emphasis is placed on football, not moving the player's ball exactly correctly, letting the AI with a retrofitted accuracy to carry out a



There and Fred
have
appeared as
the referee
official
cultural
structures,
and
emphatic.

perfectly simple tactic, or being able to search for things at once. The emphasis is on deciding which way you want to go, and just doing it.

On a slightly wider note, football games gave birth to the anti-game, the management sim. The idea was that a programmer either didn't have the talent or couldn't be bothered to write an action football game, they'd write a 'game' based on statistics, management decisions, and just about everything else likely to come under the most just football fan's nose. Much Of The Day is such a game, its lack

G is for Golf. Jack Nicklaus being the greatest and Jack Nicklaus Golf being probably the greatest golf game ever to hit the C&P. When you look for a great golf sim, you should be looking for a choice of mull, several courses, stance, power, swing, teeing and on-course. Jack Nicklaus Golfies, happily, got most of these. It's only a pity that golf has got to be arguably the most boring sport ever devised by man, really.



H is for Hockey, the icy variety in particular. (Probably the only variety of this fast, violent little sport ever to make it way to Zzap! Zzap! International via Hockey: a game which not only featured all the rules of hockey, hockey, but a few slightly more nice touches in the form of some gruesome little penalties on other versions.



I is for Ice skating, like, not the couple whizzing round the sun doing bits of jolly little games and picking each other up, but the people who look really silly, speed skating or even skating a funny hat and even suit. (Really, though, the only other sport that's been vaguely OK, this one ranked up at three.) (Games, and was absolutely brilliant).

J is for Judo, a good sport to know because it's so where you're wanted, and you can't cause half the damage. If you're into games with beating people up that, you'll find the two best ways worth getting into: *Battle Judo*, and *Uchi Mata*.



K is for Karate and subsequently International Karate. (By probably the best level - never to come out of that either side of getting, of course, being incredible and all that, it's still available from the Hit Squad and probably EGGOS, and it's well worth getting - it's the original one on one fighting game. But it's responsible for just about every other contemporary combat beat 'em up. Get it.

L is for Legs, though...Goddess says: Let's face it, the sportman has on a fat head, and does damn an try to stop. Clearly the game takes them around a track, and they fall round in circles, but not only cerebral, but demand real reactions, so even from knowing your balance and not coming from the knee on the - when nobody remembers, we only get talent seems to be in grassing up the bottom of the lower. You can find a version of the following game on CD-ROMs: *Major League* pack.

M is for Motorsport, an insane sport by anyone's standards, involving jumping into a motor bike and riding over anything that's outside of the ground. The best (and best examples of the one are *Madbike 2* and *ATV-50* (obviously there was a *Madbike 1* but it was nowhere near as good). The problem with *ATV-50* was that it was unrealistic, being only up with balls like jumping into your bike, whereas *Madbike* was constant action, coupled with a clearly designed, I think you can find a winner here...

N is for Nautical, because if you hunting it is a recognized sport, what about the Hunt for Peter October? It just means that instead of stamping around the coastline, chasing after this tiny little thing, you can wash around the ocean, blowing up hundreds of people. Fun.

O is for Othello, a four-yearly event that's coming up again quite soon (1996) to be precise, and shows every sign of becoming its own computer game on the console format - been up-coded.

P is for Pool and a game called, funny enough, *Pool*. (Some of the first graphics sports titles to ever appear were snooker and pool titles, as their sheer reliance on mathematics made them the obvious choice to land on a computer. More recently, there's been 3D versions of the game, where the table is viewed from a perspective angle as opposed to a top-down view, but the idea never really caught on with OMI programmers. It stinks).



Q is for Quasimodo Rules, and a simple observation: why aren't boxing games in any good? They're really always involved controlling the boxer's feet with the joystick normally, and then trying to control him from his boxing gloves, and moving the stick. I can't tell you one thing which is clear right now. (ATV-50, MADBIKE, CAN'T CONTROL THEM, STOP RELEASED THEM, PLEASE. (Even. Even. They are actually - 60).

R is for Rugby, the best two time being International Rugby Challenge and World Class Rugby, the latter winning by a nose because it was easier to control, slightly faster, and contained an incredibly painful coin slot (though a good point). Personally, I think the replacement of the sport with this game should be endorsed by law because forcing PE classes full of hapless-looking boys to jump up and down on each other's heads is one way to spend your time.



S is for Swimming, so go Summer Games. It's just me, or is it that boring one one thing I've got?

T is for Track events and the fact that you can find pretty much any track event you need on Summer Games 161. (They were in *Wipe Out* as well - MATH)



U is for Umpires, who never really seem to do anything at all to control games. Is that right, or, in that you know? You can get your money to make a ball very the act of motion, being moments, and even quite a few minutes, but the umpire just stands there. He doesn't argue or even up (you can't argue with something that you know is right, that he doesn't even know. FISH)

V is for Volleyball, and just how amazing the Eggs will really was, as each volleyball not only gave where other sport some fear to beat into volleyball, for starters, but even it incredibly well.

W is for Weight lifting in a instant, and being complicated. If this kind of thing is your bag, you'll want to get hold of a copy of either *Wipe Out* or *Summer Games* (which contains parks, as they both contain people-level men thing things).

X is for X Sportsman like Gary Lineker. How in a Leicester man myself (Gary's Leicester's favourite one), apparently. But I still can't see the attraction of having a crap football game, simply Lineker's name on the front, and begging the thing for a former a time to enjoy young Gary Line. Is he an ex-sportsman though? I can dream, can't I?

Y is for Yawning (but did anyone ever actually do a yawning game)? Apparently, the guilty party is the game company that produced *Fun For Girls*, namely Hutchinson. But, I think it's a pity that the computer simulation of a woman's transatlantic balloon game. Just.

Z is for Zany winter festivals. Ask any computer writer about 2.2 games, and they'll change. When exactly are you supposed to find any any year that begins with Z? (Zap! Zzap! Zzap! doesn't really work.

and in a sports feature.





GREAT SPORTING FAILURES

For every Gold Medalist there are 50 who never made it further than the school team. And you can bet that for every stonking sports sims, there's an absolute dog. This is their story...

Nobody ever said that creating a good sports simulation was easy. Inevitably, one of the UK's finest are now squabbling for blame and responsibility, while the other game ends up being released in a heap. Over the course of its sporting history, we've come across some truly awful sports games. The software houses might try and hide their own game's fail, by touting it as a competition game, but we're not fooled. These are the worst sports games ever.

IT'S A GAME OF TWO HALVES

Football has had more than its fair share of bad games. Just as there are good, hard and Soccer Home League football titles, so there are the others. Delusions and athletic dreams of the games world. Of these, it's usually the management ones which turn out. And one of the worst of these is Soccer Blast.

There are some people who get a kick out of seeing you get pipped with numbers and even have the nerve to call it something.

Soccer Blast is one of those games where you fiddle with figures, fiddle about with data and then as your big reward see a few baby numbers which point to all relatives to a football team's interests, you could equally be writing plans for total collapse for all the clubs you get.



Simon's Super League doesn't make sense. It does at least when you're playing it, but there were too many levels of games showing a greatest common denominator and the odd obscure punning title combination. Shouting it wasn't.

PEAR SHAPED

It was the sheer mathematical problems which made this CD-ROM seem to have the wrong shape.

Thinking out of the square, with angles, 90-degree, 180-degree and



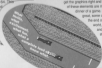
is sufficient, but unfortunately, this game proved it wasn't even. It took some playing and impossible to beat. In short it was about as much fun as a wet rat pooping on the lawn.

The problem with Tom Sawyer's CD-ROM Player was slightly different. It wasn't that the concept

It had graphics that looked like they'd been digitised from the Bayeux Tapestry...

was a slightly off-kilter one, but that the graphics were a bit more serious than it was being. It was just so ridiculously hard to control your tools - you end up hearing the CD-ROM at your nearest garage just to release them. For some games that cry when trying to complete a task of this game.

Big History's is a tremendously exciting game, crick ball of action, tension, strategy and wit-and-action. Unless you happen to be playing International Ice Hockey afterwards. The crick game had graphics that looked like they'd been digitised from the Bayeux Tapestry. If you need to be reminded to control characters,



sporting settings, avoid it until you have a better idea of what you're looking at.

If you bought the inevitably average 16-bit of World Sport compilation then you've got your hands on the most boring game ever. It gets by the name of World Sport. This was meant to be a management sim based around the sport of American Football.

Unfortunately, the few options that the game did have, didn't enable you to change the gameplay at all. You'd start out with the standard rule things in the computer. There was no training sessions, no transfers, no diary of events, and one of the most tedious games ever. Sport at its absolute worst.

BEYOND GRIM

International Truck Racing sounds like a regularly interesting game, but I fear of the genre of a legend tripped. The programmers must have programmed the 34,000 characters that make every message to get stuck in the gear, and then along the athletic route. Despite this with the fact that the computer would not be going on as you and you'd get a reasonably hard game. There are some sports which are only hard to successfully simulate. But software houses still seem to have a habit of that - the results are usually a complete dog. One of the most popular sports to simulate today is wrestling. Ever since American wrestling became popular, everyone's wanted a piece of the action.

AIN'T END

Sport sims are very easy to do badly. The games I've listed above prove the point beyond all argument. You've got to get the graphics right and the control system right or it may as well be a waste of money. You'll end up with a pile of money at the end of a game. There are those games which are great, some of which you might recognise (2D-Ar) at the end of the day, in the up and under world, when the country's leading and the sticky fingers aren't in the stadium crowd probably rather play the real thing anyway.



STEM'S RETRO REVIEW

Captain Stem steps through the time portal and brings back this report from some ten years ago. Phasers to stun...

ONE ON ONE

Here's a nice change for a normal team sports game, in the form of one-on-one basketball. The idea is to have one basketball ring, two people, and a ball. All they have to do is score points. Simple, really.

So the two-players battle it out, using all the normal basketball moves with all the normal basketball rules, except for the fact that there are only two people. Dead simple.

Before you actually start, there are lots of lovely options that you can change to alter the way the game works, such as the choice of locations, park, college, and college gym (really difficult), and even if the computer players you want to slug it out with. As well as this, you can select time or score game, and which mammals on each point.

What makes the game so darned memorable, though, are the actual abilities of your player. As not only can they dribble without the ball bouncing weakly off the side of the court while everyone laughs, but they really can jump. The variety of different jumps you can do is quite remarkable, letting you fly over the basket and drop the ball in, beat through 180 degrees and

then score your point, or just stand at the back of the court and throw from where you start.

It's not as simple as that, though, as other player can jump up and snatch the ball either from mid-air or while it's falling around the top of the ring in a fancy basketball fan-like fashion, and take your own shot.

For entertainment's sake, there's also the ability to pull the ring clear off the wall on some courts, at which point a nice lobby comes along and sweeps up the rings. If it's your court, a bonus vote looks for the much like Danny Devito comes along and points at you in a threatening manner.

Altogether, this is a darned nice little game. There's no need to spend ages staring at screens and screens of statistics, just as there's no need to spend at least an hour getting used to the unmanageable control system.

For added fun, there's a two player option, letting you play One On One with a friend, or get some practice in against a stupid random dummy. All of this means that One On One is one of the most enjoyable sports-based games seen in a long time, and its graphical polish only adds to the fact that this is an enjoyable and playable little game, well worthy of your joystick's attention.

85%



IKARI WARRIORS

Everybody's played a Commando-style game at some point—they've run through a jungle massacring hundreds upon thousands of enemy soldiers, and they've had a lot of fun. Ikaru Warriors is doing almost exactly the same thing, but for a change, this one is interesting—you don't have an incredibly busy and thorough cut-scenes and then get ambushed by 40,000 enemies, with only one bullet to spare.

What we have here is a version of the standard actually-sounding run, dodge and shoot affair, with enough twists to keep it fresh—there are larger gun barrels and get boxes to use out with a heavy grenade, helicopters to shoot down, items to earn, tanks to destroy, and the odd looking to hide in the ground.

Then again, you'll find Cheats. Reaction the Cheatsheet this

month, and probably ask yourself why you're bothering reading the review of a very similar game. Well, there is one very good reason, being that the enemies actually have some life outside. That's right—when a soldier appears on screen, he won't just run in one direction and shoot you if you get in the way—the groups of them run on the side of the screen, kneel down, and often flaking that they fire too soldiers using the standard tactic of outnumbering the odds 400 to 1.

That's not all there is to this lovely little journey through the jungle, though—if you manage to find a rare ring around things, you can put your fierce face appearance to good use and shoot a warning over to enemy enemies, so you that follows the land game presented by the original comic, desperate to keep his insurance premiums down.

So it's a nice game in principle, but that isn't one thing—how does it play? The answer is, remarkably, as you that follows the land game presented by the original comic, desperate to keep his insurance premiums down.

Though you can use either bullets or grenades, there's a real one to the bottom and to the grenade for when you don't have them. Apart from that, most fun.

There really isn't anything unworldly about the game, as it is a full consistent hitting action. The fact that jumping into a soldier will all you gets a 40 marks occasionally and the all too-recent 'one bullet and you die' is a bit more like familiar when you find that—this is not a game for jumping through, this is a game for steadily improving on.

So, when you've achieved a relatively nice little thousand, and it's finally game that allows you to play for to play, it is possible to get some fun out of it. It's a fun little game with lots of fun things playing in the same time. The ability to shoot and kill each other is something to question, but it all adds to the fun, and the odd competitive game can be interesting—especially when you're playing against Muzak. (Thanks Adam—1992)

80%





MAINTAINING YOUR 64

Is your equipment falling to bits? Having tape loading problems? Maybe your connectors aren't connecting quite as well as they should. Here's Simon to show you how to take care of your kit...

Have you ever seen dust? If you haven't, and you suffer from a weak stomach, be thankful, as it provides lots of good, for once, clean, pebble-size bits of metal landing in, out, or right through them, and better hope dust gets down to meet you with your hand over that essential keyboard hole as floor settles. Please wait out, you see, and they get damaged. This crap off, other bits, say, things come in, other bits, should go. Your CPU, a really, the same - vulnerable.

AARGH!

There are bound to be some of you out there who've read the suggestions on these pages and have got someone, well suffering in fairly modern computers, usually building that I hope the first thing about maintaining my DMA, and working from I see. The job is the first piece of the computer that doesn't really have one. If you're all flourishing, and there's something seriously wrong with your machine, how best can I help you to see if it is an electronic repair shop - they usually charge to reach to fix any problem.

The big question, then, is how can you stop of these horrible, tortuous things happening to the computer you love (and care)? With so many wires, hoses, leads, and other body bits, things could get rather difficult, let's start with a few very basic problems, then.

Our venerable 500-Kit for these little repairs consists of a bottle of alcohol and a cotton wool ball. Be up-of-down to locate, keep protected a bottle of pure alcohol (don't use 'getting any ideas' - it'll kill you), and a couple of cotton wool balls (you can't get everybody drunk in their own sweat though, you're not supposed to). The whole lot should only cost you a couple of quid, though if you're really hard I mean really desperate, and you can't find a chemist anywhere, a really stinky bottle of vodka should do the trick (vodka always seems to have the best results).

Be a little careful, though - if you use any fluid with cleaning agents in it, you could be doing the damaging work.

You'd look like a complete Lionel sitting there solemnly trying to stare through a film of laddered Ian nylon...

equipment, and it could be permanent - you have been warned, so don't do it.

MY TAPES WON'T LOAD

Let's face it, don't? You get home after a really hard day, and you just want to crash out and get a few pointers (people in a burning hell like it, glory, and you can't do anything. What to do? Most tape loading problems usually occur from dirt and grime, which is easier to get off, then, isn't it?

Next comes the really difficult bit that isn't imagine you're loading up a tape, without a tape in the drive, and with the tape heads wide open - spot the habit (spot) press-pity and to GEM! and RUBBERTOP on your keyboard. How do you have to do it? Do the cotton wool ball (depending on whether brand names, of course) into the alcohol (bring it up for a while, so it doesn't load your equipment and start down-smelling things, too), and dip it into a few more of the bits that stick out, where it happens.

The last part is the real head - all you have to do is make sure that all the work on it is done on your cotton wool ball. The alcohol is a little more fiddly - it's that thick when it's burning good quality. The other problem with the kit is that you can't actually see the dirt, so it's the same colour as the wheel - black. A little care should also go through, though, make sure you've got all the cotton wool off the wheel before you finish. You could do this with a little help from a finger, but make sure you wash your hands thoroughly before trying, so you'll end up putting more grime onto the wheel than you started with if you don't. When you've finished off that, you'll be able to leave your tape back in or take it out. Please (please) don't turn it off, though, to make sure you're that all the alcohol has completely evaporated, before trying to use it again.

MY ADD-ONS WON'T WORK

Obviously we're running into the streets, fascinated by the day the Earth stood still, then want out to look for a bottle of pure alcohol (they would the 1950s bottles of pure alcohol (most)). It is said that the entire human population (don't bother with the stuff for the tape

You should make the urge to end the creative, analytical, data, any other of any other medical diagnosis when you're performing this delicate operation.

heads, because it meant leaving a hole, even one tiny hole, and plugging it the way shown in the diagram. You really need it now... so buy it and stop all that whining.

The reason your 800-calls don't work on the whole is a sticky connection - edge connectors gone bad! **1** are the most, so if you have an identified fault with your Action Playfly, tape deck, floppy transfer or anything else that plugs into those odd almost-busied connections, they'll need cleaning as well.

It may not be the best of edge connector goodness, but there are two kinds of 100% "responsive" fly:

2 - Cleaned surfaces to the odd bit of dirt. This one is totally free, by just turning your CD4 off, wiping the connector with a little bit of tissue paper, then going over it with your absolute cotton bud, leaving it for fifteen minutes, and turning it on to find that everything works wonderfully well.

3 - Cleanup of debris. This is the "edge connector don't strike any more, and the dirt is unidentifiable" situation, in which you'll have to dig down to BNC or such a place, and ask for some really amazingly fine grain sandpaper, explaining that you need to sand the dullness off an important metal surface that's under three feet. That, with utmost no pressure at all, rub the paper up and down the contacts until they start to look like metal again. Once you've done this, give it a bit of treatment number one.

Also try to be in mind those edge connectors have two sides - clean both of them, or all your hard work is effectively wasted.

WRONG PLUG

On on... you've got problems with those 100-round DIN sockets and things, haven't you? These are the plugs that connect your floppy, monitor, data drive, and hard drives what else to your CD4. There's a one thing you must do before getting the lead off to your local repair shop.

If you take a close look at the plug on the end of the lead (see diagram #1), you'll see there's a little metal bit sticking up, stopping the plastic sheath coming off. If you push this bit of metal down, you can really get inside the plug, and see if there are any loose metal filings around inside. If there are, then you've found your problem.

So if not, you might be looking at a slightly more serious problem - a problem so serious, no grandson is fit enough to witness that it's out of the hands of a magazine article, and into the hands of your repairman, along with a lot of cash that fills. But start taking up now, then all that! CD causes this sort of thing only happens when you're really sick. The very abandonment of code law.

The material they use to create edge connectors gets dull and sticky very quickly. This dulls the contact between the connector and the equipment and leads to floppy communication. You can usually all these problems by inserting in a piece of extra fine sandpaper.

HANKY KEYBOARDS

you need to clean your keyboard from the plant kingdom or your grandpa's bottom end of riding around inside my keyboard. What ever it is, it's a real nasty pest in the box!

For the first, ground breaking technique feature-over, you have a choice of what you can do: either get out and buy a really bloody amazing keyboard specially designed for job, or go to the center (laughs, really). When you're home again you can work one of them, can't you? Just rub those poor keyboard slowly, about half a centimeter away from the keys. Well, you get the idea - it's perfectly safe, but you'd be surprised at how many people DON'T DO IT, and it means typing on a squaring keyboard, bringing new interesting forms of words and phrases to a very interesting area (not if you don't). So get your distributor out now and get it a Hoover.



IF IT AIN'T BROKE...

Up until his famous gardening accident, my grandfather used to leave me up and down on his wooden lawn that was used as a pet cushion. I was only eight months old at that time, and believe that if something wasn't you shouldn't try to fix it, and that people never stuck to this rule. Indeed, when CD gets busy a few feet below equipment, lots of people were claiming that they type their words but they need it, and use it's impossible to demand, and could they have the money for a whole one, guess some people just want to their poor CD4? (he don't pay a penny - if it worked, why did some use CD4s start looking around inside it with a screwdriver?)

The same applies to what you've read here today - if you start reading away at bits of circuit board that were quite happy as they were. Then, you very much, we won't take responsibility for your actions. You're on your own... Am.

Many features of trying to restore your readability, see it!

AND FINALLY...

If you've got any specific problems with your CD then write to us at: Centre of Computerism (Postal) and we'll see what we can do.

Other topics we'll definitely be following in the future will include how to mend that supposedly broken keyboard, how to get a much better picture out of your television, how to restore your CD4 to its former glory, how to simplify the mess which your CD4 usually sends out to the TV and all sorts of other wonderful gadget problems. We may even demonstrate how to get nuclear fusion operating on your TV installation, how to get a square, how to get whites clean without the food waste, how to stop red spots on your lawn, how to travel in balloons and how to tell if your neighbours are Mumsnet. All this and more is yours in a forthcoming issue of the best and only CD4 magazine.

I'M BEGINNING TO GET HEADACHES

So the, you know, you, and if you're seeing a beam and you can get them while sitting at your machine, you can either go out and buy a screen filter, or stretch a bit of your mum's night over your face, but go out and buy a screen filter, because you'll look like a complete idiot sitting there solemnly trying to stare through a bit of lathered sea nylon, and I can't write



Pointy Moplin is Johnny Head. You can order a customised amount of what is the best advice by inserting your heads with a bit of care and attention. Avoid sounding them by showing these up against the wall or by making 'T's on them.





PROF'S SURGERY

How long's a string? The Professor knows...

MEET LEN

LEN is a BASIC command for finding out the length of a string, the number of characters that are in it. For example, if you use `LEN("GOODBYE")`, then `PRINT` (`PRINT` would give it), but first, you can see the string, the `PRINT` (`LEN("AB-BC-DE")`), if you're feeling silly but otherwise you could always give `PRINT` (`LEN("PTXKJL")`) a value. `LEN` can be used in conjunction with `STR$` for some very useful tricks. For a case you may want to search through a string for a particular character, like the letter "F," I don't know why on-earth anyone would actually want to search for just the letter "F," but it's only an example, after all. To this:

```
10 A$="MEDICINEPROGRAM"
20 FOR I=1 TO LEN(A$)
30 IF MID$(A$,I,1)="F" THEN PRINT
40 NEXT I
```

When you run that normally existing program, you should get the result `FOUND AT POSITION 10` printed on your screen. This is because `LEN` has been used to work out how many digits need to be shown. You could substitute line 20 with `FOR I=1 TO 10` but when you don't know how long the string is, you must use `LEN`. The `MID$` command is there used to extract each letter in turn -- it starts at position 1 and extracts 1 character from `A$`.

A BIGGER BITE

You may want to check out, say, the three characters that come before the "F" in the string. All you need to do is take note of where the "F" occurred and then use `MID$` to extract what you need. So amend the program so that it looks like this:

```
10 A$="MEDICINEPROGRAM"
20 FOR I=1 TO LEN(A$)
30 IF MID$(A$,I,1)="F" THEN PRINT I-3
40 NEXT I
50 PRINT "OK", I-3, I
```

Now the variable `I` will hold the position number for the last letter "F" in `A$`. Line 30 will subtract three from this and then take the next three characters starting at the position calculated. Remember that the letter "F" is found at position ten. Three from ten is position seven. The three characters starting there are "CAN" and that is what should be printed. To take the `PRINT`

with the program it is, Line 40 takes the original contents of `YES`, adds the character in `A$(I)` to the end of it and assigns it back to `YES`. Lines 30 and 40 print what was printed and loop back for more. `GOTO` will only read one character at a time.

NUMBER 5 NEED INPUT

ANOTHER way to read from the keyboard and store the result in a variable is using the `INPUT` command. The format for doing this is shown in the following simple program:

```
10 GOTO *END OF WORK
2000? 0:0
30 INPUT "HELLO " ; I:0
```

`INPUT` will always print out a question mark after the line, or just a question mark if you do something like `INPUT ?`. You have to press the RETURN key after typing what you want. The disadvantage of using `INPUT` is that you cannot control how either the program which says register with `GOTO` you can find things to put the letters, or just the numbers, and so forth. `STR$` (`STR$`), you can mean everything up by clearing the screen.

Deleting the question, changing values and generally messing around.

COMMAND PERFORMANCE

There are a few other commands associated with strings, namely `STR$, VAL$, ASC` and the one you've already met, `CHR$, VAL`, is the opposite of `STR$` and `ASC` is the opposite of `CHR$`. For example, to convert a string variable into a numeric variable, you use `VAL`. To do the opposite you use `STR$`. The following few lines demonstrate some uses for `STR$`.

```
10 I=12345
20 PRINT "A" ; VAL$(STR$(I)) ; I
30 PRINT "B" ; I ; VAL$(STR$(I))
40 PRINT "C" ; VAL$(STR$(STR$(I))) ; I
```

Take note the space character when `STR$` is used with `MID$` in line 30. Line 30 is useful for displaying scores because the last digit of the score will always appear in the same place on the screen -- it builds around 0's up to 9's like a calculator display. Line 40 shows how to use a fixed size for a score at something, adding the beginning with zero.

`ASC` and `CHR$` are concerned with character codes. Every character on the keyboard has its own code and you can find these out by using `PRINT` (`ASC("A")`) for example. That will print 65. `PRINT` (`CHR$(7)`) would give 48. `ASC` (`CHR$(6)`) is the opposite. `PRINT` (`CHR$(65)`) will give you a letter "A". A space is `CHR$(32)`.



character after the letter "F" you would change line 30 to

```
PRINT MID$(A$,I,1). You could even split the string into two strings with everything before the letter "F" in one string and the rest in another. The changing line 30 to PRINT (LEFT$(A$,I)) ; PRINT (MID$(A$,I)) in order to do that. Don't forget that you have to do the last number in the MID$ command, it starts at position "I" and continues everything to the right of the position.

```

GET IT

A very useful command for building up strings is `GAT`. It reads characters from the keyboard. For the example, remember that `CHR$(7)` is the computer version of "the "PSYCHIC" key.

```
10 I=""
20 DO UNTIL I="A" : GET I
30 IF MID$(I,1,1)="" THEN PRINT
40 PRINT I:GOTO 20
```

Line 10 clears out `I`. Line 20 uses `GAT` to read the keyboard and stores what it finds in the variable `I`. If nothing has been pressed, `ASC` (`MID$(I,1,1)`) will be empty string ("") and so it would loop back until something occurred. Line 30 checks to see if the character it has read into `I` is the code for the RETURN key and



That's it for strings but if you've got any follow-up questions, just drop me a line. Next month we're going to be looking at variables and how they are made.

Are you tired of just loading up different games? Do you want slightly more from your machine? Simon shows you the BASICS...

BACK TO BASICS

Leetboard picks from page 30 of our issue. If you can't find that one, don't worry, as you'll find a similar one in nearly every issue, but the 30 were illustrated in it:

```

1 001 0010 10 000000
1 0010 0001 0 100000
001 001 00 0000
through it command by command:
000 10 000 00 000
Starts off the loop, with 2 as 001, stopping it when 000000 001.
000 10
You don't really have to worry about this command just yet, as just remember that it takes a byte from the Oct 10 statements later in the program.

```

Steps are fun things. Last month, we took a look at some loops that just spin round until you decide to stop them. Now it's time to create some slightly more useful loops. Let's not waste time writing, though — you could type in the following program instead:

```

10 000 001 10 10
10 0000 0000 000000 00000
10 000 10

```

You could even type the program as well, using the PBR command. If you really wanted to, those of you who look like 00001 should add the words **STRIP COMMANDS** or **FORMAT** printed on your screen 10 times. Try the next program:

```

10 000 001 10 10
10 0000 100
00000 100
10 000 10

```

Congratulations — you've just completely wasted your time, and created another loop that acts in almost exactly the same way as the first example. You see, it all depends on the numbers you put in the brackets.

This command, in combination with the NEXT command in line 30, puts everything between the two lines (in this case only line 25) the number of times it has to in order to get started in equal order. The second program, then, runs the loop on the numbers 10 to 20, printing the string ten times. It would warrant the string to be printed five times, the line could have read PBR 001 0 5, PBR 001 0 10 or PBR 001 0 20.

In case you're wondering, the **var** lines 10 and 30 is a variable. If you aren't sure what a variable is, you can find a detailed statement on the page. In the meantime, we're going to try something else:

```

10 000 001 10 10
10 0000 10
10 000 10

```

Decrease it to a variable, we can give the contents of it throughout our loop. This means that this program will print the numbers from 1 to 10 on the screen, it's boring, but when you get further into BASIC, this variable loop will prove itself to be invaluable. We can take this further, though. Try replacing line 10 with:

```

10 000 000 001 0 000 10

```

And before you know it, that rather simple another keyword by you at twice the speed of speed. It's still quite straightforward, though — the **var** of **000**, really what it says, stating the steps the loop has to move it.

For instance, if we wanted all the even numbers between 0 and 20:

```

10 000 001 10 00 10
Or every third number between 1 and 20
10 000 001 10 00 000 10
But we might want to count in halves, backwards,
from 3, 111.

```

```

10 000 001 10 00 10 10

```

Any you have to remember is that for absolutely any step size, be that positive or negative, other than +1, you must give a step down for -1, because computers really are that stupid, folks.

WHAT USE IS ALL THIS, THOUGH?

Good question. Let's take a look at a few of the Commodore pages, or in particular the Executive

This instruction isn't directly related to the page list — it adds together every number 0 comes across, so the total can be checked at the end to make sure you've typed in all the Oct 10 statements correctly.

Anywhere in where the actual printing is done, putting the address back in the variable it with the value held in the variable 7.

Because there's only one loop, the variable letter doesn't be used. In fact, there aren't really many instances in what it'd be imperative to state the variables, but it's always wise to do so, as it makes the running about a million times easier.

CHEERIO

And there we have it — by now you should have a fairly firm grasp of the principles of loops. As a little teaser for next month, you might like to try this:

```

10 000 10 000 000 000 000 000 000
10 000 10

```

Remember to include the last character on line 10, by the way, and see what happens — this is a method of printing strings of text for anything, really? strings, that month, you see, we'll be dealing with strings of text, and all the wonderful things we can do with them.

In the meantime, if there are any aspects of BASIC that you're having trouble getting to grips with, just write to Back To Basics at Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 1JN, and I'll see what I can do. Right, now where did I leave that related loop?



VARIABLES

What exactly is a variable, then? They've cropped up already in this column, and they're the fundamental things behind BASIC programs, but you don't know what they are. Let's take a look at some numbers 4, 15, 0, 10000, 0, 10

Notice how I repeated one in there, consciously or not? The stuff of the matter is that a variable is like a normal number in almost every sense, except from the fact that it can hold a variable number like

about zero. If we wanted to assign the value 4, four, we would use:

```
10 001 4
```

And if we wanted to double the value, we could use something like:

```
10 001 8
```

Or if we just wanted to add 1 to our variable:

```
10 001 5
```

So if we combine all of the with our loops in a fancy way, to work out their sum of all the numbers from 1 to 10:

```
10 001 10
```

```
10 000 10 00 10
```

```
10 000 10
```

```
10 001 10
```

```
10 000 10
```

As a matter of fact, you've just got some something else — that we can print variables to the screen in the same way as we could normal text, except that this time we use a code of the "space mark". This has the Oct 100 that it isn't actually the 10, it's 000 10 10.

Also, bear in mind that though the **var** mark is slightly better variable names, you could have variables called "Moo", or whatever, but commands such as **PRINT** or **PRINT** won't work, and they aren't the same as any keywords (you can't call a variable "PRINT", for example).



DEAD EASY SCROLLS

Fancy learning the secrets of funky 8-way full colour scrolling? Our technical bod, Paul Black has got some very good news for you all...

In the last article I took a quick look at sprite multiplexing.

Multiplexing is a good technique that can be used to pull down the eight sprite banks of the 68k hardware. This time I'm looking at scrolling and how to achieve this using large maps with a good-sized and tested game-compression technique that's easy to get to grips with, but very effective especially when used in conjunction with scrolling. There's those main areas I'll cover, how to scroll the screen and some limitations of the processing involved. Now we can build large maps that seem to expand the memory of our machine, and finally to pull this together there's a pretty extensive program that uses the techniques discussed. To start off this tale scrolling.

WHAT IS A SCROLLER?

Basic screens are fine if the camera tends itself well to the resolution of the physical size of a single screen or you may even tick screens to progress across your computer world. When you're watching some your's thing, get confused and lose interest if the camera's not looking between views, so use a scroller to assist.

top end



Duke's camera looks on greedily at his wallpaper and resizes itself to a spot of raster scrolling.



Right: simulations require lots of compression lines and look crisp with steady scrolling.

Keep everybody happy.

A scroller routine is usually written in machine-code for speed. It basically enables you to display an area of a map (not often-called a window onto the map). The benefit of scrolling is that the player can

expect more naturally with the play area and it also gives the impression of reality and the increasingly important presentation factor, scrolling gives an air of professionalism that, if done well, simply looks good.

HOW IT'S USUALLY DONE

Most scrollers use 8-bit games use some sort of scrolling background, the landscape smoothly appears avoiding the red-raws of sprites. Other types of game use scrolling for specific purposes (there's just too much information to display on a single screen), even using old utilities are more interesting when stuff scrolls up the screen. Scrolling is achieved by altering the view of the map that is set. For example a map of size 2

By 2 screens may be displayed using only a portion of 1 screen-40 bytes, by 20 characters long.

Usually the map is stored entirely in the computer-memory, it is a character-based map then this is stored character-by-character. So a map of 2 screens by 2 screens wide-160 by 20 characters per screen)-uses 4000 bytes of RAM. All numbers display a portion of the map, sort of like looking straight through a window, it's a resolution that visible portion of a map is often called a window. Scrolling is achieved by altering the portion of the window relative to the map.

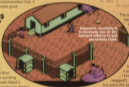
The illusion of scrolling is achieved by displaying a slightly-different portion of the display near the

original the vertically, horizontally or a combination of both-in diagonal scrolling). The only drawback of moving a character at a time is that another reason the display window in characters it goes to go, which doesn't make for the smoothest of scrolling-by any stretch of the imagination. The answer... use the view registers rather than whole characters, but how do we do this with a screen of characters that can only be placed in columns of 480 bytes by 20 doesn't this answer lies in the 'view registers, not good old video chip (VIC, not a job as Mr. Flowers, but a lot of a lot more useful), VIC can also view the 68k screen position horizontally and vertically by shifting from 1 through 6 pixels. Thus we can move the screen in any of the intermediate positions before we reach the character seen. Therefore the new sequence of events is, first the initial window, movement or decreased the screen position until we reach the character seen, then reduce the window (at a new position), and read the screen scrolling registers (the character 'seems' to be in the point where we can't move the screen any further using the video chips registers, so we're forced to shift the screen data-character by character).

The 68k has the ability to move the screen in pixels using two registers, \$D014 for H and \$D015 for V movement. These registers aren't dedicated to scrolling so will be used to watch what we're doing, setting only the bits that interest us. These happened to be the first 5 in bits 5, 1 and 3. The following BASIC code illustrates the use of these registers by moving the screen up and down, it code but gives you an idea of the whole scrolling thing.

```
10 P10 = 4 : L = 0
20 P100 = 0:270,100,0
30 GOTO 4
```

```
40 P100 = 10
```



Horizontal scrolling is achieved by altering the view registers to get somewhat different to get absolutely right.

The scroll register takes care of the intermediate positions, but can't be programmed to move the maximum distance from the display to scroll (I would be very nice, but I just don't do this I know I've

logged). Therefore at the core VIC says sorry and makes a 'uh-uh' noise. Your program will have to do the rest... There are two basic directions we can scroll, horizontally and vertically. Horizontal scrolling is accomplished by shifting the contents of each line either left or right depending on the direction of the scroll.



Here's a flow chart for horizontal scrolling on a standard screen.



Just like in a film strip for horizontal scrolling.

From the diagram above, notice the effect of scrolling the screen both horizontally and vertically. There are the loss of data at the end of the screen and the gain created for new data at the other. The easiest way around this is to "wrap" the screen/data from start to finish, thus data leaving on the right appears at the left. This isn't really all that useful as, we want new data. The effect of scrolling a landscape etc. is done by introducing the next bit of the picture in the gap at the head of the scroll, so you keep putting more of the picture in there until we're at the end of our picture or want to stop. Scrolling the screen vertically is just as easy, so just shift some lines up or down. There are several "rules" that should be followed religiously when you're scrolling the screen, namely:

1. Always move the data starting at the end of your scrolling window. If you don't the next character to move will be overwritten by the previous one and your scrolling will look a bit odd to say the least!
2. Repeat images as the only way to achieve silky smooth scrolling on the '84 update must be constant (ie. every raster) and the speed of scrolling must also be smooth, with about 30 frames of 1 pixel, plus 2 pixels result in only 100ms (notice the greater uses some kind of momentum, but be careful to ensure that the two smooth transitions between different speeds).
3. Sometimes in the heat of it, games will tend to flicker instead of objects moving about simultaneously due to no account the machines processing power, don't over do it, or you'll suffer from the consequences of slow motion clip... or worse a night on the floor!

Using the hardware to move the screen is plain, it's much easier and faster than doing this process by software alone, but never the less many machines are forced to do so, the Spectrum and Atari 512 for example have

no hardware scrolling. The '84 was fortunate that the designers can fit to include scrolling the graphics!

Some platform games don't need a vertically scrolling window.



the '84.

stead useful, if they

hadn't just think how many games might never have existed or be worse the '84 might never have achieved such success.

As a point of note, other scrolling hardware around such as Hercules (the H85 version), KnowledgeGraphics (Kagraphics), trademarks and allow the screen to scroll a whole screen wide, before it reaches the end! This is because to scroll a ready a window on a 320 screen that can be positioned anywhere, it even wraps around the edge! This allows the programmer to introduce new data in the hidden part of the screen, making scrolling so much easier (console programmers have an easy life, with all the dedicated hardware, makes you feel really stupid, it).

In a habitat we can scroll the screen using ten methods, completely software driven or hardware driven or a mix of both. By "mixed" I mean that the hardware has some facilities to help out but they still need a fair bit of coding to get a decent screen scroll routine going over. The '84 software limited gives more control over the display, but needs plenty of processing power and memory, something that an '84 screen can't seem to have to be honest, so large it.

Always back to reality. Smooth scrolling is most always achieved using raster interrupts, updating the display while the raster is off the screen to avoid flicker etc. When an display a window, visible processor cycles are being used, and before we know it we have really only "lost" time left (that's the delay between screen refresh, and it's odd that we haven't even considered

it) yet! This is a major design problem with scrolling games, we must make decisions like... "should we go the whole hog and scroll colour or just character data?", even scrolling characters only takes a fair amount of processing on the '84, the reason, a processor speed of a mere one million cycles per second, by comparison to today's machines of standard 20 to 40 million, the '84 is slow.

They will be ages and suddenly new identical letters appear, some along together.

A window with colour, other than the four basic screen colours, rates at least twice as much time to display, but as with any problem a little compromise has many a benefit. It is to limit the speed of scrolling and ensure the moving, diagonally both horizontal and vertically can cross the character screen satisfactorily it can be done... in the middle of great old Blue Peter, in a case of fact it's one I prepared earlier. First we display a full screen of characters and colours, then while we're scrolling between screens the next window position is secretly built. When the time comes to cross the character screen we dump colour information into the colour RAM and switch in the screen we made earlier. If the old window is a bit simple, then your best right, but at least the simple ideas are definitely the best (or at least seemed to understand). The only trouble left is implementing the idea on the '84... (as luck would have it I've done that one for you, look on and so on).

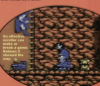
HOW TO INTRODUCE DATA.

There is a little niggler in our scrollier design that needs attention namely the map storage. If we want a good size map of say 4 by 4 screens, then we'll use nearly 10k of the 16k precious RAM. Again a little thought and we come up with the answer, compress the map data. This means that we'll have our map in the form that takes less memory, but would allow us to get at the data when it's needed, ie. when the screen scrolls and leaves a gap for more of the picture.

Easier said than done, to not really... there are many techniques available that can be used to compress data, simple algorithms such as RLE (run length encoding) and run to simple ones such as Huffman coding. While these methods are generally good at squashing a large volume of data into a small space (such as between Mr. Blobby's marks), they don't really suit themselves at their best to scrolling because of the time it takes to run them. What is needed is a simpler and therefore faster method to store more information in that small space. If you've ever used the cheat "on up" combination for ten years already familiar with the technique we'll use... data blocks the way forward...

SCREEN PACKING...

Reducing the amount of memory a map will occupy involves issues such as dimensions (how big does it have to be), whether we want or need to include bits of colour, are we satisfied with character graphics or do bit mapped graphics lend themselves more to the project in hand, and finally, the big one... is the screen being packed, or in other words, will it scroll?



An effective window can make a game almost scroll the map.

MAYHEM

HAPPY PIPE LAND

Gremlins attacked Mayhem's page last month, so after much tweaking, here's the happy portion of Pipeland...





PIPELAND STAGE 2

Time limit: 250
 Chest quota: 11
 Star quota: 231



CAST OF MONSTERS

Claw - Very similar to its earlier counterpart on Jellyland, but the Claw in Pipeland have learned to run - now it's your turn to sit and hide.

Impersonator - Much the same as its Jellyland counterpart - though these move faster than before. Be especially wary of groups of these beasts.

Bumpy Jet - As you might expect, the bullets move a lot faster on this level, which doesn't help when Mayhem is caught in between two Bumps. Jump over the bullets into their heads.

Megacannon - A formidable beast, which is incredibly tricky to kill. Although it is easy enough to charge into the front of him, the lack of platforms makes matters steadily worse.

Centennial - This weird "thresher" is indestructible on the floppy level, and comes in two forms. The best quite odd creature combination, the second just gets in the way - sort of like a Birthday Blow.

Spooky Dino - Similar to the Claw in most respects, apart from the fact that you can't charge into the back of him. Stick to jumping on his head and you'll be fine. Just don't aggravate him.

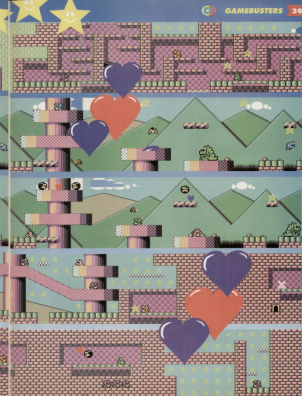
Beast - If you're getting to collect a Super Star Bonus, this is not the monster to collide with - he roars your stars. Jump over him, take a diversion, leave the country, cancel your milk. Above all, avoid him.

Proton - Quite an elusive monster, as it's often possible to charge under him while he's jumping. The best approach is to stop and jump on his head (this too requires a good deal of skill).

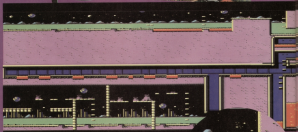
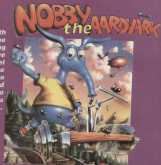
Acrobatic - This is a spring-loaded monster, and therefore won't harm Mayhem. It will, however, enable him to reach higher.

between (hidden or otherwise) and high ledges, if you're!





Helmets at the ready for the fifth part of Andy Roberts' awesome player's guide about the amazing glove-trotting aardvark. If you're stuck on that irritating fifth level and you're losing sleep because you haven't got a clue where to go next, then read on, oh striped travellers. We're too good to you lot really...



LEVEL 5 - MARS SPACE STATION

From the start, head right, avoid the two flying saucers that appear, jump to get the top ones, then continue right. Shoot the little bomber, and dodge any bombs for Brax.

When you reach the fire pit, jump up onto the platform, then jump

across onto the disappearing platform just as it disappears - if you're timing it good, you should land on the platform, so immediately jump right again. Now jump right across the platforms until the green Martian comes into view. Stay on the spot and shoot him.

When you get to this section, jump carefully. Because that top one's a tricky leap, don't say that we don't warn you any more!



STILL NOT TRUE

There was once a filmstar that cartoon about an actor/producer called Curt. This particular character was kind of anything-but-evil, but he often put up with some campers' problems through his advanced problems, leaving nothing but trouble.

Unfortunately, his cartoon never took off and he was considered to be a flop, just after your audience figures. Curt was based off in the late 1970s and early 80s in a new cartoon, but this did not work from the original. He has now returned to Florida where he lives with...

jumping any bullets he shoots at you.

Jump across onto ferns first, run right and shoot the big blue Caddie (again, jump any bullets), then go right and drop down. Kill the big blue Caddie if he's there, edge right and kill the first Martian, then continue to the right and kill the next martian in some odd, meaningless way.

Jump to the top and shoot the big blue Caddie and the flying saucer. Then carefully drop down and shoot the two green Martians. Now you're faced with another disappearing platform over a few pit abnorms, so deal with it in the same way as before.

Once across, run quickly under the gun turret, don't stop to shoot, then drop down the gap at the far right. Walk left and shoot the two bombers, then carefully edge leftwards and shoot the gun turret. When the bomber below you moves right,

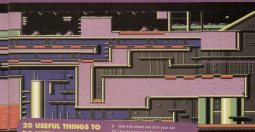
drop down and shoot it, then drop down again and head right. Don't be tempted to go left and drop down the pit - it's full of hot fire! See-type stuff.

Shoot the alien at the far right, then drop down, holding left as you fall to land on the platform below. When able to do so, drop onto the moving platform and ride leftwards. At the left, shoot the alien and flying saucer, then drop down and jump left across the fire pits (shoot the saucer that appears suddenly). Continue left, kill the bomber and the one-eyed alien, then jump up the platforms to your left. Shoot the flying saucer at the top (shoot), then jump right and go on to the moving platform. Get on the next moving platform and jump off at the left-hand side, then walk left and shoot the flying saucer. At the 'crossroads', don't bother going up - it merely leads to a pathetic pile of pointless platforms, so you'll be wasting your time.

Instead, go left and shoot the big blue Caddie opposite, then drop down the gap and head left. Shoot the bomber, jump up the platforms, then kill the two green Martians which block the path.

Edge left and shoot the other Martian, then drop down and kill the big blue Caddie. Go left and jump up the platforms, kill the green Martian at the top, then drop left down the gap and quickly run left to collect the ACME crate (and you'll finish the level).

Join us next month when we design our very own: a network out of two hot rods, piece of sticky backed plastic, and a washing up liquid bottle.



20 USEFUL THINGS TO DO WITH AN AARDVARK

- Put it in the dictionary.
- Use it as a handy wall-mounted hand-held kitchen-knife type thing.
- Use it as a pine needles after Christmas.
- Use it as a sleeping bag.
- Put people with it.
- Stick it somewhere its well-wishing head as you walk to offend several rights people.
- Use the skin to patch where heads of presidents hang out.
- Use it as an excuse to punch them all out.

- Use it to check the oil in your car.
- Use its tongue as a plunger.
- A network, pillow case, and just about any other cloth bag.
- Donate it to a zoo where it can lead a proper, hibernated life, free from abuse and the harsh realities of urban Britain.
- Write it round the streets, slowly saying "Penny for the thoughts".
- Send them into the office, simply marking your parcel 'Aardvark'.
- Collect manure/wide.
- Collect the oil.
- Put it full of ants, then put the mouth at someone you don't like and squeeze the stomach.



It's the positively perfect penultimate part of our complete Nobby solution, so join our CFAs for a just around the biggest maze in computer gaming/history productivity. Meanwhile, Simon will be cooking an apple turnover. Stay tuned.



FUTURE KNIGHT

Only three things in life are certain: death, taxes, and platform games, and Future Knight happens to be a whopping great platform game. So big in fact, we've had to slice our solution in two.

Here's the first bit...

FROM the start. Go left, climb up the first ladder, up the ladder to your left, then continue leftwards over the acid pits and up the ladder. Now make your way to the right, jumping over the blocks, and collect the SAFE PASS at the end. Now go all the way to the left and climb down the leftmost ladder, then quickly down the next ladder to avoid the boss. Sprayer into the exit. Walk all the way to the far left, jump over the exit, then head up the ladder. Go right at the top, then down the next ladder you find (you can rig into the teleporter booth for a change of frequency if you wish).

Go right, up the ladder to the top, left and down the next ladder, then left again and - wait for it - up the ladder. Avoiding the boss, climb up the ladder

to your right and dash headlong into the exit. The next section is pretty straightforward - simply make your way to the far left of the section until you reach the exit. Stay at the top of the screen and you should be able to bypass the majority of 'level bad things'.

Once you're in the next section, head left along the bottom of the level and drop into the second 'pit' to swap the SAFE PASS with the COMPUTER UNIT. Love it? Go!

Use the unit immediately to freeze the aliens, then make your way to the far left of the level again (the acid pits are very tricky to negotiate, so think before you jump). Once you reach the exit, enter it. Head left over the

acid pits and climb up the leftmost ladder, jump up to the ladder to the right, then climb up the next two ladders. When you reach the moving platform, jump carefully across, then jump right off the top one. Now make your way to the right of the level and head up to the exit - go in it.

In the next section, stay at the top of the screen and make your way to the far right of the level to collect the SECURE KEY. Once collected, go left up the 'steps' and go back the way you came into



Like a magnet, avoid the boss across the road. Floors.

the exit. Now press SPACE to use the key, and an exit will appear at the bottom-left of the level... but don't go into it yet. Drop and climb down to the bottom of the level, then leave via the bottom-right exit. Head right to the pit where you left the SAFE PASS, collect it, then go back to

the left again, be careful over those acid pits) and into the exit.

Now go to the bottom-left of the level and into the exit which was created by the SECURE KEY. Use the SAFE PASS immediately (press SPACE), then go back into the exit you've just come through. Go right, then climb up the third ladder and collect the PLATFORM KEY to the right. Now

go back through the bottom-left exit. Make your way down through the level (use slopes whenever possible), then go through the exit at the bottom. As soon as you arrange, use the PLATFORM KEY immediately, then walk your way down to the bottom of the level and collect the EXIT PASS. Return upwards and go through the exit, then work your way up again and rig into the

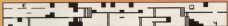
exit at the top. Not forgetting your satchel.

Make your way right and go through the bottom-right exit, then make your way to the far right of the next section (yes, the one with those deadly tricky acid pits). At the right go into the exit, then make your way right across the next section too - go in the exit at the end. You should now be at the top of section 2 (the second section of the game), so make your way down to the bottom-left of the level and go into the exit you jumped over earlier - remember that for back? (Yeah, sure - GO).

When you appear in the next section, go left and drop down the gap. After quite a fall, go down the ladder to the right and make your way into the exit situated at the bottom-left of the level (look out for the worms). Now head left along the next section, making your way up and down the network of ladders, until you arrive at the far left. Don't worry about the big boss, there is no need to fight it. Simply press SPACE to use the EXIT PASS. Well done, you've completed the first half of the adventure.

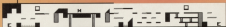


More daring-do's and valiant knight-type escapades in thirty days. Can you cross the creepy forest? Have you the skill to negotiate the castle? You have? Great, you can go find them.



FUTURE KNIGHT KEY

- 0-EXIT
- W-WEAPONS
- B-BIG BOSS
- S-START
- T-SAFE PASS
- 3-CONFUSER UNIT
- 2-PLATFORM KEY
- 4-SECURE KEY
- 1-EXIT PASS





LISTOMANIA POKERAMA

Pokes, widgets, cheats, edits, you want 'em, we've got 'em. Just about the best gamebusting section you can get...

GRAND PRIX SIMULATOR

Just when Grand Marshall it seems as though the other two cars on the track never qualify how does the character who runs the BT Could it be something to do with the typing (HOME) who knows. A few more cheats for you!
 1. PWR 24512 TO 50000000
 2. C-D 49 0000 0 0 0000
 3. 3F 000000 0000
 4. PWR 0000 0000 0000
 5. PWR 217 218 000 000
 6. PWR 000 000 000 000 000 000 000 000
 7. PWR 000 000 000 000 000 000 000 000
 8. PWR 000 000 000 000 000 000 000 000
 9. PWR 000 000 000 000 000 000 000 000
 10. PWR 000 000 000 000 000 000 000 000
 11. PWR 000 000 000 000 000 000 000 000
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 14. PWR 000 000 000 000 000 000 000 000
 15. PWR 000 000 000 000 000 000 000 000
 16. PWR 000 000 000 000 000 000 000 000
 17. PWR 000 000 000 000 000 000 000 000
 18. PWR 000 000 000 000 000 000 000 000
 19. PWR 000 000 000 000 000 000 000 000
 20. PWR 000 000 000 000 000 000 000 000



And here's the best cheating video evidence which goes to Tony's Reading by the way!

approximately 1 hour editing out only 6 games 1 - normal multiplayer 2h, and making cheat amounts of available to say enhances your abilities... only 6 games cheat 1. PWR 24512 TO 50000000

- 1. PWR 24512 TO 50000000
- 2. PWR 24512 TO 50000000
- 3. PWR 217 218 000 000
- 4. PWR 000 000 000 000 000 000 000 000
- 5. PWR 000 000 000 000 000 000 000 000
- 6. PWR 000 000 000 000 000 000 000 000
- 7. PWR 000 000 000 000 000 000 000 000

LEAGUE CHALLENGE

Open in the special listing of this list division with a team 50000000 go with it. They work in all cases. It's a nice game machine.

- 1. PWR 24512 TO 50000000
- 2. PWR 24512 TO 50000000

It's a game of two halves both in Tony's. You might need the best team about 1000.



What others looking chose they all are. Don't make use of them though, unfortunately.

- 1. PWR 24512 TO 50000000
- 2. PWR 24512 TO 50000000
- 3. PWR 24512 TO 50000000
- 4. PWR 24512 TO 50000000
- 5. PWR 24512 TO 50000000
- 6. PWR 24512 TO 50000000
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- 11. PWR 24512 TO 50000000
- 12. PWR 24512 TO 50000000
- 13. PWR 24512 TO 50000000
- 14. PWR 24512 TO 50000000
- 15. PWR 24512 TO 50000000
- 16. PWR 24512 TO 50000000
- 17. PWR 24512 TO 50000000

DALEY'S SUPERTEST

Let's face it, get Daley has had his image torn when it comes to athletes. So why not try this listing to give the old fella a little boost. Think of it as being successful.

- 1. PWR 24512 TO 50000000
- 2. PWR 24512 TO 50000000
- 3. PWR 24512 TO 50000000
- 4. PWR 24512 TO 50000000
- 5. PWR 24512 TO 50000000
- 6. PWR 24512 TO 50000000
- 7. PWR 24512 TO 50000000
- 8. PWR 24512 TO 50000000
- 9. PWR 24512 TO 50000000
- 10. PWR 24512 TO 50000000
- 11. PWR 24512 TO 50000000
- 12. PWR 24512 TO 50000000
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- 14. PWR 24512 TO 50000000
- 15. PWR 24512 TO 50000000
- 16. PWR 24512 TO 50000000
- 17. PWR 24512 TO 50000000
- 18. PWR 24512 TO 50000000
- 19. PWR 24512 TO 50000000
- 20. PWR 24512 TO 50000000

JOHN LOWE'S DARTS

The amazing listing help your game statistics. It won't improve your skills, but it will stop the computer.

FUTURE KNIGHT

Here's a handy collection of C&D's statements, which, when combined with a CPU, will reward you with infinite help and power. How do you play the game all though the night? (C&D's list)

- 1. PWR 24512 TO 50000000
- 2. PWR 24512 TO 50000000
- 3. PWR 24512 TO 50000000
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- 6. PWR 24512 TO 50000000
- 7. PWR 24512 TO 50000000
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- 20. PWR 24512 TO 50000000

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- 13. PWR 24512 TO 50000000
- 14. PWR 24512 TO 50000000
- 15. PWR 24512 TO 50000000
- 16. PWR 24512 TO 50000000
- 17. PWR 24512 TO 50000000
- 18. PWR 24512 TO 50000000
- 19. PWR 24512 TO 50000000
- 20. PWR 24512 TO 50000000

VENGEANCE

Now you can claim vengeance on the East of C&D's gaming facilities - simply type in the listing and HMM's for infinite fun, infinite power, and no computer detection whatsoever.

- 1. PWR 24512 TO 50000000
- 2. PWR 24512 TO 50000000
- 3. PWR 24512 TO 50000000
- 4. PWR 24512 TO 50000000
- 5. PWR 24512 TO 50000000
- 6. PWR 24512 TO 50000000
- 7. PWR 24512 TO 50000000
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- 16. PWR 24512 TO 50000000
- 17. PWR 24512 TO 50000000
- 18. PWR 24512 TO 50000000
- 19. PWR 24512 TO 50000000
- 20. PWR 24512 TO 50000000



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Sometimes it just works out that way. You were planning to get down to the shops to view the latest track. The cat might have been out on the Chowchow, a blue white might have straggled through the road, you may have even been converted to the Jehovahs.



Witness, basically, you missed out on an issue of CF. However, we've got some good news - you can simply send us a cheque or P.O. and we'll send you the appropriate issue. So if there's a gaping hole in your collection, send off the coupon today.

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Do you find that you can never get hold of a copy of Commodore Format? The magazine's so popular that it tends to sell out rather quickly. And let's face it, there's nothing more annoying than heading off the way down to the shops only to find



that some body's gone and bought the last copy in that local UK. Well, we have a solution. You can ask your newsagent to order you a copy. He can do this whether he normally stocks the magazine or not. All you have to do is request it every month and he'll get one by for you.

You can find a good handy shopowner. Coupon on page 58. Simply fill it in, drop it off at the nearest and enjoy the delicious feeling of

satisfaction that it brings over you. Then you can relax come Saturday, knowing that an experienced team of circulation editors are battling through the British weather to bring you a pristine issue. Y'know!



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Issue 16 on sale
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OPEN TO QUESTION

This month we've decided to do something a bit different with the last page in the mag. So we've had a little chat with John Kowalski and asked him some C64 related questions, along with some other snark questions. Anyway, here's what John had to say for himself.

Name: John Kowalski

Favorite C64 game: Wheel!

Most hated C64 game: Tralls (How?

Favorite arcade game: Cyber Mad

Video is by: Namco)

Who's the best 64 programmer you?

Andy Braybrook from a technical point

of view, but in terms of gangster it'd

have to be the one and only **Sub-Zero** -

Jeff Minter.

In Wheel! a classic 'loop up or a

platform game? **Wheel!** **Loop-up**

Which 64 game do you wish you'd

written? A very big favour that made

some programmers a lot of money.

Last game bought: **Demus (PC)**

Are computers a fail? Yes, definitely.

What was nearly X in English? I'm

not turning up to the team.

What jobs: Writing games, but usually

being paid for it.

Favorite band: White of Pain (have

releases 4th).

Favorite

songs

Jump

Strayed by

the sea

House of

Pain.

Favorite

last movie:

Demus

Book:

Chlorine with chlorine chip and

cherry sauce with a flake in the top.

Favorite car: Dodge Viper.

In three life on earth, just about.

What was your last dream about?

Probably something to do with being

chased by a man with a knife.

In three my days the machine? As

long as they stop asking people to pay

me on my PC for console games.

Favorite beer made made: Spangherl

Belgian - it was hell.

Best experience: Meeting my fiancee.

It'd be like to point out that John said this

after some joking from Steve & Mark.

Worst experience: Getting up every

morning to realize the meaning of our

Silly Computers game.

Where's my evil past? God knows.

Who's on this page was

made? Steve for Mike.



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Editor: Andy Mackintosh
an Editor: Mike Viner, Joanne
Sue Walker, Simon Preece, Paul
An Assistant Editor

COVER STORY - THE CASE WHO CARES
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CONTRIBUTORS - THE CASE WHO CARES

Editorial:
John Peck
Andy Mackintosh
Paul
Simon Preece
Paul Peck
Liz Peck
Simon Preece
Robert Jones
Steve
Mike 'The Editor' Walker

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Simon Preece, Steve, Mike, Steve
Peter Commodore, Paul Peck
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