

**ZZAP!64 READERS TURN TO PAGE 14 - NOW!**

NOVEMBER 1987  
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# Commodore

**FORMAT**

**14**

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**ALIENS**  
*TERROR OF THE DEEP*  
**POWER**  
**PACK**

**2** DEMOS!

**TILT** **TURTLES**  
and more...

\*Without the reader's opinion, what's going on?  
We have some pretty good things for in this space right about here. But it isn't. Why not?!

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MATT GROENING

# PLAY THE GAME MAN!



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fellow humans!  
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ARE INVADING  
SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PRETTY COOL, HUH?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a real man.

Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out! So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

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Published by U.S. GOLD LTD., UNIT 22, FERRIS WAY, WOLFRAM, BUCKINGHAMSHIRE HP12 3JZ

While the weather's getting colder, the 64 market is heating up. But before you pass over your pennies, make sure that game's been

# POWERTESTED!

## 32 NINJA TURTLES

IMAGEWORKS

Konami's coin-op gets the 64 treatment thanks to the half-shell heroes at Imageworks and Probe. Looking like it out-axes Golden Axe, could it be time to come out of the sewer and declare to the world, "I am a Turtle fan?"



## 65 ULTIMATE BASEBALL

SN/US GOLD

It's the 'world famous' Tony LaRussa up to bat... And everybody immediately jumps to their feet and shouts, "Who?"



## 34 ROBOZONE

IMAGEWORKS

Pollution, filthy sewers, rusting cars, litter, rotting debris, decaying cities. Let's face it. Robozone is just a pile of old rubbish.

## 36 TOKI

CART GAME  
OCEAN

Take one evil wizard, a straining girl, a gabbling ape and what've you got?

One of the best coin-op conversions we've seen for monkey's years!

## 72 HUDSON HAWK

OCEAN

The movie wasn't exactly dynamite, so just how does this tie-in shape up?



# 14 GAMES

NOVEMBER 1993

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IMAGEWORKS

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IMAGEWORKS

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Whether it's a puzzle or a problem, TMB will nibble 'em (groan)

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CP foretells the future, and announces some competitions winners to boot, but that doesn't mean you can kick 'em straight!

# POWERPACK

ALIENS

ELECTRIC CRY-AMM

Shining game of the hot movie. Guide Ripley and Space Marines through the alien-infested reactor. Play with the lights off and score yourself silly!

TILT

DEMASS

See if you can get your head round this ball-

## TURTLES - THE COIN-OP

IMAGEWORKS

The awesome fourstonks are back! The 'Ninja' Konami coin-op gives



the way for this CD conversion. And CP readers can get a feel for the game with this (usage one level demo)

## TERROR OF THE DEEP

IMAGEWORKS

Climb inside your Victorian submarine, and prepare to face the fear of the unknown... Immerse yourself in this mean 'n' moody masterpiece and see Resale from alien!

# QUICK START

## FULL GAMES

### ALIENS

Before you begin the big hunt, push your joystick in just two. Steer and aim by moving the joystick left or right, for the bottom to fire and the space bar to move through a doorway. To select the arms, type R for Ripley, G for Gorman, H for Hicks, Y for Vasquez, B for Burke and I for Bishop.

### TERROR OF THE DEEP

Slide your patent submarine steering device in just two. Hodge the joystick left or right to select different controls on the screen. Submerge a control by moving up or down on the joystick. Pressing fire always activates whichever weapon you have selected at the time.

## DEMOS

### TURTLES THE COIN-OP

Chopster levers might like to insert a chopper in post two. After that, you only have to worry about doing what comes naturally. Go do it!

### TILT

Start by slotting your joystick into the second post. Then follow the on-screen prompts to start a game. Slide the tile adjacent to the blank board by using standard joystick directions.

## NO LOAD ZONE!

What should you do if your PowerPack has ceased to be? If your cassette refuses to load properly, pop the tape in a jiffy bag (keep the box for when you get your replacement), enclose a stamped addressed envelope and send the whole kit and caboodle to:

Ablex Audio Video  
Harcourt,  
Halsfield 14,  
Telford,  
Shropshire TF7 4QD

A suitable replacement will then be dispatched free-of-charge.

# POWER PACK

Boy, have we got a tape for you! Take a trip with the Turtles, gun down some Aliens, go on a voyage of discovery beneath Loch Ness and give your grey cells a workout! (And that's not all, cut up the tape for instant confetti - Ed)

## TURTLES - THE COIN OP

### IMAGEWORKS

April has got herself into trouble again. Fortunately, it's the kind Donatello, Michelangelo, Leonardo and Raphael can save her from (as usual). But in this exciting demo of the tape game from Imageworks (PowerPacked elsewhere in this very issue), you don't quite have to go the whole hog. Nope, all you have to do is take your best shot at a decent chunk of the first level, which is a kind of left-to-right scroffy beat 'em up against ninjas and - erm, robots...

Taking one Turtle at a time, you've got to make your way as far as you can in the direction of the bad guys' hideout. Along the way, red, blue and purple suited ninjas will jump out, preventing you from progressing further until you've defied them up. Red dressed Dubes are the easiest type to defeat, blue are the hardest. There's only one colour of robot. These appear at the end of the demo and are



The best is on in the new Turtles Game-Op game, Imageworks. It looks like this here have been formed out. Goodness goodness, great balls and fire...

harder than anything. Harvest, Oh, and watch out for the huge balls which come landing down the stairs. They've got your name on them!

### No fire button



### With fire button



# ALIENS

## ELECTRIC DREAMS

This is the scariest game we've ever put on our cover tape. In it, Ripley, Hicks, Vasquez, Gorman, Burke and Bishop attempt to work their way through the colonists' base to the alien nest where the queen lays her eggs. You control all six characters as they explore the base, room by room. Each character can be selected by pressing the appropriate key. These are R for Ripley, G for Gorman, V for Vasquez, H for Hicks, B for Burke and I for Bishop the 'I' key.

Once you've selected a character, moving the joystick left and right spins the view of the room (you can turn right around on the spot). To move through a door, locate the door with your sight and 'open' it by hitting fire and blowing a large hole in it. Hit the space bar to move into the next room.

## Attacks

When one of your characters is attacked (and not necessarily the one you're controlling), their name flashes and you'll hear a warning sound. You have a few seconds to react when you're attacked, so don't panic. Select the character in trouble and either get him out of those premises or get the alien in your sights and blast it a few times. When alone, they sometimes leave pools of acid blood which also needs a good blasting.

## Gunky walls

The aliens keep papering the walls with gunk, even in rooms you've cleared before. Blasting at the gunk reveals the original layout, including any doorways that may have been obscured, but it's a drain on your ammo. Ammo can be replenished by entering the armoury - once you've found it.

## Dark rooms

Some of the rooms have been plunged into darkness by the black liquids. You can only make out a little detail in these rooms, but there's normally enough light to make out a door (if it hasn't been guarded). If there's an alien in the room, there are two courses of action you can take. Run for nearest doorway (you may find yourself in another room with a bowie in it, but the chances of that room being in darkness as well are slim), or sit loose a couple of shots, while scanning left and right. This isn't as stupid as it sounds because you normally have long enough to see the alien and destroy it. Firing a couple of shots lights up the room enough to see more detail.

## Exhaustion

As your numbers peg it from room to room they grow tired. Each morning has a



green staminax bar, and if this runs down to zero,

the character is weakened and can't even defend if attacked by an alien. Leave a character to rest and he or she will be back on form in a couple of minutes. Even when the bar hasn't quite reached zero, an exhausted character moves quite slowly. The bar flashes at this stage and, unless that marine is under attack, it's best to let them rest a while.

## Directing the team

A selected crew member can be told to move up to nine rooms at once in a given direction. To do this, type any number from 1 to 9, then immediately type a direction key (W for North, etc). Then select a different member of the team and the one you've given the orders to will move off. Team members stop upon reaching a dead end, a locked door, acid blood or becoming exhausted. And remember, things are difficult enough without having people run off into the dark. Alone.

## Happy hunting

The view scrolls as the way round when you move the joystick left or right

Use your touch bar with this floating target controlled by joystick movements

Doors are normally closed to begin with - a single shot opens them

The green staminax bar shows how much more energy it flashes when a character becomes exhausted



The life sign indicator flashes red when you get eaten

An overall score appears in this window

The power indicator represents about 20 shots

The name key flashes yellow when an alien attacks

Reset walls. Walls tell you where each character is at any time. Note that you don't actually see characters in the same room as you

In this sequence, Ripley runs off an air vent. By the time she gets to room 001 you can see alien gunk all over the walls. Use stopping to investigate. Ripley explores and more noise and more aliens. Her staminax suddenly gets dead. That means it got her. Since she's gone (but it's not another alien herself.) (Fuh! - Ed)



# TILT

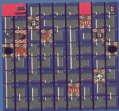
## GENIUS

Got your brain in gear? Right, off we go. This challenging logic puzzle tests you the best of helping a little metal ball reach its destination by shifting a matrix of tiles. Each tile carries a grey pathway along which the ball rolls and by sliding the tiles along and aligning the paths, you can effectively guide the ball where you want it to go (in theory at least).

Only tiles adjacent to the purple square can be moved so, for instance, if you wanted to shift the "STOP" sign in our screenshot, you would push up (or forward) on the joystick. Got it?

Once the ball drops into the purple plunger at bottom right you've finished the level, but this must be done within the time limit!

Tiles carry several different features such as slope down, speed up and bonus points. You'll have to experiment with most of them, but the black holes are transmitters and the red tiles is instantly lost - so beware!



# TERROR OF THE DEEP

## IMAGWORKS

This strange arcade adventure involves a Victorian submarine, aquatic aliens and the legend of Loch Ness. Alien creatures have somehow found their way to Loch Ness, some of the fabled monster. Through the era in Victorian, you get to play the role of a scientist/investigator-type who has access to a primitive but remarkably versatile one-man submarine. Your mission is to find out exactly what's going on. (Hint: follow the fishes).

When you take this sub for a dip, it's all hands to the pumps. Nothing will work at all unless you have electricity and the only generator on board is human-powered (slowly waddle the stick up and down). You also need to operate the oxygen pump as well (rock up 'n' down wiggling). Then there's the task of learning how to control the craft - it ain't easy but the instructions below should explain everything you need to know about steering and orientation of the vessel.

The tricky part is keeping the alien critters off your ball. They're attracted by your craft and cling to the hull whenever possible. If you let them latch a rib, it'll be a short one because their clinging eventually destroys the ship (and you, too). You have to periodically check all the way around the hull and use the electricifier to kill any clingers. However, both the electricifier and spinning the hull drain current like somebody's business. That's it really. Get underway and get to it!

## Sussing out your submersible





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**W**hen CF went to see Men Weis and John Teddlie at the Vivid Image HQ to hear all about their new game, one of the first

things they told us was that you can't actually have a first samurai. Er, sorry? Well, said John, we contacted the Japanese Embassy to ask them how they would write "First Samurai" in their language. But they said you couldn't say that. The thing is, all samurai are equal, so there's simply no way of saying it.

Well, what about the first samurai you see when you get up in the morning? Nope. You're just not "samurai". Apparently, we're sure there was a first at communication somewhere, explained Men Weis. Well, that's got that straight. Heavily. There was a bit of a joke in the idea of



# FIRST SAMURAI

calling it First Samurai," admitted John, referring to the fact that it was Vivid Image who developed Last Ninja for System 3. "But we wanted to write a single game for ourselves," Men told us. But whereas rings are generally perceived as the deadly gestures who go creeping around rooftops at night, samurai are the kind of people who take on foes some for the sake of honour. They're good guys. And that's why Vivid Image decided to do the game. Men confessed to one other source of



the only way to travel. First Samurai begins with a samurai from ancient Japan sent to the 17th century to fight a demon



The first level is set in 17th century Edo. The background details look more like the Japan of history books, though

inspiration: the Frank Miller comic, *Blade*, which was about a samurai warrior who travelled through time. But that's all the game and the comic have in common.

The scenario is this. A demon prince has begun to terrorise villagers from medieval Japan. The task of de-railing this dastardly demon falls to you. But the demon dodges confrontation by ripping off into the future. Luckily, you're a good time traveller, so before you know it (before the game even starts), he sends you after that evil extra-planar type creature.

As you get gubbernocked by some very strange scenery indeed, it's all a cross between a stylised version of traditional Japanese landscape features like ornate bridges and pagodas and hypothetical ultra hi-tech stuff, from bullet trains to Blastermeyer penthouse apartment blocks and more gizmos than you could squeeze out of a can of Mr. Big.

When the time travel hotel drops you off, you're out in the country with nought but ya pants. So, without the aid of a street guide, you have to find your way to the demon's lair, taking on all manner of monsters dreamed up by the demon along the way.

The levels are massive and several are loaded in one go. "The first load is 17

A co-production from Vivid Image and Imageworks spends nine months under secret development so CF investigates. Plus we bring you the first visuals from long awaited G-LOC and Cisco Heat convos.

But we start by asking, when is a samurai first? The answer all depends on whether you try to put it into words, as Vivid Image explained

screens wide by nine deep," John told us. Men nodded. "The game is huge."

That's only part of the reason why the CD4 version of the game alone has taken in development since last March. "We keep on having ideas," explained Men, almost apologetically. But they do get help. Old young boy, called Glen Lambert, keeps calling up Vivid Image with ideas, one of which may be possible to include on the CD4 disk version. It's a continue option that gives you a choice of where you want to start from and doesn't use the kind of passwords that can be printed in magazines. "By you get to level four before you run out of lives," suggested Men, "and you'd had three lives at the end of level two but only one at the end of level three."



## SNIPPETS

## TERMINATOR DEAL

Mean have signed a deal with Commodore to bring Terminator 2 to cartridge on cartridge with Commodore 64 packs sold this Christmas. In addition to T2, Commodore have commissioned a graphics port app called Image System and music making software by the name of Blowing Music Master. Even though the old C64 won't be included with it, all the original games on cartridge making the bundle the best ever. Problem?



Both a successful story and it all tied up for Christmas but at what cost?

## DIXONS DOUBTS

However, The C64 is going back up in price to £119.95. Even though it only dropped from the price to this during the summer in response to the Dixons, the price will increase for most of the rest of the year. It's announced it might bring the C64 back to shops like Dixons. Alan Dixons, who is certainly very important indeed at Dixons, said: "I'm

Terminator... there is a good movie but what the... they had been going... and... they...? Come on... Don't fight."

## CUT COST CARTS

Commodore announced that they intend to drop the average price of a cartridge game from £19.99 to £14.99 immediately. This is a big cut in price, of course, especially for games at the £24.99, the £19.99 range.

Commodore only launched last year a year ago. They hope the market will rise. But why are they really want to know why did you do this a year ago?

## BOXED FORMAT

Future Publishing, the company which brings you Commodore Personal has come to an agreement with Commodore which means that there'll be a boxed format of Commodore Personal in year 1990. Commodore preview. This means we can start see C64 cartridges soon as they open the box. It's not portable. Why? Buying a new C64 and for the mag. My...



Oh, a chest. Think I'll have a gender of that. Chests contain food, magical items and different kinds of weaponry.



The title white adds are the spirits of hidden life, their mystical energy is more pure, and that that on the second is far real.



The white blocks your way, splitting total gold of each. Only the wizard can help you here. But how?



Blow away how to get into the caverns on the first level is a magic step towards completing it, but the wizard here are useless.

Your wizard mate keeps showing up just when he's needed, he'll give you clues and, when the time is right, he'll materialise, take the objects from you and use them to open up the next level.

The finished game should be ready in January. Imageworks' John Williams and Mel Sneyd are converting the C64 version. This has been no small task. Other professional coders have come and gone, unable to make this massive game playable on a C64, even from cassette. But the current combination of talents promises to succeed where others have failed. Meanwhile, we'll bring you the complete first level on our PowerPack very soon and the PowerTool will follow when we get our hands on a finished copy. Until then, you're going to have to be happy with these fantastic glimpses at the first level. Ain't life tough, sometimes. Well, as John or Mel could have said, it's only a matter of time now.

<b>Game</b>	First Samurai
<b>Publisher</b>	Imageworks
<b>Release</b>	Late January
<b>Contact</b>	071 828 1488

## RAI

This system allows you to choose where you'd like to start again from. And the entry code system suggested by Glen is unique to every disk.

The other main feature of First Samurai is mystical energy. Every time you kill a creature, its spirit leaves its body and flies into yours, building up your mystical energy level. When you have enough, a magic sword appears in your hand, enabling you to do even more damage unto your foe. You can use excess energy to fill pots carefully placed throughout the levels as instant points before pots you recharge are up to you. Mystical energy also allows you to see and pick up otherwise hidden magical devices that help you finish the game.



The magnificent artwork includes some amazing cut-scenes (some of which you can walk behind), the breathing of stone and of course, M. D. Stone himself.

# G-LOC

I've asked a random selection of C&A gamers which cockpit they thought wouldn't (or couldn't) be converted to the 64, you can bet your life that Sega's G-LOC (1990) would be somewhere in the list.

For those ground-buggers out there who have never seen the title, G-LOC is a mega air combat sim, much in the vein of After Burner. Sega's split-screen routines are used to good effect for the rolling landscape, but there's also a large dose of solid 3D vector graphics thrown in for sequences where the plane zooms in and out of the screen, such as the dogfight sequences. When you've got a baggy on your tail (yuck) the point-of-view moves smoothly from the cockpit to a rear view of the following plane - all in 3D. Near your weapons are useless - it's up to you to take effective evasive action using your superior flying skills.

An amazing intro sequence (nicely reproduced on the 64) details the tech specs of the plane and especially the 'lock-on' system (for your hunting missiles) and how to control the trigger.

Much as this all sounds like terribly impressive and particularly un-convertible, from



Missile launch! (We're not too sure what this is, but it sure looks good!)

our early demo it would look like 64 Gold - courtesy of Images Software - are giving it a damn good bash. The pictures here are from their rolling demo and while some of the action screens are only mock-ups, they should be identical to the real thing. We've seen the game in action and it's looking surprisingly good.

The 64 version of G-LOC should be bringing it's nose towards you before the Christmas holidays get into gear (you know, just after the Easter eggs go on sale).

Game	G-LOC 6300
Publisher	SE Data/Sega
Release	November
Contact	021 388 3388



Another one fought! Or something.

# CISCO HEAT

Following the success of Out Run Europe and Turbocharge you wouldn't have thought there was enough room for another road racer. Imagineworks, however, have no such worries, and are about to unleash the colour conversion of 'Japan's' Cisco Heat on an unsuspecting C&A public.

Set in San Francisco, Cisco Heat tells the story of the annual SFPC race, in which San Francisco's finest get the chance to burn around the town without being on the trail of some villain, for a change.

The game is typical viewed-behind-the-motor 3D fare, but Cisco Heat takes you on a rather westerly ride through the city of 37 - with accurately reproduced road layouts - as it attempts to simulate the steep hills and tight bends which the city is famous for.

So let's get up Telegraph Hill and you could find yourself flying into the bay!

In the near time, there is a bit of a mini-como going on between Future Publishing's games mags. The best Cisco Heat driver wins a coin-op to give away in a mag competition. Steve J will be playing for C&A and he doesn't win for it get duffed.



The Heat is on for Japan's superior color op. Push your front-end distance pills, you!

Game	Cisco Heat
Publisher	Imagineworks
Release	Late November
Contact	071 828 1484

## 10 THINGS YOU DIDN'T KNOW ABOUT GOOD OL' BOB

- 1) He's best friend and getting partner is Greg Kinnear.
- 2) Oh yes, he also got a kid.
- 3) He is a real fine pool-table man, he used to be anyway.
- 4) During his racing life he has broken his ribs, legs, ankles, arms and back. But not his nose.
- 5) He owns a helicopter, says Formula car.
- 6) He is a Texan, a C&A house on the left of Marl and a house in America (a long way).



California, probably) is life in setting his house on the left of Marl because he built a massive windmill without planning permission and the council told him to knock it down.

TV's name was the 'World Championship' if he built a ball-a-manchette for quite some time now.

7) The father can't see it. Later, the word for his getting angry and demanding.

8) He's a real fine pool-table man, he used to be anyway.

9) The Brits call him 'Good Ol' Bob'.

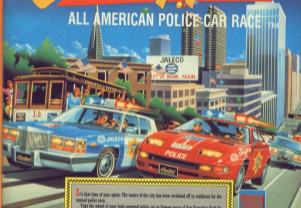
Granits have secured the racing license of the decade in the shape of Nigel Mansell. Grand of Nigel will be admiring packaging the length and breadth of his sporting nation some time in '92.

Granits are keeping precise details under wraps (probably because they haven't got them yet), but it's pretty definite that it's going to be a racing game. And probably about Formula One racing at that.

Racing fans should also look out for Granits's team competition, Grand Attack - Volume 1 includes Little Tigger Turbo Challenge, Repulsion, Omega in Space, Repulsion and Cloud Kingdoms.

# Cisco Heat

ALL AMERICAN POLICE CAR RACE™



It's that time of year again. The center of the city has been cordoned off in readiness for the annual police race.

Take the wheel of your high-powered police car as lawless areas of San Francisco back by with exciting realism... The Golden Gate Bridge, Fisherman's Wharf, China Town and many more as you head for the finishing line at Treasure Island.

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# WORLD OF COMMODORE

If you own a machine with the word "Commodore" inscribed on it anywhere, then there's only one show to attend this year. For four days, from Thursday 14th November through to Sunday 17th, Earls Court 2 will be overflowing with Commodore games, machines and peripherals. There'll be famous celebrities, famous programmers, old-vintage magazine staff and infamous juke boxes.

Jointly sponsored by Future Publishing and Commodore UK, the show - snappily titled "Amiga Format Presents World Of Commodore" - will be bringing you all the best in, well, the world of Commodore. And that includes the best Commodore mug in the world (50p, 500ml). There'll also be a couple of 18-bit mugs going to get it off the act, including Amiga Format, Amiga Power and PC Format magazines, etc... (But we all know you'll be stealing the mugs, right readers?)

## STAGE CREW

There are a couple of question and answer sessions where the CF crew - Steve, Sean and Andy - will make faces of themselves on stage (trying to fend off questions about anything C64 related. They're not not doing to the Future Publishing stand and about about). The mugs will be embarrassing themselves on stand 08, which is right in front of the main doors and not a million miles away from the Cohen stand. (How that one you want?)

As well as CF (though who could resist, won't the show itself have a huge amount of exhibitors, arcade machines (many on their jigs), competitions and even some virtual reality machines. And although the Amiga will be the star of the show, C64 owners should still hunt down the following stands:

**COMMAGE** - More Tengen fun and frolics are in evidence, with *Plane Crazy* (the follow-up to

*Plane Down* - should be better) and *Pit Fighter*, the city-body beat 'em up. *Hostage* fans should seek out *Super Space Invaders* - the conversion from Taito's souped-up Invaders machine. And to coincide with the Rugby World Cup comes *World Cup Rugby* - handled as the Nick (D) of the Rugby field. **TR** - Regular CF readers will know to be on the look-out for TR's new 3.5" disk drive. This clever device plugs into the cart port and can



Just to ease your heart's recognition, here's the Earls Court 2 in all its glory

load a 64K game in around six seconds! Take a peak (and take some money, too, you'll want one!).

**ICOMU** - The Independent Commodore Products User Group will be there, and if you ask them nicely they might answer a few of your questions (or at least give you the name of a man who can).

**IMAGEWORKS** - The Imageworks label will be showing its wares, with previews of no less than five new titles including *Furber* - by The C-Devz. You should know all about this by now. If not, tune to page 30 for the review! Race fans should look out for Jaleco's street-burner co-op *Cover Heat*, which pits your driving skills against the hills and hounds of San Francisco. *Devour* Designs is the long-awaited (and very recent) arcade logic puzzle game from Bill Sengstrom and Peter Baron (great things are expected of this). First Samurai is the striking martial arts game from the Visual Image/Imageworks boys (pre-

AMIGA presents



Commodore

a whole world to explore!

**OCEAN** - The massive *Maverick* software house will no doubt have one of the busiest and glossiest stands so there'll be no missing it. It's also highly unlikely that you'll be able to ignore their latest titles (none of which need a lot of explanation): *Barb Simpson vs The Space Islands*, *Beast IV*, *Famistar 2*, *1989* (Monte Westing Revisited), *Tok*, the 3D vector graphic, virtual simulator *Battle Command* and - who knows - maybe, just maybe, *Phoenix 3*.

**MINISCAPE** - Just the one from Miniscape, that being the ever-green *Captain Planet* (based on the awarded pollbook by using acid-free heavy paper and recyclable sales paper). Or something. Check out the stand for the full low-down.

**GRAND** - The Sheffield crew aren't showing any C64 product, but their stand - a huge F1 pit area with tyres and cars - has a huge four-player *Leiter*

*Turbo Challenge 2* set-up in which you can compete against other drivers to win some grand prizes!

## TV MEETS CD

If you're looking to upgrade and want more information than Earls Court 2 is definitely the place to be. As well as about a million new Amiga products and plug-ins there's also Commodore's new CD-ROM format *Commodore Total Dynamics* discs. This CD-ROM based Amiga machine is aimed at non-computer users and offers a whole range of educational, creative and games software. And it'll play your C64 CDs into the bargain.

If you want to make sure of your ticket, tick to page 68 and fill in the form. But only if you locate your place in the history of Commodore, but you'll also save yourself some money. Good, huh?

We'll be reporting on the event, once it's happened, but filling that we'll see you there!

find that we've taken on board 22 APR stories Steve and John Richards. This issue, find your way to page 68 and carry on just as if nothing happened at all.



## CRASH GOES ZZAP!

Last month, a tragic accident killed 1,000 copies of *Commodore Format*. But it wasn't as bad as what seems to have happened to our main competitor. The C7s were in a van that crashed on the M1 and even now lies in the forest somewhere along a deserted stretch of motorway. But *ZZAP!* is lucky

to have disappeared completely. It's not on the shelves this month, that's for certain. And as we haven't heard of any more paper jiffs yet, we think you should assume the worst. We're going to miss them backfatters, so join us in a moment's silence for the sad departure of that old stoner. Never mind, folks, if you were a *ZZAP!* reader you'll be pleased to

# BONANZA BROS.



WHO THE HELL ARE THEY?

## JUST WHO ARE THESE GUYS?

Mobo and Kobo (Mobo's the good looking one) are the coolest villains you'll ever meet. They rob banks, museums - and innocent computer gamers of their sanity. They're on a mission and they're coming soon. But there's one thing you should know: Mobo wears dark glasses and they'll tell you - "our future is as bright as your worst mood!"

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TEENAGE MUTANT HERO

# TURTLES™

THE COIN-OP!



## THE RETURN OF THE AWESOME FOURSOME!

Now two duos of duos can join forces and double team Shredder™ and his Turtle Terminator™ in a 3D to save April™ and Splinter™. Take control of your favorite Turtles in the hottest awesome version of the classic coin op.



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# The CHARTS

The definitive guide to the best-selling C64 games!

▲ GOING UP ■ NO CHANGE ▼ GOING DOWN ◆ NEW ENTRY ✦ RE ENTRY

## FULL PRICE GAMES

1	■	<b>DIZZY COLLECTION</b> Code Masters	NR
2	◆	<b>RAINBOW COLLECTION</b> Ocean	
3	■	<b>MANCHESTER UNITED</b> Krisalis	58%
4	■	<b>CREATURES</b> Thalassus	
5	▲	<b>BIG BOX</b> Bears Jelly	NR
6	■	<b>SUPREMACY</b> Virgin	
7	◆	<b>ROD-LAND</b> Storm	82%
8	■	<b>S.C.I.</b> Ocean	76%
9	▲	<b>HEROQUEST</b> Groslin	
10	✦	<b>TEENAGE TURTLES</b> Imageworks	70%

## BUDGET PRICE GAMES

1	◆	<b>NEW ZEALAND STORY</b> Hit Squad	
2	▼	<b>BUBBLE BOBBLE</b> Hit Squad	
3	◆	<b>DIZZY PANIC</b> Code Masters	13%
4	◆	<b>SHINOBI</b> Mastertronic	82%
5	◆	<b>MOONWALKER</b> Kixx	NR
6	▼	<b>AMERICAN 3D POOL</b> Code Masters	
7	▼	<b>MAGIC LAND DIZZY</b> Code Masters	NR
8	▼	<b>MULTIMIXX 1</b> Kixx	
9	◆	<b>QUATTRO SKILLS</b> System 3	65%
10	▼	<b>DOUBLE DRAGON</b> Mastertronic	NR

## READERS CHARTS



(Steve) Steve's Ed'n' Andy  
(Bob) CP Game Speedball 2

**Y**es, we know we haven't done this before, so instead of a Reader's Chart we've got a CP chart instead. Our jolly Jason and the mighty Dyer posse put their heads together and have come up with their top five games.

If you want your face and love C64 games in this list, send your list, your reasons and a little bit about yourself, plus a nice photo to:

Reader's Chart,  
Commodore Format, 30  
Mansmouth Street, Bath,  
Avon BA1 3BW

1	<b>SPEEDBALL 2</b> Imageworks	
2	<b>CREATURES</b> Thalassus	
3	<b>TURBOCHARGE</b> System 3	
4	<b>SUPREMACY</b> Virgin	
5	<b>ROBOCOP 2</b> Ocean	





# SAMARITAN'S CORNER

The regular bit of help we dish out to those of you who get really, really stuck. Aren't we great?

## IMPOSSAMOLE

Impassagable, if the listing in OFP wasn't good enough for you, try the following: Enter your name as JUGGLERS on the high score table then play the game again and get another high score. You can then enter any of the following on the high score table for a variety of effects.

HERC – for three weapon power bars  
AAMFTANK – restores energy  
LAMBACH – target energy bar

## QUATTRO COMBAT

If you fancy yourself as a bit of a nips, the *Aladdin* *Boxcar* from Clevel, then you might like to try some of these codes for that wonderful *Coco* Masters game, *Ninja* *Masters*.

Level 5 – SPCSR  
Level 12 – BBRK  
Level 13 – STAG  
Level 20 – BARD  
Level 28 – HOLE  
Level 30 – HJSE  
Level 35 – ERDY  
Level 40 – WIDE  
Level 45 – COLA

And for lovers of *S&S* *Combat* *Ultimate* the Green *Beet* section can be made considerably easier with this Action Replay POKE: POKE 5486,173

## DIZZY COLLECTION

The Coders have really struck a nerve with their egg-citing *Dizzy* games. In particular David Halgeen, Scott Davis, J Clarke and Lunan. Release one of all their wits and fill our fabulous traps and solutions explain how to complete the games but they don't make playing them any easier. So, Action Replay owners, dig into these POKES for infinite lives.



*Dizzy* – POKE 6042,173  
*Fantasy World Dizzy* – POKE682,173  
*Magicaland Dizzy* – POKE680,173  
*Fast Food* – POKE20405,173  
*Alien Sneer* – POKE7821,173

Those of you who don't have an AR card should turn to page 26 for full POKE listings.

## THE UNTOUCHABLES

Temp. Penalties kindly pointed out that when using the cheat printed in OFP, you can also press F3 for extra time. Steals the cheat!

## JACK THE NIPPER 1 & 2

For fans of the first *Nipper* game, such as *Simon* *Mussen* who requested help, type ZAPF1 on the title screen, afterwards the border will turn white and an infinite supply of birds are yours.

And for the sequel, type in the following listing and RUM 8. Again it's for infinite lives.

```
0 804 2520 780 81288 2 0000
1 208 5216 79 207 1 0000 8 1
POKE 2 1 8000
2 00000
3 0000 32, 44, 247, 50, 308, 245,
249, 18, 143, 104, 9
4 0000 169, 1, 141, 125, 9, 76, 54,
8, 249, 74, 143, 114
5 0000 6, 169, 1, 141, 125, 6, 76,
8, 8, 249, 218, 141, 170
6 0000 109, 78, 18, 128, 2, 2, 3, 6,
5, 8, 1, 8, 8, 18, 11, 12
7 0000 10, 12, 11, 10, 9, 8, 7, 6,
9, 8, 2, 2, 1, 8, 12, 12, 12
```

## HACKER 2

Last month's parking-coverage code creating muscle boosts a few hacker efforts. When prompted for a LOGON code, try any of the following:

```
00867 TITLE
DEMO COVER
PAM WRM
DOME GOMES
and DEMO PAM
```

The cabinet codes are:

```
RED 7 WHITE 8
BLUE 1 WHITE 10
```

And finally, the code for the sale is 07041730. Now get that *Demoday* paper and make banks shudder!

## THUNDERBIRDS

Good! How appropriate. This fun-pulse racing with the *Thunderbirds* to run on BBC2. *Simon* *Mussen* (again) and Tony Penstone wanted help, so here's a list highlighting the required equipment for each mission. F&B!

Mission 1: Alan – Lamp and oil can.  
Brian – Torch  
Mission 2: Gordon – *Apajung* and *American Express*. Alan – *Apajung* and *releaser* pills  
Mission 3: Lady Penstone – *Deep* spring.  
Parker – *Muscle* and *stomach* pump  
Mission 4: Virgil – *Gun* and *charter*. Scott – *Shades* and *superglue*

## SHADOW WARRIORS

What do *Anthony* *Proctor*, *Gregg* *Power*, *Allen* *Bennett* and *Brian* *Langford* have in common? Yes, they can't get anywhere on *Shadow Warriors*. No Problem!

POKE 21188,173 – infinite lives  
POKE 24885,204 – infinite boss  
POKE 20502,173 – infinite energy

## B-TYPE

Here's a short-but-ever-so-sweet listing for strugglers *David* *Dancy* and *Alan* *Baker*, which disables collision detection AND gives infinite lives.

```
0 0000 0007 0-000000
1 208 5216 79 207 1 0000 8 1 0000
A,B 1 8000
2 000000
3 0000 12, 84, 245, 169, 144, 141,
120, 8, 148, 1, 141,111,8, 76, 14, 8
4 0000 169, 171, 141, 127, 50, 189,
90, 145, 124, 49, 76, 28, 8
```

## TURTLES

To be honest, we've been green pizza-guzzling chumps are not the hardest disks around. So try typing PAM10 on the high score table for a much easier game (not forgetting to hold down the CTRL key when you type the P).

Write to us at the usual address, no matter what you're stuck on and we'll have you finishing the game in no time. Ciao!

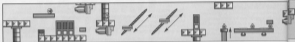
LEVEL SEVEN



Drop down to the lower platform to get the Mike. Shoot the fat houndstooth. Leap the gap and collect the villain. Get the springs to jump over to the crates. Time it so that you don't hit the deadly red spheres. Get to the top crate and jump up to the vine. Just as the vine reaches the green platform, wagggle the joystick to make it drop you. Walk right a tad, jump to collect the Mike, then use the springs to reach the top platform.

Collect the villain. Then shoot once only, so that the fatty dies but the second villain doesn't. Leap onto the next platform and collect the second villain. Leap down to the next platform on the right avoiding the red spheres.

LEVEL EIGHT



Jump right onto the top platform to collect the weapon. Then duck to avoid the blast from the big gun at the top. Walk until the big gun at the bottom has finished then drop down. Quickly move right and jump up onto the small platform. Jump up and right onto the big platform and collect the hostage.

Timing is vital here. Leap onto the first diagonally moving platform. Then leap onto the second one. Start firing immediately. Kill the EO-208 that has appeared to your right. Leap onto the platform above the EO-208's war. There's a controller of Mike on the pillar to your right. Don't stop on the pillar or it will shoot up to the top of the screen and crush you to death. Simply jump onto the pillar and immediately jump off it again to the right.

**Not a moment to soon, Andy, Lam and Steve steal some pages to bring you the final instalment of our Robocop 2 solution. So use it. And stay out of trouble**

# ROBO

LEVEL NINE



Get a run up and leap right. Don't hang around or the crusher'll get you. Avoid the gunfire and jump up to the next platform. Again, get a run up and leap up twice. Drop down to collect the hostage.

Wait for the gunfire, dodge it, then leap to the next platform. Quickly get past the map onto the left and jump up twice before the next burst of gunfire. Jump down onto the pillar and slide off it straight away onto the small platform, otherwise the pillar crushes you.

Good timing is the only thing that'll get you past these moving platforms. When you leap off the last one, onto the top platform, collect the hostage as fast as you can and drop down to the left to avoid the drop.

LEVEL TEN



These three platforms look steady enough but they plummet as soon as you land on them. And platform three will jump up to get across them well before plummeting.

Move right. Duck to avoid the magnet that flies from left to right across the screen. Avoid the laser beams. When the gun fires up with you, leap up to the small platform. Then leap again, over the gun and onto the springs. These provide the bounce to get you over the pinners onto the next platform.

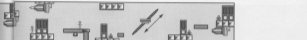
Shoot the moving gun barrel. Jump up to the top platform. Drop down onto the springs and go right to reach the final small platform at the top.



Leap right again. Watch the whirlwinds, time your jump and leap right twice in quick succession. Contact the Nuke as the way and shoot the led. Jump onto the Ready platform; then jump up to get the lead. Blast the platform by pushing the joystick in the direction you want to go.

Push the platform up to the top right of the screen. Square right part of the maze. When the platform travels down to the bottom right of the figure eight, move down and far right quickly. Ignore the Nuke as the platform and leap right onto the rotating platform.

Leap onto the revolving platform. Leap onto the stationary platform and cut out the Nuke and the victim. Leap right to get the second victim. The last led to shoot seems to be not going to give you any help whatsoever.



This bit is vile. Take note of the magnets on the platform. Position yourself on the first magnet-free section and jump the guide. Do a small jump to the right and land on the second magnet-free section. Again, jump the guide. Then leap up onto the small platform above and to the right. Jump up onto the large platform and contact the carriage. Tackling care to avoid the guide. Drop all the way down onto the platform at the bottom and hit the ED-209.

Now comes another magnetic platform and rotating pillar. Same rules as before. Drop down onto the next platform, leap to the one after that (contacting them as you go). Then time your next jump carefully to reach the sliding platform. Jump off at the top then shoot the ED-209 while avoiding the quarters.

# BOB COP PART 2



Move right. Leap the gap, get up onto the small platform and keep going up to the reverse platform with the ED-209 on it. Blast the ED-209 and collect the Nuke. Move right, jump up onto the small platform and slide to avoid the laser beam. Shoot the ED-209 from here, up while avoiding the laser blast at the same time. Wait until the laser has fired. Then leap up onto the top platform, move right quickly and drop down onto the platform at the bottom. Collect the carriage and hit the ED-209. Leap up, collect the Nuke and that's it.



The next two jumps must be done fairly quickly. Jump onto the second platform (the revolving one). Then jump immediately onto the third platform. When the gun is loaded with you, shoot it. Jump right again, then drop down to the bottom and destroy the jet pack.

Move right until you're right next to the springs, but don't touch them. Do a small jump right into the springs, otherwise you'll hit your head on the platform and fall. When you land on the long revolving platform, wait until the gun moves away and move right.

Wait for the pillar to disappear then jump up onto the right hand side of its platform while avoiding the guide. Shoot the gun, leap right three times, collecting the carriage and finishing the level.



Collect immediately and shoot the cartilage moving lower level. Stand up and shoot the horizontal laser tower. Leap onto the recurring platform and edge slowly right. When the magnet appears, duck out of the way.

This next bit can be done in one go (almost). Jump into the first set of springs and collect the cartilage. Then just right to clear the spring robot. Collect the block from the next set of springs and clear the second robot. Repeat this move until you reach the last set of springs. It is possible to get across by doing quick consecutive jumps from spring to spring but you may need to bounce around on a single set of springs to either collect whatever's there or simply to time your next jump properly.

## LEVEL TWELVE



A lot of advice before we start. Always kill enemies from a distance. Otherwise they'll make jobs hard to hard combat and it's very difficult to get rid of them without losing loads of money. And while we're giving advice, shoot the balls that float down and avoid the ones that float upwards.

Get the weapon, move right and shoot the victim. Jump up quickly to get the floating cartilage. Jump right and right again to get the block. Do right and leap up, killing the victim on the way. Drop down, avoid the fire and get the next cartilage.

Move right, kill the victim, jump up the again. Jump up to the top of the fully and collect the cartilage. Drop down and get the box (Make but watch out for the fire and the descending balls).

## The final encounter

And here, at last, is the deadly RoboCop 2 boss fight. In this last sequence of the game, RoboCop has to face his enemy three times. Defeat the metal monster and he reappears, and each time he's more deadly, more heavily armed and more difficult to kill than the last.

Good thing we've got these stocking tips to help you polish off his ultimate plated tick. Follow RoboCop 2's sequence of attacks as described below and take our advice on defensive manoeuvres. The thing is, even if you do everything right first time, you're still in for one helluva romp.



## RoboCop 2 butt-kicking tips

A guide to movements required in the final encounter to enable you to kick seven shades of WD40 out of the robot

### ATTACK SCENE 1

Jump 1 a missile  
Duck 2 a missile  
Jump 2 a missile  
Move forward to avoid 3 a grenade  
Duck 1 a fireball  
Jump 1 a missile  
Move forward to avoid 2 a grenade  
Move back as RoboCop runs toward you

### ATTACK SCENE 2

Duck 2 a fireball  
Jump 2 a missile  
Move back as RoboCop runs toward you  
Move forward to avoid 3 a grenade  
Jump 1 a missile  
Duck 2 a missile  
Jump 1 a missile  
Move back as RoboCop runs toward you

### ATTACK SCENE 3

Duck 2 a missile  
Jump 2 a missile  
Move forward to avoid 3 a grenade  
Move back as RoboCop runs toward you  
Duck 2 a fireball  
Jump 1 a fireball  
Jump 1 a missile  
Duck 2 a missile  
Move back as RoboCop runs toward you





Once you get up onto the top platform, carefully edge along until you get the bootage. Again, edge right until the flying mag-net appears and duck to avoid it.

Jump up onto plummeting platform and straight off onto the moving platform and collect the bootage. It will fly faster than than it. About the horizontal lanes to the right. Drop down to the left and collect the two Mikes.

Jump onto the parking cases with the pipes. Walk to this to stop plinking and go right, collecting the bootage as you go. Shoot the laser and then right in collect the Mike. Drop down, collect the final Mike and walk to the final piece to do the stuff. Leap up onto the piece platform and you're done it.



Repeat the entire with the family and jump onto the pipe and up onto the tall thing. When the moving platform begins to slowly descend, go, move right and jump onto it. As it moves right again leap off onto the small platform.

Watch out for the descending balls. Jump right to collect the bootage. Leap up onto the long platform and make a wall jump. Jump onto the moving one. There's no need to arrange the tricky leap onto the second moving platform because...



...there's a building above which is a much safer bet. It sits there that as you leap off the first moving platform you can collect the desired field without putting yourself in danger of plummeting. Having done that, do a small wall jump leap onto the third moving platform.

This final stretch shouldn't be much of a problem. Leap over the crates to get the Mike. Leap up and collect the bootage. Move right, leap up to collect the bootage. Head down to collect the final two Mikes and you've completed the last level - but now for the really hard bit.

## Robocop 2 - key

### PLUMMETING PLATFORMS

These platforms are placed to catch as you fall. When they stop you don't walk around.



### REVERSE PLATFORM

Reverse these your left and right joystick randomly (easy)



### WEAPON

Weapons include power-ups, or items, you return, occasionally useful



### DEADLY WEAPON

Armed weapons are bad news. When you're hit or about 'em



### FOOD

Collect these can be replenish Robo's level energy



### PIECES

These items may have more advantages for a while



### SPINNING COLOSSUS

Mike through the air. Run quickly to level 3



### WATER

Mike's look but do nothing. Through straight through



### WALL

Boogie of that. Collect all of this with string to complete the level



### YAKKING

Don't talk. Collect them all to complete the level

### MOVING LASER

These are easy to avoid. But a few tricky ones



### LEAD BATTERY

These are a bit annoying to find your jumps wisely



### GLASS

Think you up and collect, you think you weigh your steps



### MOVING PLATFORM

Mike and Mike, jump that Mike to get up Mike in Mike city (not choice)



### CRUISER

Stand on one of these for how long and it makes you upgrade



### FRONT NET

Walking onto it. One of the wrong ones will burn your brain

### WATCH THIS SPACE

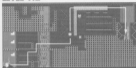
That was too much like hard work. To save Steve and Andy the trouble, why not send in some solutions of your own to the usual address. Make 'em good and we'll pay handsomely

## LEVEL 1.1



This level is a breeze. Okay there are a few enemies to kill but they're all really simple. If you can't complete this bit, send me your address and I'll personally come round and laugh at you.

## LEVEL 1.2



When there's big holes a little care should be taken from here on in. The level isn't too hard but now you have to keep avoiding floating platforms. It isn't always easy but a little practice goes a long way.

# NEW ZEALAND

5 = START \* = GET ON A FLYING PAD

*In a game where the hero is a small fluffy Kiwi bird, it would be easy to think of your mission as a bit of a breeze. But as many of you have found out, saving all 20 of Tiki Kiwi's friends is about as easy as walking from Land's End to New Zealand in a straight line.*

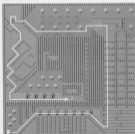
*Trouble is, the thought of solving the whole game is making me feel sick. Now let me think. Who's gullible enough to take on the hideous task for an insulting fee? BRRRRING, BRRRRING!*

*'Hello. Andy Roberts? Funny, I was just thinking about you...'*

# NEW ZEALAND

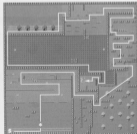
*Part one of a solt...*

## LEVEL 2.1



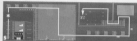
This one's a bit right from the beginning. You need jump across that series of 14 pillars and risk dropping down each time to return to the beginning later on your status flying abilities are required.

## LEVEL 2.2



Things are starting to get a bit tedious now. Try to avoid any serious entrapment where you know you might fall great distance! The 11-ball at the bottom is avoidable, but explosive.

LEVEL 1.3

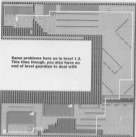


The first half of this level is pretty bad. Getting vertically up the left hand side is made difficult by the obstacle creatures. Once you get hold of a flying device, keep moving at all times.

O! READ THIS

How you are then. The first eight levels of *Alien Zealot Story*. There ain't many tips because there ain't much you can say about these rather easy early levels. Things get a bit harder after this though, so next month, not only will we have more mags but we'll have a whole heap of advice on how to get through unscathed. That's if Andy Roberts hasn't looked over by then.

LEVEL 1.4

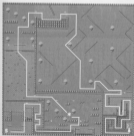


Some problems here as in level 1.3. This time though, you also have an end of level question to deal with.

# AND STORY

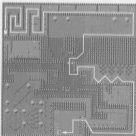
olution that could take years to finish

LEVEL 2.3



Now important point here. Don't hang around underwater for too long, you'll run out of oxygen and drown. Other than that, the hazards are much the same as in the previous levels.

LEVEL 2.4

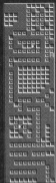


The end-of-level question here is a double if you're careful. Get onto a platform and shoot. When the big guy's returns the check's going down, keep up a few loads and he's gone there. Repeat 'til he's dead.

ALL YOU EVER WANTED TO KNOW ABOUT

# ANARCHY

*This game needs no explanation at all. All you need to get through is the maps (and you don't need level one, it's easy). As for the rest...*

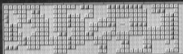


**LEVEL 2**

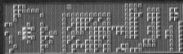
**LEVEL 4**



**LEVEL 5**



**LEVEL 6**



**LEVEL 3**

**LEVEL 7**



**LEVEL 8**

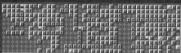




LEVEL 9



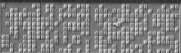
LEVEL 15



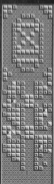
LEVEL 10



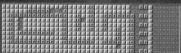
LEVEL 11



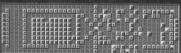
LEVEL 12



LEVEL 16



LEVEL 13



LEVEL 14

# FRAME BUSTERS



## DIZZY

We said we'd bring you cheats for the entire collection and here they are (only a month late and with *Fast Food* thrown in). The indie publisher Martin Pugh has delivered the goods as usual. All of the cheats work in roughly the same way, so I just remain for me to say type carefully and have fun.

### 0 KIM DIZZY CHEAT BY R PUGH

- 1 FOR 0-270 TO 341 + 0000 Y + Cx-CY + POKKLY + 0007
- 2 1P C-1104 THEN POKK 107,120-0Y0270
- 3 0000 "GAGA 0000"
- 4 DATA 32, 84, 247, 248, 5, 142, 40, 3, 141, 94, 3
- 5 DATA 149, 4, 141, 40, 3, 33, 149, 249, 142, 0, 149
- 6 DATA 149, 4, 157, 148, 3, 149, 149, 5, 157, 149, 3, 232
- 7 DATA 138, 208, 248, 249, 33, 141, 40, 3, 149, 74, 141, 40
- 8 DATA 3, 149, 3, 141, 40, 3, 74, 149, 3, 72, 77, 80
- 9 DATA 142, 74, 221, 149, 173, 141, 129, 48, 94
- 0 DATA 149, 4, 257, 148, 3, 149, 149, 5, 157, 148, 3, 232
- 1 DATA 138, 208, 248, 249, 33, 141, 40, 3, 149, 74, 141, 40
- 2 DATA 3, 149, 3, 141, 40, 3, 74, 149, 3, 72, 77, 80
- 3 DATA 142, 74, 221, 149, 173, 141, 129, 48, 94, 74, 42, 74

## FAST FOOD

- 0 FOR FROM 0000 0000 0 TO 0 0000
- 1 FOR 0-270 TO 334 + 0000 Y + Cx-CY + POKK 3 Y + 0007
- 2 1P C-0000 THEN POKK 107,120-0Y0270
- 3 0000 "GAGA 0000"
- 4 DATA 32, 84, 247, 248, 5, 142, 40, 3, 141, 94, 3
- 5 DATA 149, 4, 141, 40, 3, 33, 149, 249, 142, 0, 149

- 6 DATA 149, 4, 157, 148, 3, 149, 149, 5, 157, 148, 3, 232
- 7 DATA 138, 208, 248, 249, 33, 141, 40, 3, 149, 74, 141, 40
- 8 DATA 3, 149, 3, 141, 40, 3, 74, 149, 3, 72, 77, 80
- 9 DATA 142, 74, 221, 149, 173, 141, 129, 48, 94

## TREASURE ISLAND DIZZY

Enter and **FLIN** this listing, follow on-screen prompts and the game's leader will get going before you know it.

### 0 000 01 DIZZY CHEAT BY R PUGH

- 1 FOR 0-250 TO 327 + 0000 Y + Cx-CY + POKK 3 Y + 0007
- 2 1P C-2500 THEN POKK107,120-0Y0250
- 3 0000 "GAGA 0000"
- 4 DATA 149, 5, 133, 42, 12, 144, 225, 359, 373, 141, 149, 44
- 5 DATA 149, 137, 141, 48, 45, 149, 45, 141, 58, 45, 74, 0, 12

When "syntax error" appears type **POK040.1 (RETURN)** and enter the line 01 000000 **MANAGER** Court by to list it. Now type **FLIN (RETURN)** to load the rest of the game with immunity in fire, water and cages.

## FANTASY WORLD DIZZY

Enter and **FLIN** this listing. Then follow the on-screen prompts to load the game's leader and you're away.

### 0 000 01 DIZZY CHEAT BY R PUGH

- 1 FOR 0-250 TO 322 + 0000 Y + Cx-CY + POKK 3 Y + 0007
- 2 1P C-0000 THEN POKK107,120-0Y0250
- 3 0000 "GAGA 0000"
- 4 DATA 149, 3, 133, 40, 32, 104, 225, 149, 373, 141, 149, 37, 149, 34, 141
- 5 DATA 149, 33, 149, 3, 140, 127, 37, 149, 0, 141, 134, 37, 74, 0, 34

When "syntax error" appears type **POK043.1 (RETURN)** and enter the line 01 000000 **MANAGER** Court by to list it. Now type **FLIN (RETURN)** to load the rest of the game with infinite lives and immunity to fire, water and the abyss.

## MAGIC LAND DIZZY

Enter and **FLIN** this listing, follow the on-screen prompts and the game's leader will bouy into your 84's memory.

### 0 000 000000 CHEAT BY R PUGH

- 1 FOR 0-250 TO 314 + 0000 Y + Cx-CY + POKK 3 Y + 0007
- 2 1P C-1700 THEN POKK 107,120-0Y0250
- 3 0000 "GAGA 0000"
- 4 DATA 149, 3, 133, 40, 32, 104, 225, 149, 173, 141
- 5 DATA 122, 29, 242, 51, 54, 74, 0, 34

When "syntax error" appears type **POK0 40.1 (RETURN)** and enter the line 01 000000 **MANAGER** Court by to list it. Now type **FLIN (RETURN)** to load the rest of the game with infinite lives and infinite energy.

## SPINDIZZY

Enter and **FLIN** this listing to **LOAD** and **FLIN** the game with infinite lives.

- 0 000 0000000 CHEAT BY R PUGH
- 1 FOR 0-270 TO 342 + 0000 Y + Cx-CY + POKKLY + 0007
- 2 1P C-04200 THEN POKK 107,120 + 000017
- 3 0000 "GAGA 0000"
- 4 DATA 32, 84, 247, 248, 32, 141, 249, 3, 149, 3, 141, 94, 3
- 5 DATA 94, 72, 77, 80, 149, 3, 141, 249, 4, 74, 0, 4
- 6 DATA 149, 43, 142, 112, 8, 149, 3, 142, 113, 4, 74, 36, 8
- 7 DATA 149, 74, 242, 31, 127, 74, 27, 4

## Typing in listings

If you type a mistake, the listing won't work. However, it doesn't matter whether you type 00

DATA 30, 179, 33, 7, 25, 140

or

DATA 30,179,33,7,25,140

Spaces between columns can be missed out. We do it sometimes to get the listing to fit.

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The people you see on the left is good with his feet whereas the mutated mutant one has to crawl to move. Beware! Enemies of attack, but watch out for mistakes.

**A** few months back, if I'd walked into the street with a Turtle mug balanced precariously on my head, a horde of maybe 2000 youngsters would have beaten the hell out of me just so that they could possess this fairly piece of merchandise. And funny enough, shopkeepers around the country were faced with similar treatment when Interplay released a (somewhat average) game based on the movie.

Stranger still, if I were the same mug into the street today, I would either be laughed at or avoided. This is a bit sad 'coz now Microsoft have released another Turtle game, based this time on the coin op, and it can only be described as way above average.

If you don't already know the plot of the coin



**TURTLES**  
**THE COIN OP**

*What's lean, mean and has just had seven shades of green kicked out of it by someone called Bart? Dunno? That's probably because you've forgotten the Teenage Mutant Hero Turtles, comicbook idols of yesteryear. Except Imageworks are about to remind you, courtesy of their Konami coin op conversion*



Here they are, Tom, Julian, Nick, Leo and George. I wonder what happened to Casey the dog? Perhaps there's him on the left

oper you're a fully paid up member of a very large club: there is no plot as such. The whole thing is just a series of ten self-contained missions. To utilize them all would be a waste of space. Needless to say, each level is as amusing as April and Splinter from a variety of horrid situations for the arrest of you.

Each horizontally scrolling level is several screens long. As in Golden Axe, you need to kill off all the opponents in any one screen before a little 'Hurry Up' message tells you to move on to the next challenge. At the end of a level, a single opposite screen appears in which one of Krang's major minions is waiting to de-thaw you. These super bosses are both larger and tougher than the normal ones and, more often than not, they carry weapons. Things start off fairly

A little known fact for you. Turtles have always been the best that success means. Hence this opponent has exploded.

In any infinite mission, I have fought into the air and started up to reveal the giant ceiling ball. That purple Mike hasn't, Quinn, get on.

Remember those bullet screens from paid off at last. A well-timed kick can save the day! Try it.







More might fall. This time there's a lightning storm and a toxic storm. When Brown Snake is on the right, one needs to run knock down and they're history.



At the end of the level we find the mighty Dr. Blip. So, or is it Monk "Bready"? Oh I don't know. All these different names characters look the same to me.

easy, only Rock Bready can stand up to a peeing. But as each level falls by the wayside, the end of level again needs get harder to beat. They even going up on you, still, while the enemy's

the levels. Most of the in-level adventures are standard looking rings with non-standard methods of attack. The weakest of them just added into hand-to-hand combat. As you get further into the game though, they start to play dirty. There are knife throwers, gasmen, rings gun tobers, some of them even get you in an arm lock. When this happens, you need to wrangle your joystick and press your fire button to escape a peeing. Later still, strange robot

experts of good graphics. The backgrounds are excellent (except, oddly, for the cars in the street scenes). Most impressive are the sprites. Without exception, they are individually animated, beautifully drawn and totally flicker-free. Sound too, is a bonus. The title track is good and the sound effects better. By all means tell me you hate the turtles, that's up to you. Trust, if you must that they are fat-beans, I might even agree. But tell me that this isn't one of the best-reviewed level 'em ups you've ever played and I would have to protest.

Brute force and aggressive tactics are fine against ordinary folk, the turtles have a lifetime of ring training (and a high power pass) they in their

force. There are no defensive moves to compensate things, just keep attacking. The action really is non-stop and frantic beyond belief. You can access a number of random attacks simply by pressing fire. They all have the same effect, but it's nice to see so much effort going into the sprite animation. Apart from these regular left and right attacks you can perform stunning mudhouse attacks, jumps, flying kicks and summersaults.

So who's going to feel the powerful and of these attacks? Well, all the usual crowd is there. Fish Bready, (Se-Doo, Shredder, King). But they all hang around at the end of



Things might get pretty hairy down in the sewers but at least you can see that the cat's out of the bag if you see an extra like)

**The action is non-stop and frantic beyond belief**

and machine-gunned dogs try to get in on the fun. They're pretty tough but when you actually get a hit on them your ears are treated to a superb metallic clanging sound. Not only that, but just when you think you've had enough up to your turtle necks, you find it's also possible to get boxed by a giant rolling ball or plummet down an open manhole.

I'd say this game was busy but that's not a strong enough word. The action doesn't let up. The only time you get to rest your weary little rights is while the 'real' boss fights. But all this action and speed hasn't been achieved at the



ANDY

<b>Game</b>	<b>Turtles - Coin Op</b>
<b>Publisher</b>	<b>Imageworks</b>
<b>Cassette</b>	<b>£10.99</b>
<b>Disk</b>	<b>£15.99</b>
<b>Release</b>	<b>November</b>
<b>Contact</b>	<b>071 939 1454</b>

**POWER RATING**

**THE DOWNERS...**

- All the extra levels the game left to fight enemies. Not much variety
- Two players at once? No chance

**100**

**89%**

- Presentation screens at the start are works of art
- Title track and the 91 crew opening for hours
- Sound effects are spot on, especially metallic clanging
- Has levels won't be cracked by a hurry
- Levels of enemies. And they are attack differently
- Four turtles to choose from
- Scuttlers and machines to make life difficult
- Real sprite animation
- Hedges of a certain nature
- Action is frantic, and non-stop for the whole game

**...AND THE UPERS**

**0**

On the left I see attacking my way through while like a wall, like an assault turtle through several manhole rings. On the right, they've disabled my shot and got me in an arm lock.





I mean has evolved over millions of years, survived countless natural disasters, thrived through it all (share of wars and created a pretty pleasant world to live in, why is it that programmers think the future is going to be crap? (sic, too it makes for a good storyline - lol) In Robozone, the planet has become a bit safer. Pollution is out of control and all the



rich folk now live on luxury yachts in the middle of the relatively stable Pacific Ocean. That leaves the average commuters to choose to death on the undesirable land masses.

To protect these assets they have created the Robozona - a large robotic refuse collector-cum-bodyguard. Old Wooly is a bit like 80-200 of Robozone fame and, in terms of both looks and performance, isn't the best thing about the game.

Not surprisingly, he is also the fellow you have to control, in a quest to find and defeat the "Scavengers". These robotic insects are scouring around the city, eating crops, dropping litter and killing people.



Blue bar to the left and a reaction to the right - you cough all round.

Your mission ends until one of two robots goes off the scale one way or the other. There's an energy bar at the top of the screen; if it disappears you're doomed. And

there's a pollution meter which signals the end of the human race when levels get too high.

The first level takes place in the streets. You can move right and left, jump up and down through holes in the street pipes and blast the doors of

insulated and

humiliated

apparatus

who try to steal it all for

you. And battles with

human heads

might sound

imaginative

but the simple

colour 80

Another episode great idea, but so common these days that another solution is to use the phone

This level says, "Remember to give that you need to be a little more imaginative, you'll get the 80-200 you need to be a little more imaginative."



which translates the message, return to the head and you receive instructions to find another item. Collect this, go back to the head and you finish the level. It's simple really but the streets are so long and the mission so vague that after wandering around for hours you simply lose the will to continue.

So warned - the fickle collision detection is a nuisance and getting temporarily stuck behind every bit of scenery is right up to its standard and irritating play.

If you can take it, you might be surprised by the drastic change of game style on the final level. Here the Robozona takes its legs in exchange for a rear loader, in an attempt to pass himself off as the P-8

transport. The idea, now you're piloting a poor man's P-8, is that men with such wonderful engine technology like 80, like the 800 previous level, is still, still, still.

Many of you won't even get there. Not because you'll notice yourself too late that you didn't save enough, very quickly. The idea is fine (also needs the physics?) and the attempt to provide varied levels is commendable, but the situation of all these average shoot 'em up has been badly handled a marvellous pile of

unplayable details.

# ROBOZONE

A Year's Worth  
Now at 50p



**Game**  
**Publisher** Cinnabar  
**Console** C10-88  
**Disk** C12-88  
**Release** October  
**Contact** 071 928 1484

## POWER RATING

### THE DOWNERS...

- The first two levels are monotonous, too much wandering
- There is some annoying poor collision detection
- Only three short-cut levels - no long-term challenge here
- P-8 type level is a good format, very badly implemented
- End of level quarters are just pathetic
- The sprites are severely two-dimensional and poorly coloured
- Background graphics are dull and uninteresting
- Sound effects are forgettable

100

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- Commentable change in visual levels and gameplay
- Sprites are very original
- Robozona sprite is cleverly drawn and coloured

### ...AND THE UPPIERS

32%

# THE NO-HOLDS-BARRED

# SMASH

## GAME SHOW OF THE FUTURE

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challenges the game show of the 21st century.  
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defeat a variety of enemies and robots, and the ultimate prize  
is... a million dollars! You'll have to combine to  
bring you the most powerful on-line connectors.

**SPECTRUM  
AND LEAD  
COMPOSERS SA  
BY BILLY ST**

# AKkaim

# ocean





1 — Up to a higher platform where he can face the monster, etc. thingy



2 — Don't worry about jumps on the overplatform, the weight is thrown up to the air, lands back on the ground and collapses here...

Toki's control panel displays (from left to right) the number of Toki remaining, the amount of cubic centimeters (the stages you're on), the out-of-lives percentage through power, which is gradually reduced as they waste time, the time remaining to finish the level, the top score so far, and your score — as it appears.



Kill every-thing you can... (text partially obscured)

Kill the big monkey head

The man to get killed by the squid (see later)

Kill the squid to get the power-up (see later)

Remove these enemy green platforms

And it's out-of-lives percentage time. This would be a nice time to get some things which they can't destroy (like a shield)

Game	Toki
Publisher	Ocean
Cartridge	£14.99
Release	Out now
Contact	081 832 9032

POWER RATING

**THE DOWNERS...**

- Just five levels — and only the garden (off much resistance)
- Spot effects are slow

**86%**

- Great graphics throughout, with range of colour and loads of variety
- Incredible platform action is extremely playable and very addictive
- Thankfully, the soundtrack is a decent alternative to it
- There are plenty of bonuses in traps and rewards waiting round each corner
- There are some major features to be seen
- Toki has a wide range of moves at his command — all executed with 100% beauty
- A very affordable cartridge

**...AND THE UPERS**

# TOKI TOKENS

- BIG GOB** — Increases the strength (and damage sustained) of Toki's local resources
- FREGGO** — Powerful flame breath, but with toxicity about range
- TWIN GOB** — Doubles up on Toki's spittle missile, sending waves of mucus towards the enemy
- HELMET** — Protects our gop-oids from attack — but only temporarily. Also, it only prevents damage to his torso. Clog a shield on his lower half, and he's an unflinching monkey

# ROGER FRAMES

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## TARZAN GOES APE

Code Masters, £3.99 cassette

Tarzan has always been a bit of a tricky character to portray – too, how he's gone and angrier a wild-dogger who, in revenge, has turned the ape man into a real ape. The idea in this platform game is to collect certain ingredients which enable Tarzan to re-assume his human form.

These ingredients are a ring, a mask, some belts, a diamond, a caudron and a collection of bones. All six have to be picked up on each of the three levels (so that all) to complete the task.

There may only be a bit of levels but they're hard – very hard. For one thing, you have to avoid or kill loads of enemies. Hunting looks at them helps. The other obstacle in the way of your success is poor collision detection. For a platform game, it's remarkably easy to fall off the edge of platforms you've just jumped onto.

The enemies in the game are by no means few and far between. In fact, they're practically shoulder to shoulder. A lot of them, like the snakes and Amazon Warriors just shuffle around the platforms, preventing you from progressing until you've killed them to death. Others are a bit more threatening. The birds are vile and, although they don't fly back at you, their erratic patterns of movement make negotiating small floating platforms horrendously difficult.

Another thing to watch out for is the irregular sequence of the bottom-right of the screen. If you collect one of the required objects out of sequence you will die horribly. There are also skulls scattered throughout the levels. Some do nothing, some kill or

Tarzan was never very good with the birds. Let's face it, anyone who's been shot up like a pig deserves bloody parking



*Playing Batman was probably a bad idea, given my poor track record in 'not getting carried away'. Nonetheless, I felt that for the safety of everyone in Gotham (south of Stoke) I should don mask, cape and Y-fronts. No longer would they cower in the shadow of crime. 'Who is that masked man?' they asked. I'm BatFrames...*

contact and others reverse your joystick movements, for a short time. So what do you have in your hand? Er, nothing, apart from the buttons you throw. As I've already said, it's a tough one.

However, despite the frustrations of the game I found myself having a row-ald time and wasn't content to leave it alone until I'd finished it with a bit of help from a cheat mode. It isn't gonna win any prizes for originality or depth but it is good fun.

**TARZAN GOES APE**  
Not the most complex platformer we've ever experienced but, heck, it plays well enough and is really addictive

**FRAME RATE** 74%

## MIAMI CHASE

Code Masters, £3.99 cassette

Crime is on the increase. In fact, it's got so bad that the City Mayor has given you, a tiny racer with a Ferrari F40, 24 hours and immunity from the law so that you can clean up the city. Now, that's bad.

At the start of each level a parade of the criminal you have to apprehend is displayed. Pretty speedy really but it gets you in the right mood. Then it's straight into the game. The road is viewed from overhead and scrolls as you travel around. To the bottom left of the screen is a little heading car. This shows you the colour of the criminals to be released. On each level there's a host of red vehicles to

This busy little race 'er chase is a bit like a cross between Super Cars and Chase Hot. It's tricky to get to grips with, but good fun



stars vehicles after driving into 'Dark Knight' disguise. I happened over the morning village of more other than Jack Nipper – nice Sunday afternoon and spending under the same ol'. The Joker (Er, he) had the liberty of the Quarter? - (E)

destroy before you can attempt to 'arrest' the big bad guy.

Most of the time you need to avoid the cars to get rid of them but sometimes it's easier to crash into them, leaving them no time to escape. This is a useful but ultimately dodgy tactic, as it knocks your energy down quite drastically. If things are looking grim,



find the shop and purchase some more energy. Later in the game, when you have a few more sparks to spend you can also obtain extra weaponry at the shop.

Complete a level and it's onto the next, which - it has to be said - is just like the previous one. The only difference is greater difficulty and a new road network, if it's hard to control your car and items are at all tedious but the graphics aren't bad, and once you've mastered the controls it can be good fun.

## MIAMI CHASE

Want to begin with but once you get the hang of it, the frantic gameplay becomes quite engaging.

### FRAME RATE

62%

## SLIGHTLY MAGIC

Code Masters, £3.95 cassette

Press one of the smiling balls. Code Masters have brought out, wait for it, an arcade adventure. The only difference this time are (a) Drop doesn't appear in it and (b) it's not actually very good.

You play a wizard, called Slightly, who has been entrapped in a castle. You have to escape the castle and free the princess who has also been caged up by an evil dragon.

At the start of the game your mastery of the ways of necessary arc-stavity, to say the least. You can't even cast a single spell. Playing "find the lady" in a two-card deck would be a tall order for you. What you can do is walk, jump and use your powers of logic deduction on the puzzles in the game. Early puzzles are dead simple; when a dragon complains of thirst, you have the slightly task of deciding whether to give him the flea collar or the bucket of water. Money!



Goal! It looks so colourful and intriguing, but looks can be very deceptive. This game isn't even slightly magic - it's totally dull.

But pass through the first few puzzles in the game and the bottom falls out of your tiny little world. Not only can't you find anything that looks remotely useful, but such animated incoherencies as grass, bats and rock monsters test your reflexes as well as your intelligence.

This puzzle-intensive formula is a good one. It's similar to that used in the Clippy games which were excellent. When the game falls flat it is in its poor execution. For a start, the graphics don't exactly cause your

64 to break into a sweat. Also, progress is slow. Slightly shuffles apologetically along, as if he's wandering around a library in a pair of bubble-wrap shoes. And worst of all the menu system for picking up and dropping objects is flawed beyond belief. When you meet a creature that wants to talk to you the screen flashes on and off several times. Then, when you try to access the object you wish to use, it takes about seven joystick presses - unresponsive controls have never been so, or, unresponsive.

Slightly Magic is not a dreadful game, but as it's come to equal more from Code Masters - especially in the way of arcade adventures. Every game but if you're going to create something as popular as Clippy, you'd have to make sure you've got something at least two thirds as good to back it up. And this isn't it.

## SLIGHTLY MAGIC

Sorry, but Code Masters' good games don't help you ignore the appalling programming. Is it within in BBS?!

### FRAME RATE

38%

## STACK UP

Zappella, £3.95 cassette

"Oh punny," I thought when I saw the game for the first time. Some time ago I played a console game called Columns. It was such a riot I prayed that someday it would appear on the 64. Well, this ain't Columns but the idea has been ripped off a treat. Unfortunately, they forgot to rip off the playability with it.

The game is a Tetris variant. But instead of manipulating falling shapes you have to shuffle combinations of food around.

Basically there's a rectangular pit in the middle of the screen, and a group of three food items falls to the bottom where it comes to rest. Little by little it's on its way down, you can move the food left and right with the joystick. All you have to do is position the lady-like lighters so that they fall in a straight line of these similar items of food or more. When this happens they disappear, leaving you more room to carry on. If you're hopeless and the food stacks right up to the top, it's game over.

Where Columns and Stack Up differ is in the orientation of the falling food. In Columns the food combinations were vertical and this worked brilliantly. However, in Stack Up the



Stack up. Or down as the case may be. This could have been a happy playtime little game but the programmer fucked it

grab-it horizontal and for some reason this doesn't work a fraction as well. This reduces what would have been a game of skill to one of luck. If food Stack Up is a little destined to be played three or four times then forgotten.



## STACK UP

It's always the case isn't it. Someone gets hold of a brilliant idea, shuffles it about a bit, and ends up producing a pile of crap.

### FRAME RATE

38%



Wow! The ghostly food is using the food stacks as a cover for his underworld activities. It shall check the ballroom and dance floor on line as he makes his getaway...

## IO

Zappella, £3.95 cassette

Cor! There are games being what a good shoot 'em up this is all over the packaging. But I can honestly put my hand on my heart and say I don't do it. It's too damn hard!



It's standard shoot 'em up fare where you pilot your ship through hostile alien landscapes that scroll smoothly from right to left. Dozens of alien swarms and gun-embracements shoot at you and at the end of each level comes... an end-of-level guardian.

Shoot 'em up gameplay is normally a bit tricky until you find some power-ups to get

you through the really tough parts. It is too difficult to start with. Then you get some power-ups which do very little indeed. And just to throw large pillars of acid into the already raw and gaping wound, the gameplay gets more difficult again.

And you, it's very odd. Rarely have I seen sprites react so well to alien formations (with such speed and finesse). But to come face to face with a frighteningly hard situation in the second or third screen of the first level just makes me want to switch off and cry myself to sleep. I believe it can't be any thing of two people (it would appear to be the first is the programmer himself, and the second, if such a fellow exists, is Thering, the omnipotent and all-playing god of badly designed shoot 'em ups.



**10**

What is already a stunning looking shoot 'em up has been rendered unplayable by awfully difficult gameplay.

**FRAME RATE**

**41%**

000650 3 1 2 00000  
BOMBING HEADS



Like in Bouncing Heads you have to be fast to beat this. This is not 'em up it's a somewhat full of really neat ideas and the gameplay is slick.

## BOUNCING HEADS

Segami, £3.99 cassette

Take Pacman, add a large helping of Bomberman, make it too hard and tedious and you'll probably have something not entirely unlike Bouncing Heads. You play a head - a bouncing head no less - which has to spring around a thin walkway, poking up pairs of legs and avoiding or shooting opponents. The idea is to collect all the legs on any one level and get to the exit.

There are trap tokens scattered around which can be collected and used to destroy opponents. They are in very short supply though so logically it is a trust it may be a mine but is it a mine? - Dig it. You can also conserve your firepower by plotting a route that avoids opponents to a large extent.

Even so, you'll have to come into contact with a nasty scissor or later and they're unbelievably fast. If one comes near, lean it.

That's about all there is to it on level one. But get past that and things get hairy. Later there are all sorts of devices to make life difficult. There are switches that make muddy, impassable walkways if it walks on. But this also means that any enemies that were out off from you can't now home in.

There are ice patches, one way tiles, deadly tiles. In fact there are so many things going on it gets a bit difficult to tell what you're supposed to be doing. There are many good ideas in this game. The trouble is, when they're all bundled together it doesn't really work very well. It's concluded that even if the programmer had made the enemies stationary it would still be a really challenge to plot your way successfully through each level.



## BOUNCING HEADS

It's tragic that a game with so many good business thoughts, in much like some way or so, for the low hard to enjoy.

**FRAME RATE**

**60%**

## BATMAN - THE MOVIE

The last legend, £3.99 cassette

Have I ever danced with the devil in the pale moonlight? Well, frankly no. But as you can see it *DO* have a bit of a run in with the *Blatant* this month. (Did I tell you the one about the *Prize* and the *Dark Knight Detective?* - Oh)

Well the film itself was a lot of a stinker, wasn't it? Well, Oh well, whether you liked it or hated it, it was gagging to be converted into a computer game, so Ocean (who aren't it), and rather successfully at that.

It's standard Ocean stuff, platform beat 'em up, drive around bit, drop platform beat 'em up. It's absolutely a formula that works 'cos they've just used it for the umpteenth time in *Terminator II*.

The first level sees our rubberized hero crawling around the Ark chemical plant in search of Jack Napier. There are lots of rocks and enemies in the mass of platforms.



A great looking game, and it plays well too. Bouncing around on ropes is handled really well and makes it that little bit different.

That can only be reached by swinging around on your bat legs. Care must be taken though, plummeting too far kills you outright.

There are also traps and security guards who shoot at you. When you have found and shot Jack, he falls into a vat of chemicals and is known from here on as *The Joker*. The graphics are great with gorgeous backdrops in various shades of blue and a stunning nice *Batman* style.

By the time you reach level two, the last boss has tucked his legs in for a Batmobile.

Well, when I say traded, I don't mean he'll literally give his legs in a local Batmobile specialist in exchange for a car. (You're getting tedious again Roger - Ed.) Now you must travel through the streets avoiding *The Joker's* footcuffs and police alike. You can also use the grappling hook to get round corners at speed (just like in the film).

But good grief! The Joker has now gone and put poisonous substances in everyday household products. So in level three you have to complete a puzzle game in which you try and work out which products have been tampered with on your *Bat Computer* in the *Bat Cave*.

Level four is another drive bit with more hazards but succeed here and you can beat yourself for the final



... Alternatively, I could describe it fully to the top, into over some counting necessary and that myself. *Shaping* progressively from a garbage, *OWN* Roger escapes from his latest predicament? *With* the *Woman* lose their grip on the *net*? *And* does anybody really care if the *3000* *street* phenomena? *Time* in next month, *save* *Bat-time*, *save* *Bat-time*! - Ed

showdown with the Joker on the roof of Gotham's gothic Cathedral.

The game follows the film very closely in both plot and looks. The gameplay too is a bit special, although the platform levels suffer from too much similarity. There are so many games around like this these days that to give it a *Cerber* would be a bit of a joke. Having said that, *Batman* is such a task that the joke would be on you if you missed it at this price. (But don't get carried away like some people we could mention - Ed.)



## BATMAN THE MOVIE

This is great stuff. The graphics are terrific, the plot is gripping and gameplay is exciting. *Play* words courtesy of *Ed*.

**FRAME RATE**

**86%**



# EPIC



## EPIC - A LEGEND BEYOND TIME

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**CBM AMIGA**

When I could take up this page just describing the plot, but I'll try not to. You have to buy all the items on the base of this moon (which doesn't exist in space) in order to free your ship's crew (who have been taken hostage, held by the moon's two indigenous races, the Holoforms and Ferrians). It's that if Cash-out; you don't have enough money, so, that means going into business as a trader, buying raw materials from one moon-base and adding them to another until you're rich enough to own a planetoid. Plus, it's a good thing you've got a modified skimmer craft capable of carrying 250 tons of cargo. Cash-out; pirates plague this moon and they're always on the look out for ships like you with modified skimmer craft equipped with 250 tons of cargo. Ah.

A break from the tedium of buying, selling and not being able to piece games in the form of a choice of missions. There are ten of these and they range from escorting a craft from one place to another in one, to destroying a fleet of invasion ships a little later on. These if you thinking Elite and/or Mercenary have got the picture.



The weather's usually fine but some areas are afflicted by thunderstorms. They're dangerous but they recharge plasma guns.



You can switch off the language colours to get the graphics to run faster but there isn't a lot to lose.



Got that? It's the first screen I've seen on this planet. Yes, it, don't know where everyone else is do you?



Getting to grips with the controls is easy. We're not talking tight aim, action, tense. Your skimmer is always oriented horizontally and you see one of mountains without needing to switch as a new planet job, but some a bit of mouse jiggling. The space bar acts as an accelerator and the Commodore key is the brake. There's a booster (which actually

For the most part, the underground team played you some access only consist of a few rooms and corridors.

mountain range. Even the dawn and sunset effects are likely to confuse a some response of first. But ultimately, the sort of adventure has been done better before. Elite, Top Gun and Mercenary all beat Mountain hands down. But such games are rare now and if you haven't already got them, a little lunacy could be just the thing.

SEAN



# MOONFALL

sure fuel more efficiently than the normal engine) and a navigation computer which indicates where various bases are. When you get to a base you can take your craft underground and walk through a maze made of rooms and corridors, taking advantage of the diamond shaped room links you'll find dotted around. From there you can buy equipment, trade cargo, maybe glean a little information. There are plenty of plot elements (like the coordinates of hidden human colonies) to find.

The equipment list is worth a second glance, though most of it is so expensive you'll spend much of the game simply coveting it. Nevertheless, if more powerful weapons, shields, special scanners, fuel tanks and missiles aren't on your shopping list, tear it up and start again. It's a tough world out there. And you need this stuff.

Or do you? Unless you get your currently glad caught on Moonfall fairly early on, you're unlikely to want to finish the game. It certainly doesn't offer much in the way of visuals. Thus, you can take some of the colour out of the graphics to make them run faster but they're still strikingly unimpressive. And a persistent glitch will upset perfectionists. Beyond that, the gameplay asks a lot of a novice player. It isn't that easy to win a fight without some of the better weapons, even if your skills as a pilot are beyond question. If you run out of fuel in the wilderness and don't have the cash to call out the nearest dealer's equivalent of the AA, you - and the game - just sit there, waiting for the other to die. Or something. Sound effects are variety of the buzz and hiss variety, so don't expect anything to tap your toes to while you wait for the world to end.

There are some atmospheric moments, like the first time you fly into a thunder storm, and the navigation computer goes ga-ga as lightning bolts blast the landscape for as far as the eye can see. Then there's the sense of achievement when you discover a safety landing pad nestled between the peaks of some anonymous

The navigation computer has a variable zoom mode. Here you should just be able to see the skimmer flying away from Moonbase 2.



<b>Name</b>	<b>Moonfall</b>
<b>Publisher</b>	<b>21st Century Ent</b>
<b>Cassette</b>	<b>£19.99</b>
<b>Disk</b>	<b>£19.99</b>
<b>Release</b>	<b>Out now</b>
<b>Contact</b>	<b>0228 832828</b>

## POWER RATING

### THE DOWNS...

- This sort of game has been done better before
- Not really what you'd be expecting to die
- The ultimate goal (buying a planet) may be too far to achieve

100

72%

- The adventure is big enough to keep the most successful explorers occupied for weeks
- Apart from one graphics glitch, it's well programmed
- It's fun when you stumble across the more atmospheric effects
- Few mistakes of incoherence obscure quality
- Loads of equipment and equipment to buy to help
- Easy to get to grips with all the controls

...AND THE UPERS

# STOP PRESS!

The **SHOCKING** true story of how an unfortunate **ACCIDENT** with a pizza led to a remarkable book **YOU** can benefit from! It **MUST** be told!

I was a crazy day just this side of a deadline when Andy's pizza wiped the date from an invitation to a party. The offending slice of Final Frontier Deep Pan was steaming away next to him, quietly spending its last moments on this VERY IMPORTANT PIECE OF PAPER when we discovered something about the Final Frontier Deep Pan that even its dangerous creators didn't know. It could dissolve ink! Yag, when the invitation was finally received, it was utterly devoid of ink. The party was over before it had even started.

So what, you may ask.



Did we learn from this? Well, it occurred to us that this fate was only one of many that could befall a piece of paper with important info on it and what was needed was some alternative method of STORAGE. TEXT INFO STORAGE, one safe even from paper jams. That was when Thibby stumbled us with his brilliant concept.

His, he said, 'what about a notebook that's split up into entries for every day of the year? We could write down all our important bits of info in one place and we could bind it in plastic to make it impervious to jams.' Silence descended like bricks from the stratosphere. It was such a good idea that we wondered why no-one had ever thought of it before. Then we realised that they had. Andy was talking about a diary...

'Hang on,' said Steve, scratching his head and finding a brick there. 'Isn't a diary what you get low fat yoghurts from?'

'You're not wrong,' scolded Sean, checking his dictionary. 'It's no good. We can't write everything into a diary, it'll get wet and go off after three days.'

'Well,' said Andy, 'I'll just try writing it down...'. He plopped up his face and scribbled onto the front of a notepad. What he wrote looked like this:

*Diary*

'Brilliant!' cried Steve. 'That's it. We'll make a diary. We'll write into it all the things we have to remember next year, like when we have to get leaves of the mag out, birthdays, holidays and everything! It'll be so good everyone will want one.'

And we can give them a cheat for every day of the year,' said Andy, looking at a box full of Gamebusters cheats that had been blocking the doorway into the office for weeks.

'Hey, if it's going to have a tip for every day, we ought to get the whole hog and make it THE ABSOLUTELY DEFINITIVE GAMEBUSTERS DIARY.'

So we burned the midnight oil and put together this juicy proof diary, appearing in so many massive game solutions and maps that no fat game player could afford to be without it. In fact, we had so many tips and cheats that we ran out of space and had to stick another hundred PAGES on a unique Gamebusters Tape.

Just one more thing. To make the diary useful to as many of you as possible, we'll give you free on the world's bottom, our diary starts running from April 1st 1992 and lasts until March 31st 1993. Brilliant, eh? Actually, all of the tips stuff will last forever and you don't need to read until April or whenever to use it.

And it won't matter what time you leave you on it, the ink won't come off.

**NEXT MONTH**

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◀ 'Loaded with plenty of action, U.N. Squad have done the bit'. (P/1988)

▶ One of the classic conversions around, one of the classic conversions of the year. CAP 1984.

◀ 'Impressive, including amazing, impressive graphics. You can't help coming back for more!'. (P/1984)

▶ To game graphics are packed with detail, superb action, rolling around and realistic looking players. High playability, nice sounds and neat graphics'. (P/1988)

◀ 'Really one of the most addictive and playable arcade games ever!'. (P/1988)

▶ 'A great shoot 'em' up. Brilliant sound and addictive gameplay!'. (P/1988)



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THE HIT SQUAD - PO BOX 150 - WINCHESTER SO92LX

Score your own destination and flight to the entire fourth level of Thunder Jaws. Scoring 100? 87

**S**pot the odd one out: Rybels, Vindicators, Cyclobast, Mad Driver, STUN Runner. Yes, it's obvious isn't it? There isn't one. They're all Tengen brands and they're all crap. So it is with the almost apprehension that I approach Thunder Jaws – yet another product of the Danish/Tengen deal.

The plot is that the completely barmy Madame Q is busy creating a army of board-walkers in her Underwater Datab. Now you're either a crash underwater commando spy trained in the art of killing... or an amateur

scuba diver who has stumbled upon Madame Q's sub-aquatic tar white-on-a-pottery-collecting expedition. It's never really explained too clearly either way, you're in deep water (Commando Forum would like to apologise for that last statement. We're sorry and I won't happen again).

As you would expect, some mad old lady with a remote beacon isn't going to let you stroll around her secret base without a bit of a fight. She immediately unleashes her Q-Floids, commencing an air battle



infinite number of guards, robot guards, robot spiders, sea-fairies, laser men, sharks, barrels full of junk, tanks, laser devices, fire-breathing sea-women, lizard-women, alienated pairing robots

Spot the odd one out: Rybels, Vindicators, Cyclobast, Mad Driver, STUN Runner, Thunder Jaws... Oh dear, it looks like the Danish – ah, CGA gamers – eh, how I can't make some frame 'getting your teeth into it' joke at the end.

# THUNDER JAWS

and a partridge in a pear tree at bolstering a their ridiculous base. She really is as mad as a Post-Excent.

The Madame Q-defeating mission is split into alternating wet 'n' dry levels. You must first swim through her underwater defenses to reach each boss. Then you have to run the gauntlet of her base defenses in order to reach and destroy the end-of-level guardians. Back into your wet suit and away it continues.

Ignoring the sticky platform, what we have here is a really fun game. It's not the formulaic boring Thunder – Underwater Jaws. Boredom isn't – not very much, I'm afraid. The 32 version isn't particularly good-

looking or particularly nice-sounding or particularly playable. In fact it's so hectic that you generally just stop through, hitting the as fast as possible. There's little in the way of tactics or strategy you can employ and it all goes very dull, very quickly.

The visuals are a wonderful vintage – circa 1988, I'd believe. Backgrounds, sprites and animation (a full frame frames worth in most cases) are all pretty neat – but then at least they're in line with the coin-op. Plus there's a nice explosion sound effect and a 'Miss' sound as your character loses SUBDIVE – but during play that's as much as you get.

It's not even really coded. There are graphic glitches, unfriendly collision detection, sprite bugs (sometimes never in mid-air) and levels which just stop, rather than ending properly.



End-of-level guardian number three. Note the clever way in which head and eye seem to float as it approaches to setting it on fire



Yet more astounding visuals in the second underwater sequence. These, believe it or not, are the remains of a doomed (jumbo jet)

<b>Genre</b>	Thunder Jaws
<b>Publisher</b>	Danmark
<b>Cassette</b>	£11.99
<b>Disk</b>	£14.99
<b>Release</b>	Out now
<b>Contact</b>	081 780 0022

## POWER RATING

**THE DOWNERS...**

- Poor quality programming glitches, bugs and generally sloppy
- Awful graphics – character classes are indistinct throughout
- Flaky animation on all of the sprites – fine fiddles at most
- Terrible generosity of the most random events
- Poor game design offers to see challenge – just fire and hope
- Action doesn't change from one level to the next – I just get harder
- Where's the jumbo submarine?
- The end-of-level guardians are pretty pathetic

**100**

---

**38%**

- The explosion sound effects are nice and noisy
- There are enough tough levels to keep you occupied
- Lots of engaging power-ups

**...AND THE UPPIERS**



MAGAZINE REPORTER

# The Mighty Brain

COMIX



## FRONT CRAWLIN' CF

Dear TIM,

You probably already know that your fantastic mag costs £7.99 here in Australia. It's also about three months late. Now you're probably thinking I'm complaining. Well, you're wrong. I reckon £2.00 is a fair price to pay for a week of art. But how is it that we get to pay £7.99? After all, the Aussie dollar isn't that bad.

Well, I'll tell you, even if you DON'T care. It gets there with the Commodore Format version. That's right folks, he arrives here with the precious cargo strapped to his back - I've seen this, and boy does he look stuffed. Anyway, that explains it all - the time it takes here to catch here causes the delay, the high wage he's paid due to the dangerous nature of his employment explains the price.

Enough about that, now for the customary numbered questions:

- 1) What do you think of the 3D Construction kit? How does it compare to the brilliant Snor? Or the old Construction kit?
- 2) What do you think are our chances of being able to get a platform game construction kit in the future? Do they already exist?
- 3) Don't you think that Football Manager should have been included in your A-Z of classic games?
- 4) Do you think you could make your Mail Order section a bit more user friendly to ease

**This month old greysome spares a few moments to reminisce over his earlier career as a movie star. And if that bores you senseless, maybe you'd settle for sending him a few words via Commodore Format, 30 Monmouth Street, Bath BA1 2BW. Action!**

new readers? Why do we have to ring Clare anyway? Couldn't you just make allowances by saying interested readers should add £x to the listed price? This would make it a bit easier for us.

Finally, I'd like to say that I think your Power Rating system is great. I've had just about enough lookability, usability rubbish to make me sick. Good on ya, CF. Keep it up. Mark Chittalls, Perth, Western Australia

It's no good. You've ruined our plot. Blown our game. Not only, due to the recession, poor JuroCF has to send its overseas supplies by Swiss-U-Link delivery services. (The Ocean Exp. Risk).

- 1) The main difference between the two cities is in the style of game which you can construct. If you're into high-speed scruffy shoot 'em ups, then the slow-moving exploration of the 300G won't be your cup of tea. Also, on balance, I think it takes a bit longer to prepare a fully-fledged 300G game than one using the 300G.
- 2) Besides Software had plans to code a platform game construction kit many moons ago but, sadly, it never got right.
- 3) Probably. The top 100 were chosen by clients, and I'd be happy to see

How I am sharing a pen case, you write down Frank's behind the scenes of Dead Without a Face. Here the Daily Shopper

a bit spell for choice, if we did the top 1,000 we'd probably have missed someone's favourite old game.

4) We can't just add X amount for overseas readers, since you could live anywhere than behind in Australia. Anyway, Clare's very nice. Why don't you want to speak to her? TIM

## GREEDY QUESTIONER

To the pink one,

Finally, I could find to comment on the letter about EUSPA in CPIO. The reader who wrote may feel angry for the EUSPA adverts and the pain they may cause inadvertently, but at least they are striving for a good cause. However, the reader fails to mention the telephone number advertisements which also appear to 'young, vulnerable children'. These too can cause pain as the child, attracted by the advert, runs up huge debts which cannot be repaid, causing the family anguish as possibly losing them out of their home. This is not an exaggeration, I has happened maybe at adverts such as EUSPA and the D888 numbers should be banned.

Sincerely, I would like to ask you a list of questions (At this point, Mr English you needed to ask no fewer than 40 questions. I thought this was a bit greedy, so I've just picked the best ones - TIM)

- 1) Is the Mega-Horcollection worth getting as I have heard that both Pro-Farms and Meg-20 are quite good?
- 2) Is ATX any good?
- 3) I own World Class Leadboard and Leadboard2000 can't find Toumaner Leadboard anywhere. Can you help?
- 4) Is Laser Squad worth buying?
- 5) Is CPH there was an advertisement for a completion called Challenges but I can't find



- 8 anywhere. Where can I get it and how much will it cost?
- 9) What are your favorite three full-price games not reviewed by DP?
- 10) Are there any major differences between the board card computer game *Paradox* and?
- 11) Which criteria simulator would you recommend above others?
- 12) When will *Phobos* 2 be out on C64?
- 13) In CP12 you mentioned the 3.5" disk drive. Is there any false possibility of this becoming the main disk for the C64, not just for programming but for games as well?
- 14) What are the main advantages of a

being that you can't add your own rules to the 64 version. For instance, you can't define your own symbols and take some of them on a quest of your own imagining. But then, of course, you can't play the board game on your own.

15) Amazingly, the ancient Graham Gore's *Fast Cricket* is still the one to go for!

16) Probe are busy hacking away on *Probe 3*, which is destined for a can-only Christmas title release. (Am I shock out our *Power Preview*, comey' soon?)

17) The drive is really aimed at some cooks, but I'm sure we'll be seeing a few compilation disks in the future. Interested? Call 138 on 0274 736980.

18) Speed, speed and, most importantly, speed. You can store a lot more data on one disk than you can on one tape, and you can access any of the data at any time. Data on tape is sequential, which means you have to fast-forward/rewind to get to the bit you want (and we all know what a pain that can be!).

19) Not necessarily: the CCP Art Studio runs on tape using a joystick. But the mouse-like drive option is desirable.

20) Many of the early mainstream computers ran simple games like *Nights and Crosses*, but the first dedicated games machine has to be Nolan Bushnell's Pong arcade machine. This was easily followed by the *Minotaur* and *Polychrome Pong* machines which were a 64 basis to say the least. Compared to today's machines? There is none.

21) Well, Mosaic Publishing released *Yes Prime Minister* which is about as close to real ministerial business as any game person could want to get. *Strain* is a sad one, really.

22) *Star Trek* - designed by Mike Singleton - was originally released on the *Planetoid* label (which Telestrategies) which was then bought by Mongoose. Given that Mike still receives the odd royalty cheque, by giving Mongoose a call on 0690 84326.

Mike

## ANYONE FOR SPAM?

Dear TMG

I'm interested in producing a disk fanzine. For this, I would need a DTP solution. If any tips on the cheapest and best one to get? Also, could I produce covers, fonts, drawings etc. for my fanzine with my CCP Art Studio? Robert Pearce (Future Parade Typeset)

You don't need a DTP, you need some DTP. It starts by Desk Top Publishing and describes the way in which magazines like *CP* are produced, using computers and on-screen layout. Really, the only package you need is *Scop* (Free) and *Introwise*. This is a disk-based DTP package which, considering the limitations of the 64, can produce some very professional-looking documents. Although you can't import files from other graphical packages, it does have its own font and screen editors built-in. You can get *Scop* from CP's mail order department for a really good price. Flip to page 68 right now!

## HAMSTER RESET

Dear Mr. Brian,

This is a letter of complaint, I am very annoyed with you indeed. (LH-off - TME) As you know in issue 10 of your magazine you told Mr. Brian limits of Kent how to reset his 64 with a paperclip. Because of this information I have repaired a total of three C64 computers because the tabs who read your column decided to try it and consequently damaged their machines. I can let you how their parents weren't at all pleased - especially with you or your magazine.

I am an electrician and repaired their machines for nothing because they were friends of mine. But I sympathize with any other kids who have done the same and had to spend anything from £28 to £34 to get their machine repaired.

I wouldn't be very pleased if my son had just ruined a computer because of you! The *Mighty Brian* had printed, in fact I wouldn't be surprised if you got a few repair bills passed to you. Fair enough you do give a warning but do you think any kid who is eager to interfere lives on his favourite game is going to take any notice?

There is a reset cartridge available from an advert printed in your magazine and it costs no more than £5.99, it is obtainable from Commodore Supplies (tel. 0032 291219). I think a lot of people would find that cheaper than a repair bill!

A lot of people who read your magazine have great respect for you because you are 'The Mighty Brian' and they take the information you print seriously. Don't let them down, I think you owe it to your readers to correct the damage you helped contribute to.

Never - I repeat - never stick anything in the back of your computer, whether it is a screwdriver or a paperclip or even a Hamster. Don't do it - it's bad for your Commodore's health and the hamster's too!

The Warrior

As you said, Mr. Warrior, we did warn people about the dangers inherent in yet odder paper clip reset, as anyone thinking of sending me a repair bill can just check again. Reading the 64 using some winky device is just as reliable as using a reset switch, as long as you are careful. Sorry for any inconvenience, but I can only suggest that if you have your own eye-glass or shaky hands, don't do it!

TMG

## PONDERING PIRACY

Dear Mighty Brian

I recently read your letter on software piracy (CP12), and although it do not agree with you entirely I do find your opinions more open-minded than most.

For years I have believed software piracy is just a way of thinking. Copying software isn't because piracy when someone stops you can't stop it. This may sound straightforward on the surface but a lot of letters thinking and give you the latest, here's a reason to legitimate copying.

Finding a reason to copy is easy. To start with there's advertising. For example, if I purchased a program that included advertising for



26) I had such a rotten time making *The Final Dimensions*. They never gave me any hints, and I was stuck in their tank for six months (you can see I'm over starting to press)

- disk drive over a tape deck?
- 12) Do you need a mouse or disk drive for *CCP Art Studio*?
- 13) What was the first games computer? And how would it rate against modern computers?
- 14) Is there or will there ever be a game based on running the British Government?
- 15) Is *Star Trek* on tape and where can I get it?

Please answer some of these questions as it will keep me totally satisfied if you do (for this month anyway).

Miguel English, Bristol

- 1) I think you're a bit confused. My 28k email written for the C64 - it's a 16-bit raster graphic flight sim. However, *28 Pro Terms* is a damn fine sports game.
- 2) It's ... all right, it's quite old and looks a bit simple compared to flight sims like *Cunbury*.
- 3) All three games are on *MultiDisk 1* of the *Disk Alliance*. If in doubt, give US (let's ring on 021 226 2266) and speak to James Cummins.
- 4) Mail definitely. Contact *Black Software* on 0482 49497 and state to Louise Robinson.
- 5) You need to call Duncan Loughran at LH Soft on 0292 862226, he's prepared to take out £18 or so for the tape contact.
- 6) Dan, that's a tougher *Three of the Best* per-CP games are *Advanced*, *Defender of the Crown* and *Elite*. (But then, that's only taken us as far as the T12) Really, there are far too many games which appeared before CP to choose from.
- 7) There are eight differences, the main one



OK, you would want that advertising to reach a large audience. Now, you tell me how you could do that? In other words, you're selling your produce, not the software.

This line of thought has other benefits. You only have to produce a handful of originals and the rest is done by the printer. Also, the advertisers would put more money into the development of better software. This is obvious because the better software would be copied and used more regularly. Why can't the best word processor be sponsored by Pepsi?

I have had very strong views about software piracy in the past and can not believe how rampant it has become. Perhaps I should have shouted a long time ago but it's better late than never.

While I'm on the subject of computers, do you know of any good places where I can get books on Machine Language for the 64 and 128 as I've looked everywhere without success. Thanks.

#### Geoffrey Guest, Newcastle

P.S. why don't you do program tests and tips for the C128 there is a lot of people out there who would benefit?

Interesting views but I don't think they would ever work. Basically, what you're suggesting is software which is sponsored and paid for by the ads they carry. Unfortunately, you can't let your life that the best thing possible would do to go back into the program and remove the advertising just for the hell of it (they're a bit stupid like that).

And what about those honest people who don't have access to a printer? Personally, these poor saps would have to go out and buy the game instead - or perhaps the shops would just hand out tapes which have previously been copied behind the counter?

I also think that this system would seriously affect the quality of the software. At the moment, the better the game (usually) the more it sells. This is a strong incentive to make a game as good as possible. But if the programmer is guaranteed a wage, he'll just attack out the game and take his cut. To really crush Pepsi's/Apple's Fortresses.

Sorry, but as far as I'm concerned the current system works pretty well. It's only the pirates who spoil it for everyone else.

TMS

## OTHER ISSUES

Dear Mighty Blain,

I have some questions which I hope you can answer. Here goes:

1) I was recently given a Commodore 6300-8K computer with a 6025P vector printer and a 8000 dual disk drive. The disk drive is connected to the computer and the printer is connected to the disk drive. What would be the cheapest interface that could connect both of these to my C64? I was thinking about the Sprint 128 from Data Electronics.

2) Will I be able to load previously saved Basic C64 programs into the 64 as it doesn't load them into the 8000 (I tried it with a friend's disk). Will it load games software?

3) Will there be a conversion of the Moonwalker coin-op?

4) How do you use a Atari mouse in your own programs?

5) Will Turbo - The Cole-Opte be out on cartridge and will it have the presentation screens like the arcade?

6) Will you be sending out more "letters" to us and get more back issues because I tried to get issues 1,2 and 3 but got the cheque back because there was some of these left. Steven Flood, Keith, Scotland

7) I'd like to know that your C64 probably won't want to talk to a 6300 star drive at all, so you might have to resort to spending some money on reasonably equipment. If you would like some more information about how to use the equipment you do have, it's probably time to contact our old chums ADPAD on 081 681 8400.

8) There are no plans to produce either a Moonwalker coin-op game, or a version of the Moonwalker game currently being played on Sega's home consoles. I'd still like to produce a Moonwalker game to do it with the Atari, but I was so late I've not even going to finish this letter.

9) Without going into detail (this is Fear I guess) anything you have to read the article



'I had a lot of fun in this school Earth, being carried around on top of a stratosphere for the whole world to see - again!'

from Part 2 (PEEK 8) and translate the mouse signals into something your program can use. Sounds like you could do with the C64 Programmer's Reference Guide (ISBN 0-89603-180-5).

10) Turbo (PowerTast) on page 205 is an tape and disk as normal, it doesn't have the intro scenes because even with the data compressed it still fits a double-sided disk. However, you do have the intro sequence which is pretty spiffy.

11) Sorry, those excellent issues have finally sold right-out, never to be seen again.

TMS

## CHAT TALK

Dear TMS,

I would hate to be a stick in the mud but, I have got a copy of the Great Game Stealers. I have found it to be a long time now. Note, it is not printed or produced illegally and is in its proper box with the instructions.



Thanks to World War of Victoria in Australia for sending in reviews of Steven's Turbo Drive (Turbo) and Super Turbo Drive (Turbo-Berry Turbo), but this is it in fact a second copy of Great Game Stealers, with the same sprites attached to look like Turbo, and while it might look like the greatest program game in the business, it sure don't play like it!

I have also got some questions:

- 1) Have you any information on ProSource I have completed Turb 2?
- 2) Why is your mag so cheap? My last one had 4 great demos and a good game. You must be paid peanuts.
- 3) How does Galtap Ltd get the information for the demos?

John Muszarenski, Glimsky

1) I wish you, I'd found that copy of 6300 with your life - there aren't many copies out there!

2) I'm afraid Microsoft Tower has moved onto other things. So far, there are no plans for a Turbaco 3.

3) You're not kidding. The team even have to stall from ProSource.

4) The chart information is collated directly from sales. Certain shops use the bar codes on game boxes to ring up the price. Each sale is recorded and this information is passed on to Galtap who put it all onto computer and sent them into order of biggest sales. It's a very accurate system.

TMS

## TAPE TO DISK

Dear Mighty Blain,

After reading Snapshots (CF12, pages 11 and 13) about Commodore removing the cassette port from future C64's, this will make the PowerPacks on the front of future issues of Commodore Personal redundant. Will there be a form of voucher system for the C64 users who do not have the party to get disks?

Darren P. Emery, Halifax

There are more than enough C64 owners with tape decks to ensure that CF's PowerPacks will continue. If it's the future there's a great enough demand for disk versions of the tape, perhaps we could investigate some sort of replacement service.

TMS

## MOVIE, MOVIE

Dear TMS

I had a couple of questions about the C64 Computer in mind, so seeing as you were the rightest brain in all of the universe I figured I tried to send them to you. Okay, away I go as I know that Microsoft was behind *Back To The Future 2* and 3, so when I wanted to know about the first film and if there was a game, I ring them up. Sorry there is a game but we don't have the license and don't know who does. So is there any slight possibility of it being on the cover tape? If not, could you tell me what label it is on and where I can get it from?

It's Apparently, there is a game to go with the film of *Blade Runner*. Any chance of that being a cover game or can you tell me the name of the software house?

Mark J H Stevens, Kestonworth

P.S. Hello to Brian, Michelle, Robert, and Ben Hawley and John and Robert Stevens, and my Mum, but Stevens (John) is my Dad.

a) The first *Back To The Future* game was coded by Martin Rothler for Pleasure Dreams. He was given less than 20 weeks to code an original game to coincide with the release of the movie, and considering this, he was quite happy with the results. (Reviews weren't so favourable, though). It's now deleted. b) CPE coded a game based on the Vangelis soundtrack of the film *Blade Runner* (yeah, but it was, by all accounts, garbage). TMS



1) *Blade* should be out before Christmas, so you won't have to wait much longer.

2) You're going to have to wait the second hard columns of mags like *New Computer Express* for that sort of stuff. 3) Big games like *Sim City* need to have constant access to information which they can only get by reading from disk as the game goes along. They could put it on tape, but it wouldn't have had the features of the disk version and would probably be pretty dull.

4) Our continuous editor does his best to get hold of games before they're released but software houses are particularly keen about releasing pre-pre games these days because of the dangers of piracy. (Cheers!) As if we would pirate them! Harumph! Also, if a game is 'half', publishers are loath to spend out a review copy but it should get a stopping TMS

'Jane was romance in the air between myself and Anne (Haynes), during the making of *Impromptu* in the end, though, she ran off with one of the legs'

## TAKE FOUR

Dear Brian

As you are the most intelligent thing known to man, I hope you can spare some time for answering my questions.

- 1) When is *RYW*? Whipping from Cossan being released and is it coming on cart or cassette?
- 2) Can you get the 1541 MKII disk drive for under £120? I can't afford anything more!
- 3) Why isn't *Sim City* on cassette? I've been told it's brilliant.
- 4) I'm a mug for buying crap games. Could you tell Steve J to make a better effort in getting games reviewed before they come in the shops? It was going to say look up the back-side, but you don't have any legs.

Darren Flamage, Luton

# WANTED!

## Your honest opinion of COMMODORE FORMAT

■ To help us keep improving your favourite magazine, please fill in and return this form each month

1. Rate **COMMODORE FORMAT** in terms of value for money. (Tick one)  
 Excellent  Good  Reasonable  
 Fair  Spelt

2. How did you buy this issue? (Tick one)  
 subscribe  
 Asked newagent to reserve one  
 Tried it delivered to my home  
 Just went in and bought it

3. Out of ten, how much did this month's cover make you want to look inside? /10

4. How much does this issue appeal to you overall? /10

5. How does it compare with previous issues you've seen? (Tick one)  
 Much better  Slightly better  
 About the same standard  
 Slightly worse  Much worse

6. Rate out of ten this and any other computer magz you buy regularly (until they go bad) /10

7. Out of ten, how do you rate this month's cover tape? /10

8. How many other people read your copy of *COMMODORE FORMAT*?

9. What do you like most and then least about this issue?

I like it

And I dislike it

Your name and address\*

\* Please think if you wish - but we may want to send you details of exclusive special offers

■ No stamp needed if posted in UK. Post in an envelope and return to: **CF Newsletter Survey, Future Publishing, Fringford, Bots, New (M4) 2X7**

## 5V SPRINT

Dear Mighty Brian

I have just purchased a Citizen Desk 24 printer to use with my C64, and it works just fine. The only problem is that the Sprint 128 EP needs a 5 volt power feed which I get from a lead which I have to connect to the cassette port on the computer. That's all right if you don't have to use the Datasheet at the same time. Could you tell me if there is a device which will connect both pieces of hardware, as it is annoying having to disconnect one device to use the other, and the first way or the EP won't take much strain. John Joslin, Dagenham

Go down to some electronics retailer and buy a variable voltage power adaptor. Crank it down to 5v and connect it to the Sprint 128 lead (this may involve some soldering. That fixed up the cassette port, and saves having to keep disconnecting the lead. TMS

## COUNTER POINT

Dear TMS

- 1) If you are so clever, why don't you solve some of the words problems?
- 2) Pleasantly I went to my local computer shop to buy *Alarme*, *Alto Polar* or *Shadow Of The Beast*. But when I asked the man behind the counter if had them in, he told me that they weren't out yet. Is this true?
- 3) I hope you don't mind me saying this, but I think your ego is below as big as your IQ.
- 4) Are there any more mighty brains?

Andrew Smith

- 1) Hey dude, it's not my planet!
- 2) He's dead wrong; they've both been on the shelves for months. You can get *Shadow Of The Beast* from Cossan (tel: 061 802 6633) but since *Advision* have sort of fluffed out you'll have to check out some of the mail order companies for a copy of *Alarme*. Pardon. You should find it.
- 3) 'Ego' is a strictly human term, I don't need one. But if I did have one, you'd be right.
- 4) Are you kidding?

TMS



# BACK TO BASIC

Welcome to our on-going series of articles explaining Basic programming for beginners. This month Phil South puts some colour on

his screen, courtesy of a spectral sprite. And those of you who think your screen display is out of character, read on

In last month's exciting episode I told you all about how to access multicolour mode. This month I'll be covering more about that and how you can actually make your own multicoloured sprites. Also I'll be touching on ways in which you can alter your character set (the letters and characters you see on your C64 screen) and using user-defined characters.

## CHANGING YOUR CHARACTER:

When you're simply typing programs in Basic, you see the standard characters appear on the screen. These are copied up from the ROM, where they are stored as information in the form of bits, like any program or piece of info in the computer. When you first boot up a computer it loads these letter shapes from ROM. One of these is called each time you press a key, and the appropriate letter is printed to the screen.

ROM is Read Only Memory, so if you want to tinker with these shapes you have to copy the character set from ROM to RAM or Random Access Memory. Only then can you alter the bits which make up the shapes. Try the program on the right for size.

The program takes about 18-20 seconds to execute, and when it's finished you've copied the ROM character set into RAM and transformed four of the characters into a little cat.

First you turn off the keyboard interrupt and IC to line 10. This makes sure you don't upset the copying process with any key presses. Then you set up a pair of loops to read each character in turn, line by line. The For/Next loop I means you copy 64 characters, and I to 7 means you will copy each of the 6 lines of bits which make up each character. That's what takes the time.

Once that's done turn the keyboard and IC back on again. You can turn both the keyboard and IC on and off with PEEKs and POKEs like this:

```
POKE 50034,PEEK(50034)AND 084
```

-- turns off the keyboard. And

```
POKE 1,PEEK(1)AND 255
```

-- turns off the IC. To turn them back on again you need to do the same line but change the last bits to OR 1 and OR 4 like this:

```
POKE 50034,PEEK(50034)OR 1POKE 1,PEEK(1)OR 4
```

Then at line 70 you see the bit:

```
POKE 50273,PEEK(50273)AND 240-12
```

-- which switches the screen output to the new character set. These lines 80-140 load the bits into the four characters you will be using for the cat shape. All the data for the shape is in the DATA statements at the end of the program. Each line of the characters is loaded one at a time, and all you need to do is add more characters (I change the FOR CHAR=160 to 80 for a bigger range of other characters, and call all the data at the end.

And the setting of actual instruction is the *print* print.

```
POKE 50273,21
```

-- which sets the character set back to normal.

```
100 POKE 50034,PEEK(50034)AND 254:POKE 1,
110 PEEK(1)AND 255
120 FOR CHAR=160 TO 80
130 FOR LINE=0 TO 63
140 POKE CHAR+LINE*8,PEEK(CHAR+LINE*8)
150 POKE CHAR+LINE*8+1,PEEK(CHAR+LINE*8+1)
160 POKE CHAR+LINE*8+2,PEEK(CHAR+LINE*8+2)
170 POKE CHAR+LINE*8+3,PEEK(CHAR+LINE*8+3)
180 POKE CHAR+LINE*8+4,PEEK(CHAR+LINE*8+4)
190 POKE CHAR+LINE*8+5,PEEK(CHAR+LINE*8+5)
200 POKE CHAR+LINE*8+6,PEEK(CHAR+LINE*8+6)
210 POKE CHAR+LINE*8+7,PEEK(CHAR+LINE*8+7)
220 POKE CHAR+LINE*8+8,PEEK(CHAR+LINE*8+8)
230 POKE CHAR+LINE*8+9,PEEK(CHAR+LINE*8+9)
240 POKE CHAR+LINE*8+10,PEEK(CHAR+LINE*8+10)
250 POKE CHAR+LINE*8+11,PEEK(CHAR+LINE*8+11)
260 POKE CHAR+LINE*8+12,PEEK(CHAR+LINE*8+12)
270 POKE CHAR+LINE*8+13,PEEK(CHAR+LINE*8+13)
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660 POKE CHAR+LINE*8+52,PEEK(CHAR+LINE*8+52)
670 POKE CHAR+LINE*8+53,PEEK(CHAR+LINE*8+53)
680 POKE CHAR+LINE*8+54,PEEK(CHAR+LINE*8+54)
690 POKE CHAR+LINE*8+55,PEEK(CHAR+LINE*8+55)
700 POKE 50273,PEEK(50273)AND 240+12
710 PRINT "THE CAT"
720 GOTO 100
730 END
```

Then letters into little cats! This listing enables you to redefine the character set any way you wish. Keep this listing handy because Phil will be using it again in the future.

real. Keep me thinking. Yes it is an easy example, but all the info you need to get you going with programmable characters is there, so you can get as complex as you like.

**TIPS #1** for this one. Join the next month for more Basic programming hints and tips and featured entertainment (what are you talking about, Steady?) - Ed

## MULTICOLOURED SPRITE DESIGN

In CP/M I drew a little sprite for you to see. It was a normal sprite with only one colour on it (well two if you count the background when it peeks through the holes). Now this is another sprite but this time it's a multi-coloured one. The only real difference is that you have to turn the multicolour mode on, and the bits are bit pairs, rather than single bits, telling the computer which of the colours you want in each space.

Each pixel is expanded sideways to the size of two pixels in this mode, so the resolution is halved. However, this is made up for by extra colours. The sprite is the same one as we defined in the previous issue but this time it looks different, because it is rendered in more than one colour, and the resolution is a little cheaper. The sprite colours are the defaults but you can change the colours by poking  $\$V-27$ ,  $\$V-28$  and  $\$V-29$  with the three colour numbers you'd like.

## YOUR LETTERS

The usual pile of post this month, so without much further ado here's a letter from Joe Logan of Leicestershire asking:

Dear Phil

How do you get the computer to write the your sprite has walked into an ash. Talking of walking into ash, how do you make sprites move?

Well, once you've created the sprite, you can move it by altering the X and Y co-ordinates on the screen. First you have to call a variable V and set it to  $\$3248$ . This is the start of the sprite data in the VIO chip. Then you need to POKE  $\$V+4$  with the number of horizontal or Y co-ordinates on the screen, and POKE  $\$V+5$  with the vertical or X co-ordinates if the numbers you POKE are variables you can either alter them by a loop or a READ/DATA set up. You can see this working in the sprite program I did in CP/M. As for collision detection, you will have to make the drawing a sprite and detect using the sprite collision register at location  $\$3278$ . Look it up in your Programmer's Reference Guide, or just until I do this in a couple of issues' time, Ed.

Dear Phil,

I used your program with the 'fairy tale' type graphics and, after a bit of poking, peering and generally fiddling about, I could change the colour, the shape, the position on the X axis, the position on the Y axis. The problem is this: on the X axis I could get up to 225 only and it wouldn't move a pixel! The graphics just fell in about the middle of the screen. I tried to move it but it just kept print-

# Doing a multicolour sprite right

```

10 PRINT "MULTICOLOURED SPRITE"
20 POKE 2048,13
30 FOR S=0 TO 255
40   U=50:V=40
50   POKE U,V
60   POKE U+1,V
70   POKE U+2,V
80   POKE U+3,V
90   POKE U+4,V
100  POKE U+5,V
110  POKE U+6,V
120  POKE U+7,V
130  POKE U+8,V
140  POKE U+9,V
150  POKE U+10,V
160  POKE U+11,V
170  POKE U+12,V
180  POKE U+13,V
190  POKE U+14,V
200  POKE U+15,V
210  POKE U+16,V
220  POKE U+17,V
230  POKE U+18,V
240  POKE U+19,V
250  POKE U+20,V
260  POKE U+21,V
270  POKE U+22,V
280  POKE U+23,V
290  POKE U+24,V
300  POKE U+25,V
310  POKE U+26,V
320  POKE U+27,V
330  POKE U+28,V
340  POKE U+29,V
350  POKE U+30,V
360  POKE U+31,V
370  POKE U+32,V
380  POKE U+33,V
390  POKE U+34,V
400  POKE U+35,V
410  POKE U+36,V
420  POKE U+37,V
430  POKE U+38,V
440  POKE U+39,V
450  POKE U+40,V
460  POKE U+41,V
470  POKE U+42,V
480  POKE U+43,V
490  POKE U+44,V
500  POKE U+45,V
510  POKE U+46,V
520  POKE U+47,V
530  POKE U+48,V
540  POKE U+49,V
550  POKE U+50,V
560  POKE U+51,V
570  POKE U+52,V
580  POKE U+53,V
590  POKE U+54,V
600  POKE U+55,V
610  POKE U+56,V
620  POKE U+57,V
630  POKE U+58,V
640  POKE U+59,V
650  POKE U+60,V
660  POKE U+61,V
670  POKE U+62,V
680  POKE U+63,V
690  POKE U+64,V
700  POKE U+65,V
710  POKE U+66,V
720  POKE U+67,V
730  POKE U+68,V
740  POKE U+69,V
750  POKE U+70,V
760  POKE U+71,V
770  POKE U+72,V
780  POKE U+73,V
790  POKE U+74,V
800  POKE U+75,V
810  POKE U+76,V
820  POKE U+77,V
830  POKE U+78,V
840  POKE U+79,V
850  POKE U+80,V
860  POKE U+81,V
870  POKE U+82,V
880  POKE U+83,V
890  POKE U+84,V
900  POKE U+85,V
910  POKE U+86,V
920  POKE U+87,V
930  POKE U+88,V
940  POKE U+89,V
950  POKE U+90,V
960  POKE U+91,V
970  POKE U+92,V
980  POKE U+93,V
990  POKE U+94,V
1000 POKE U+95,V
1010 POKE U+96,V
1020 POKE U+97,V
1030 POKE U+98,V
1040 POKE U+99,V
1050 POKE U+100,V
1060 POKE U+101,V
1070 POKE U+102,V
1080 POKE U+103,V
1090 POKE U+104,V
1100 POKE U+105,V
1110 POKE U+106,V
1120 POKE U+107,V
1130 POKE U+108,V
1140 POKE U+109,V
1150 POKE U+110,V
1160 POKE U+111,V
1170 POKE U+112,V
1180 POKE U+113,V
1190 POKE U+114,V
1200 POKE U+115,V
1210 POKE U+116,V
1220 POKE U+117,V
1230 POKE U+118,V
1240 POKE U+119,V
1250 POKE U+120,V
1260 POKE U+121,V
1270 POKE U+122,V
1280 POKE U+123,V
1290 POKE U+124,V
1300 POKE U+125,V
1310 POKE U+126,V
1320 POKE U+127,V
1330 POKE U+128,V
1340 POKE U+129,V
1350 POKE U+130,V
1360 POKE U+131,V
1370 POKE U+132,V
1380 POKE U+133,V
1390 POKE U+134,V
1400 POKE U+135,V
1410 POKE U+136,V
1420 POKE U+137,V
1430 POKE U+138,V
1440 POKE U+139,V
1450 POKE U+140,V
1460 POKE U+141,V
1470 POKE U+142,V
1480 POKE U+143,V
1490 POKE U+144,V
1500 POKE U+145,V
1510 POKE U+146,V
1520 POKE U+147,V
1530 POKE U+148,V
1540 POKE U+149,V
1550 POKE U+150,V
1560 POKE U+151,V
1570 POKE U+152,V
1580 POKE U+153,V
1590 POKE U+154,V
1600 POKE U+155,V
1610 POKE U+156,V
1620 POKE U+157,V
1630 POKE U+158,V
1640 POKE U+159,V
1650 POKE U+160,V
1660 POKE U+161,V
1670 POKE U+162,V
1680 POKE U+163,V
1690 POKE U+164,V
1700 POKE U+165,V
1710 POKE U+166,V
1720 POKE U+167,V
1730 POKE U+168,V
1740 POKE U+169,V
1750 POKE U+170,V
1760 POKE U+171,V
1770 POKE U+172,V
1780 POKE U+173,V
1790 POKE U+174,V
1800 POKE U+175,V
1810 POKE U+176,V
1820 POKE U+177,V
1830 POKE U+178,V
1840 POKE U+179,V
1850 POKE U+180,V
1860 POKE U+181,V
1870 POKE U+182,V
1880 POKE U+183,V
1890 POKE U+184,V
1900 POKE U+185,V
1910 POKE U+186,V
1920 POKE U+187,V
1930 POKE U+188,V
1940 POKE U+189,V
1950 POKE U+190,V
1960 POKE U+191,V
1970 POKE U+192,V
1980 POKE U+193,V
1990 POKE U+194,V
2000 POKE U+195,V
2010 POKE U+196,V
2020 POKE U+197,V
2030 POKE U+198,V
2040 POKE U+199,V
2050 POKE U+200,V
2060 POKE U+201,V
2070 POKE U+202,V
2080 POKE U+203,V
2090 POKE U+204,V
2100 POKE U+205,V
2110 POKE U+206,V
2120 POKE U+207,V
2130 POKE U+208,V
2140 POKE U+209,V
2150 POKE U+210,V
2160 POKE U+211,V
2170 POKE U+212,V
2180 POKE U+213,V
2190 POKE U+214,V
2200 POKE U+215,V
2210 POKE U+216,V
2220 POKE U+217,V
2230 POKE U+218,V
2240 POKE U+219,V
2250 POKE U+220,V
2260 POKE U+221,V
2270 POKE U+222,V
2280 POKE U+223,V
2290 POKE U+224,V
2300 POKE U+225,V
2310 POKE U+226,V
2320 POKE U+227,V
2330 POKE U+228,V
2340 POKE U+229,V
2350 POKE U+230,V
2360 POKE U+231,V
2370 POKE U+232,V
2380 POKE U+233,V
2390 POKE U+234,V
2400 POKE U+235,V
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2420 POKE U+237,V
2430 POKE U+238,V
2440 POKE U+239,V
2450 POKE U+240,V
2460 POKE U+241,V
2470 POKE U+242,V
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2510 POKE U+246,V
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2530 POKE U+248,V
2540 POKE U+249,V
2550 POKE U+250,V
2560 POKE U+251,V
2570 POKE U+252,V
2580 POKE U+253,V
2590 POKE U+254,V
2600 POKE U+255,V

```

Line 10 clears the screen in the usual way by printing a CL#HOME character. Line 20 sets the sprite pointer for sprite number zero at location 2048.

Line 30 creates the sprite data from READ and DATA statements and POKEs the numbers into the 83 bytes starting at location 503 to 586. This is where sprite 0 stores its data.

Line 40 saves you time by setting the variable V to the start of the Video Chip location in memory, that is to say 50248.

Line 50 turns the sprite on in multicolour mode. (To do it)

Line 60 sets the main colour of sprite 0 to white, although the other two colours will be default colours.

Lines 70 and 80 tell you where the sprite

will appear on the screen, using X and Y co-ordinates, where X is horizontal and Y is vertical. Line 70 POKEs Y with the X location of 30, and line 80 POKEs X+1 with the Y location of 100. 30 is the left most point you can place a sprite on the screen and have it visible, so there is a border around the screen which you can't see. This is so you can bring a sprite onto the screen without having it appear suddenly at the edge. If the X and Y were both zero, the sprite would be at the top left hand side of the screen, out of sight.

Lines 100-500 are the data statements, which the READ statement in line 30 uses. The data was constructed using the sprite diagram in fig 1.

ing something about an illegal quantity error.

I tried a minus number to see if it would then appear on the other side. This didn't work and I got the same message.

Please help me, as I want to be a computer programmer.

Robert Serrano, Essex

I can't be specific without seeing your listing but the problem seems to stem from your additions or modifications in the original program, because there is nothing in it to stop the sprite from moving beyond any point. You should only get an illegal quantity error if you've either done something stupid like trying to set a number by zero or you've set up a loop and tried to go beyond its limits. So, have another look at what the program is doing at your 8000. And good luck, Ed

## Homework prob no. 9

This month's problem is to create a program which uses character graphics that you've programmed to create the Commodore Format logs on the screen. You can do a scrolling message along the bottom of the screen too, if you like, but that's only if you've got a brain the size of a big melon! Have fun, and send me your best shot. I'll give a prize for the best one I get, so this is a bit hard. So get tapping, all you coders! And remember to write to Back To Back, Commodore Format, 30 Wareham Street, Bath BA1 2HW.

**W**hat does the term MIDI mean to you? If you think that it's one of those all-in-one hi-fi systems, then you're obviously not dead to the world of creating electronic music. So what is MIDI?

It stands for Musical Instrument Digital Interface and is a standard whereby elec-

# INTRO

## THE COMPLETE MIDI STARTER PACK

tronic instruments can 'talk' to each other to create music. Using a special interface plugged into your computer, a piece of sequencing software and a synthesiser, you can play and record notes and other musical information directly into your machine and edit it to get the desired results.

MIDI comprises 16 individual channels, each of which can be used to control a separate instrument. The system works like a multitrack tape recorder, except you are recording data instead of sound. You can record on each of the 16 'tracks', then start to mix around with the data; composing intakes, changing the tempo and even moving whole sections of the song around.

You can also put in codes to control the actual sounds that are used along with pitch bending information, how fast a note is hit and what happens after the note is struck. Sound confusing? Well it can be at first, but once you start messing around with MIDI it all begins to fit into place. So how can you get into the field of electronic music? If you've got a C64 and a synth, you can now link them up with the Intro MIDI Starter Pack.

The package comes with an interface which plugs into the cartridge port (this contains the MIDI input and output sockets), two five-foot MIDI cables and a disc containing version 2 of Dr. T's Keyboard Controlled Sequencer software on disk. Setting up the system is extremely simple. Just plug in the interface, couple one lead from your keyboard's MIDI in to the interface's MIDI out and vice versa for the second lead. That's it!

SCS is a rather unusual system, in that all the functions are carried out by typing commands in via the computer's keyboard. So if you don't like typing you're a bit stuffed! On loading the software, you are presented with the main menu. This gives access to all the

*Is there a muso in the house? Feeling funky? Join the man Maff Evans as he samples the latest music making package from Dr T's and turns his 64 into a recording studio. One, two, testing, testing. . .*



Load up the sequence itself or select one of the auxiliary functions, such as clock timing and sync settings

major functions of the program, including playing, creating and editing sequences. Selecting one of the functions takes you into a sub-menu, which in turn call up the correct version of a desired function.

Sequences can be created in three ways. **Real time:** to record in real time, you first have to select one of the letter or number keys to store the sequence. Once this has been set up, you can press the start key and play the part on your keyboard. A small clock will flash to count off the measures and a metronome click will sound to give you a tempo. Press FT to stop recording and the new sequence will play back.

**Step-time** operation requires you to first set the timing, duration and velocity of the notes you wish to play. You can then start to enter notes by playing them one by one on your keyboard, inserting rests by hitting FS.

**By selecting the appropriate function on the main program menu, you can access all the functions of the SCS system, including playing, recording and editing functions.**



Step-time entry requires you first set up the velocity, time and duration of each note

**Typed entry** lists calls up a screen containing eight columns, which list information such as the step and event number along with the event information. To enter notes, you type in the time, note, event type, channel and velocity information in the relevant columns.

Out of that? Not that working in MIDI does give rise to a lot of jargon, so here's a bushy at the Tech Talk box to first out.

Once you've got your notes in there, you use the edit function to correct any mistakes. The edit page is similar to the typed entry page, with eight columns listing the various pieces of information. You can set a sequence by hitting the L key. Then you can move the cursor around the screen and type in new values to affect the sequence.

As well as being able to type in information to affect a sequence, you can carry out preset commands including quantise, transpose, copy, move, insert and delete. Just type the first letter of the command followed by a range. For example, to transpose notes three to five, you type in T3:5 and select the Transpose Pitch function from the menu. If you're more adventurous, you can start stringing sequences together to create songs and call up commands to run your songs in sync with a drum machine or tape.

Intro is a very comprehensive system, containing all you really need to get started in creating electronic music... apart from a synth and a computer! The interface included in the

**OPTIONS ARE:**  
 PLAY  
 CREATE NEW SEQUENCE  
 EDIT SEQUENCE  
 COPY/APPEND SEQUENCES  
 MERGE SEQUENCES  
 OVERDUB  
 OTHER OPTIONS  
 DIRECTORY  
 ENTER OPTION:



## TUESDAY 6TH AUGUST

John: I'm working on the 'hidden bonus rooms' at the moment, with some pretty damn good results. These are secret rooms which can only be accessed at a certain time and at a specific area on some of the Torture Screens. If you do find them you'll have about one minute in which to collect as many bonuses as you can. With just 18 bytes I can print up a screen layout together with different instructions (bonus colours and up to 96 sprite X-Y positions, animations and colours). As with the Torture Screens, Clyde can leap about in the top border but with extra height and speed capabilities. The only problem is that I'm having quite a difficult time with the collision routine (needed to allow Clyde to pick up the bonuses). Steve: Work had to stop on the game due to a potentially disastrous situation - the car stereo was dead. Most of the morning was spent performing major surgery with a soldering iron in one hand and a tub of flux in the other. But finally I got the power to work and now the boss is back!

This afternoon I've been working on the music for the hidden bonus rooms. It's just a little (single type of tone that varies two notes).

# THE CLYDE GUIDE

Welcome to our first instalment of the *Creatures II* diary, in which the Apex lads narrate the day-to-day trials and tribulations of coding a (hopefully) chart-topping C64 game. We've picked it up half-way through the project, where they're already busy inflicting pain on the poor Fuzzies. Take it away, guys...

## MONDAY 12TH AUGUST

John: We were down Southend-On-Sea yesterday playing loads of arcade games and looking for inspiration. The latest games we've completed are *Midnight Wanderers* (by Steve) and *Charlot* (by Rob 'Transmission Software' Ellis). We also played the new game machine called 'Time Traveller', which features game-to-photographic people in front of you. It looked pretty good actually and may start a new wave of photographic games (well lets hope they play better than Time Traveller does!) - Ed.

Back to our game however, and I've been adding the finishing touches to T98. I've added the sun and clouds in the top border and tweaked the odd bit of code (actually a lot of the code is odd). I worked into the early hours of Tuesday adding Clyde's new weapons, including two which can be fired out and still spinning around until they hit a bad guy or Steve and just 'sit up'! Steve: As John's just mentioned, we were in Southend yesterday and pretty damn warm it was too. You can call me 'the Midnight Wanderer' as I think the game is pretty cool. There's a huge disagreement both sort of about so the first level with other lads (it's a very bad case of hellfire) (even worse than Clyde's). There are plenty of other ideas that would look nice in CREII but I try not to clog ideas and keep mine original (hopefully).

At the moment I'm working on some music for T98 which, coincidentally, sounds reminiscent to the music for

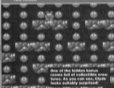
then started the on-screen layout. This is done using reversed characters placed on screen and can be adjusted easily to form the platforms and background. After the layout is completed, I can then go around the 'coldest' screen filling in the detail.

Also today I was again adjusting the T98 (Torture Screen 8) sprite bank. The aim at the top of the screen is now invisible and two sprites high. Also edited the bonus text and clouds for some extra background detail.

## SATURDAY 10TH AUGUST

John: I've added another two screens to the original one making this hidden bonus room three screens high. You now visit the rooms if you run out of time or if you collect a 'big' bonus. I modified the Level Complete code to print up the amount of bonuses you collected if you found the hidden rooms. If you manage to get a 'perfect' (ie, pick up all the bonuses in the time allowed) you get an extra life - ain't it grandiose?

Steve: I think it's about time to add some new weapons for Clyde to use in CREII (Clyde Assaults As Torture Trooper). I sketched out a few ideas and an idea popped (them into mine. There are three weapons in the weapon table from *Creatures II* and five new weapons. The actual sprites have now been designed but John will have to code the new movement patterns for them, which should be pretty good.



One of the hidden bonus rooms full of collectible items. Some as you can see, Clyde looks notably worried!

## THURSDAY 8TH AUGUST

John: After spending all of yesterday trying to fix my Collision detection routine I decided to stop it and start again last night. The new system I'd come up with meant I had to change my position and split routines as well. So I was working until 2am and reworked two days' work in just over two hours!

Today however, I got the status in the bottom border. The status in these rooms is different to the one in the game. It's basically just the time left to collect as many bonuses as you can. I also made it possible for Clyde to fall off the bottom of the screen and into another one below. Steve: Last night was spent trying to come up with a new Torture Screen design for the first one in this game. I finalized the basic ideas this morning.



Creature TSE. Also done in the music department is some new 'Level Complete' music which is good but may be changed for something better (I I get around to re-writing again).

Clyde Hey, come on guys! My breath's not that bad!

## THURSDAY 15TH AUGUST

John: I came to add some extra sound F I today and noticed that there are a hell of a lot of SFX in there from Creatures that aren't used in Creatures II. So I spent an hour finding out which ones were I needed, ripping them out and then adding the ones I did. I also finished the Bonus game (with the bouncing Puzzles), adjusting the 'instinct' detection in particular. On top of this I made it jump in 'Level Complete' since the required quota of Puzzles had been saved.

I was speaking to the one and only Dave 'Tax Man' Birch today (the big cheese at Thalesware) and he was saying that Creatures is selling rather well to say the least. So it's a big 'thanks' to everyone who bought a copy and 'buy it easy' to the few of you who haven't.

(Dave: Ah, Johnny has been working out his SFX bugs I thought I might do some new SFX just for fun, I came up with a pretty good 'Coin Catcher' 30 second timer and the screen's fuzzy sound effect.)

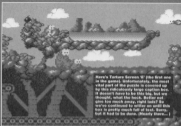
Just to make some points a bit clearer, when we refer to a Torture Screen eg. 'TSE' we mean this is the fifth (5) in the order of design. This means that they would appear in any order in the game. So there you are - clear as mud.

During this project, about eight months so far, I have been a bit bored and a hell of a busy, only once or twice, so to keep my mind busy I did a little selection of our own 'I' subtly named Clyde Redcliffe. These soon turn into little stories and I have just started the second episode. This series is called 'The Further Adventures Of Clyde Redcliffe' so watch out for it.

## MONDAY 19TH AUGUST

John: Andy Roberts (the guy who does some of the bits and bobs for Demo Eastern) phoned today asking for a few Remigade's (game addresses) and about PC4 as he's doing some top for it, so I took an hour off from Creatures II to try and find them.

With the second Torture Screen finally finished (TSE2) and some new graphics waiting for me on disk, I suppose I'd better start another one. This will appear as the first in the game but is in fact the fifth one that has been designed. Hence the code TSE1. But before that I've got to do up all the code I'm not going to need from the Torture Screen I've just finished, leaving me with an up-to-date, empty version of the game.



Here's Torture Screen 1 (the first one in the game). Unfortunately, this was the vital part of the puzzle I covered up by this ridiculously large caption box. It doesn't have to be this big, but we thought what the heck. Better not show the music away, right? Well if it were possible to make an even bigger box I could make it full of text. Sorry, but it had to be done. (Hearty hehe...)

Steve: Today sees the completion of the cartoon, most of yesterday and some of this morning was spent adding colour to the black and white version. But a quick trip into town to get three colour laser copies of this episode makes the last three or four days worth the effort.

Well that's the end of the day was spent adjusting the new 'grabber' creature for the bonus game. This new one looks a lot like a really great bat with big feet - and wings too!

## WEDNESDAY 21ST AUGUST

John: Since Monday I've uploaded the background graphics, colours and windows, together with the latest sprites. I've got the bike pressure animating, the case of the 'great' routine written and both conveyor belts animating. If Clyde falls onto the conveyor belts he moves along with them (obviously). The explosion new file is also done. I'm going to forget later and say that TSE is going to be the quickest to produce so far (oh-oh! That's done it).

Steve: For some time John has been saying that the Puzzles that dance across the screen on the 'Get Ready' section should have bigger smiles on their faces. Well John, it's done! (Just added them sometime this month will you?)

This afternoon I've devoted to Torture Screen 2. I added a new help outline for the latest Fuzzy in jail and a few more slogans just so he can show his frustration at you for not being able to complete the Torture Screen.

## FRIDAY 23RD AUGUST

John: As this is the first Torture Screen you'll play it needs to be pretty easy. I've come up with the idea of having a Tello Balloon on the screen, and if you pick it

up this stage will appear in the top border to help you complete the screen. I'll leave this until I've completely finished coding TSE before doing it though. I've also got to sequence in the title music, the high score music and all of the high score code into the normal Torture Screen code-space as well. So memory is going to be very tight. Steve: There are more TSE bits of code to be done and this starts off with the missing explosion for the bomb. The death animations for the giant double-headed slug monster are next. This has the monster squealing with pain as it dissolves into the ground.

Also, the blood animations for the Fuzzy death sequence are required but any expert who knows how to play the game will hardly ever see them. This usually means that whatever you have to do to save the Fuzzy is also fairly graphic, as in this case (rough said).

## SUNDAY 25TH AUGUST

Monday - Are we mad? (Only as mad as for we used CF an weekend) - Ed

John: Yaww! Heavy drinking sessions for the last three nights mean heavy eyes today (8:00 I do it 4:50 - 5:00. (Yawn...)) But even though we may be feeling over, we're still going to work on the game. (Yawn, back.) So, apart from running a headsache today, I fixed a bug on TSE (the acid screen) that I noticed while I was checking it for Andy Smith yesterday (the screen, not... er... oh, forget it). Back to TSE and I managed to start and finish the



"platform intelligence costs". These are the platforms that — hold on! I shouldn't give too much of the game away! Steve: Well (sigh) what can I say apart from, I feel it (sigh, I told you — LOL) that hangover aside, I will work today because the game needs work done to it (that doesn't usually stop us though), I'll have to try and focus my limited vision, so I can design the sprites for the pause mode. When you see them in the finished game, if you don't think they're drawn very well, you'll know why I wish I had that sort of excuse for the rest of my graphics).

## WEDNESDAY 28TH AUGUST

John: Actually Steve, I don't think there's an excuse or faith that would let you off from your graphics. Anyway, I've now done the death for the Fuzzy on TSE (with loads of blood, of course) and also the death of the two-headed creature as well. The little guy who fires over the pool of acid is now animating, jumping and firing. I then wrote his death routine, together with the mega palette that appears from under the ground beneath him. Working yet another late night, I did the "boring movement and explosion routines. And yes — I am giving away the game.

Steve: I've been to TSC (the one with the money) and I'm doing a nice big sprite rig alien to go up the top left of the screen just to make it a tad harder. This alien will shoot horizontally across the screen. Originally it was going to throw snow balls but I ran out of room in the sprite, so I could be redesigned though...

On a different note (finally), we decided it was about time to change the death music for Clyde. So out came the good old Yamaha FDS TSC, and to my surprise a decent little ditty was composed in no time. It was then time to convert this to the CDS, adding loads of bass, a few drums and some nice fading sounds. The completion of this music didn't take long, so being in such a good mood I started another demo for bit of music that will probably end up in a Torture Screen.

## FRIDAY 30TH AUGUST

John: Well, this little neat week we'll be at the Computer Entertainment Show, which will probably be relatively boring as it's trade only (as you all know by now). This means that we also I have to get any details of the game ready for it, which usually means as playing up to about 5am on the first day of the show.

TSE is drawing to a close with Clyde's death routine, should be full in the AM, completed now. I also fixed a bug from Creatures (over) A bug in Creatures — never) which occasionally caused his death bubble to appear on the left hand side of the screen when he had died on the right. I've actually finished all the routines needed for the little creature, so



there's basically just playtesting and tweaking needed to complete production on the screen. (Yippeee)

Steve: When I said the new death music was complete, I lied. As normal, we find ways to improve or alter parts of the music to make it even better (as that possibility), so we now have a better nice loose device version of it. The music doesn't seem to still open, so I can continue with the new demo but off at music that now has a version name of "OUTER", basically because the bass sounds similar to the one from "Wipe Out" by Ray DMC (but not that similar, Mr Lanyer). This music department is open well into the night, mainly because of me doing more music. I've found two new bits that are suitable for Torture Screens, one of which sounds really spooky in a cute kind of way, so there will be a Torture Screen designed for that bit.

## TUESDAY 3RD SEPTEMBER

John: With the Torture Screen completed (as far as I know), I've got some presentation — which I just happen to love. It's time to design the screen which lets you enter your initials into the High score table. I've had an idea of what this should look like for some time. All I've got to do now is see if it works well once it's in the game.

So far I've got the screen set-up with the current high score music playing. The later you're choosing is set printed on screen, with all the necessary sprite sprites and movement in as well. I am having a little problem with the sprite animator though, and will have to look at it more closely tomorrow.

Steve: Hey dude, today it's even! Well the sun is out, the sky is blue and there's not a cloud in sight! The view. Just to make the most of this most glorious day I am working outside, designing a new Torture Screen. This one is TSE and features some pretty nasty customers. I think this will be rated C++ (16) for sure, just

like a few of the others. Hey man, the design is now accomplished in the full and text on the agenda is to do the "two-head" screen layout.

Before I start doing the graphics for TSE, I thought I might help John out. At the moment he is working on the high score name entry screen and could do with some extra letters for you to enter, so added to the font is a nice little "The End" font (in bold) and a nice little back arrow (to delete a letter) as well as the original A-Z, 0-9 and some punctuation.

## THURSDAY 5TH - SATURDAY 7TH SEPTEMBER

Yes, that's right — we were at the show for three days and every day we were more drunk than the previous one! Thankfully, the show itself was pretty tame but the bar more than made up for this. So now it's on to the customary shout-outs to everyone with a mention. Monumental 'T's to be Andy Smith, Andy Roberts, Sarah and James Beach, Nigel Sanders, Rob Ellis, Dave Birch, Steve Halling, Rob Smybrook, Pete Woods, Steve Archer and the rest of the guys at Atlas, Ken Hogg and Steve Clarke of Genesis, Bob Stevens, Giovanni Facchinis, Jason Parkin, Bart Simpson and Mirvostek. Next month, dude!



## YOU'RE IN THE TOP 3!

The Apes team have wanted winners on the title before now. When this title didn't show in the amazing weekly list which shows through each week, looks like you're going to have to wait for the finished game!

# THE END





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# Tommy Lasorda's

# ULTIMATE BASEBALL

**H**ot on the heels of Donkey Kong, *Ultimate Baseball*. Now, from looking at the screenshots you could be forgiven for assuming that there's only so much you can do with a baseball simulation. ... and you'd be right. Except that, while the two games are similar in both looks and structure, *REB* was easy to get into and good fun to play, whereas *Ultimate Baseball* is both hard to get to grips with and something of a chore to play. Here's why.

Your first hurdle is the manual itself. It explains how to choose your two teams, how to place one of them under computer control and how to skip the management portion. This is supposed to be a useful 'quick start' guide to get you straight into a game. But because of poorly implemented options in the game itself, it doesn't turn out that way.

You have to specify which team should be under computer control and which one should be under your joystick control. I found this much more confusing than it should have been, even for me, and I ended up with neither team under computer control and had to go through the tedious loading and security code procedures all over again.



The camera straggles towards second base, while the batterman waits for his team mates to get the ball to him.

being either caught or run out. These options work well but the whole process is completely spoilt by the animation in the 'pitching' batting window. When pitched, the ball wobbles and jinks towards you, making it very difficult to time your hit properly. Even after a bit of playing, I could only be 50% certain of even making contact with the ball, let alone striking it.



A succession of pitch types cause one of the game's best frustrations.

work in your favour and cause the batter to strike, but it could also mean you pitch a foul ball.

When and if the batter hits the ball, the screen changes to an scrolling overhead view of the field. The faster currently under your control turns grey and you can press fire to select a different

Now the structure of the sport itself is well defined and linear: you have a pitching sequence, a batting sequence, a fielding sequence, then the whole pattern repeats itself. So to present gamers with a well-balancing section sandwiched between the other two completely programmed sections seems a bit stop-start to say the least.

And yet baseball fans might just have sufficient interest in the subject to persevere with the game and glean some enjoyment from it. As for those who buy this out of curiosity, the poor documentation and inadequate batting sections are likely to put them off the game completely.

AND? **WARRIORS!**

Game	<b>Ultimate Baseball</b>
Publisher	<b>SSI/US Gold</b>
Cassette/Disk	<b>not available</b>
Release	<b>£29.99</b>
Contact	<b>Out Now 021 828 3388</b>



It looks like you missed the ball. But its ball movement is so slow, that you can't see the miss.

A succession of pitch types cause one of the game's best frustrations.

Well, a few browser points have been lost already so perhaps the gameplay can make up for it. This, again, perhaps not.

There are two difficulty options - pro and novice. Pro checks you in at the deep end. You have to control batters, pitchers and fielders, all via the joystick. Rookie mode places the fielders under computer control, leaving you to indulge in a time management, adjusting the line-up of your team if you like. Or you can press fire repeatedly to skip all this and choose the default line-up instead.

Pitching is easy. First decide whether you want to put curve on the pitch, and then select one of eight types of pitch via the joystick positions. Included in your ball-chucking repertoire are high, low, inside, outside and combinations of these, low high inside. If you tap the joystick quickly in the chosen direction

fielder (perhaps one that is nearer the ball). There's also a scanner of the diamond at the bottom of the screen so that you can immediately see which base the batter is running to.

This enables you to field the ball to the baseman (and likely to run him out. Press fire and push the stick in one of four directions, right for first base, up for second, and so on.

Okay, things are looking up. Pitching and fielding has been well implemented in *Ultimate Baseball*. But just as I start to think this isn't such a bad game after all, it's my turn to bat and things turn very sour.

The batting system is straightforward enough: there are only four types of swing. Normal means you just go for the ball - depending on your timing you just might hit it. Power involves putting all your weight behind the swing, and while a good contact will probably result in a home run, you stand a much better chance of missing completely. The Contact option is less powerful

## BATTY FACTS

On August 16th 1974, American baseball teams Auburn and Baraboo had to reappear their 7.50ppm game in 4.30ppm. Auburn was playing a 14 year old on their team and child labour laws stated that under-16s couldn't work after 7.00pm. Young Jorge Labor went on to a successful season. Then he had to stop to go back to school. ... Ha!



Watch out, keep an eye on that line. Make an error and you might try to get to third while you miss a throw on the pitcher's mound.

## POWER RATING

**THE DOWNERS...**

- Computer is player option is very confusing and easy to mess up
- The ball movement is speeding making the batters go off-track
- Multitask, over-an-did, is a chore
- The manual is poor; option screens are not explained and enough
- This game is really over-priced - one for the price of two
- The sound effects are a bit flat, nothing too atmospheric

**55%**

**THE UPSERS...**

- Pitching is a simple but challenging procedure
- Pitching controls are easy to get used to but the out-batters promise to get right
- Pitchers, batters and batsmen are all nicely animated
- Screen layout is clear
- Good management section

...AND THE UPSERS

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# TURTLES

## THE COMPO

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- 4) Who created the Turtles? (Full names if you please.)
- 5) Which of the following isn't a real Turtle hero suit? And why?
  - a) Kevlarh Bunkoleh
  - b) Conshungah
  - c) Sugarah Fibah

Note: complete the following sentence in no more than 20 extra words: I love being a Turtle because...

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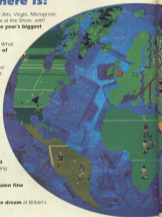
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# SWAP



Navigation levels aren't as difficult as they look. However, with one at the bottom, they may be well for demonstration...

the screen, when they come to rest, any touching colours are removed and the pile drops a little further. This option is hugely useful - in fact the first 20 (or so) levels are a doddle because of it. A few random groups followed by an

Analogue usually does the trick. Nevertheless, to be accurate of a task at the next level, you must find quality. This involves removing a set number of tiles (as indicated on the status panel) at which point a real single plays to herald the game. You can then exit the level, check your game statistics and click on the "Next Level" box.

Of course, just when you get the hang of coping with square tiles, they throw triangles and hexagons at you. And that's just the beginning. You soon encounter the credit system where each move involves taking and expending credits for

instance, getting rid of five coloured tiles will cost 100 credits; you three credit (ie). These are amassed as silver and gold ingots and hexagons. In truth, this credit system is a real pain. It removes a lot of the freedom to experiment and restricts your choice of moves, making an already tricky game very tough indeed.

Swap is enjoyable at first, but I got bored of it quite quickly (just long after the credit system started, unfortunately). There are 999 levels but I had trouble getting past level 50. A screen full of tiles can be pretty daunting and on several occasions I just thought "Stoney" and gave up. It's pretty, slick and it's a goodly very clever, but if you're looking for a cheap shot that has to beat the sticky cubes of a Searle's Puzzle, this isn't it. **SWAP**



One of the more useful options is the 'Analogue' (constant play) which causes the remaining tiles to cascade down the screen. This screen has been partially obscured and the Analogue option is in motion (maybe some whitey lines on the tiles)



Eventually they all come to rest, and any similarly coloured tiles which touch also appear. The remaining tiles fall again and so on until no more tiles can be removed. The only level I have submitted (Analogue), so all you need is to swap at random these Analogs to qualify

**P**lace have been pretty quiet on the 64 score for a while now. Well, lately silent actually. Their last game, international 3D Tennis, was so long ago, most of you probably haven't even heard of them! Anyway, they're back, they've got a later game, and it's a puzzle called *Swap*.

At the start of each level, you're faced with a board stacked

book full of coloured tiles. Your aim (as if you couldn't guess) is to remove as many of the tiles as you can. This is achieved by snapping adjacent tiles to form pairs, triplets or quartets of similarly coloured ones. Any tiles of the same colour which touch are removed from play. As you move the pointer around, edges are highlighted to indicate which tile pairs will be swapped. The mouse toggles on the fire button, and both tiles switch places.

The puzzle aspect arises when you have lots of different colours all over the screen. You then have to start planning ahead, moving colours into groups, or just a few, and replace them all together.

If you're running out of tiles to get up, click on 'Analogue'. This causes any remaining tiles to fall down

**There are 999 levels but I had trouble getting past level 50**



Here I am getting nowhere fast on a triangle puzzle. The panel at bottom right shows the amount of credits in the bank - 10 to be exact

See what I mean about daunting? What do you start? With only three colours it isn't so bad, but later on this sort of thing is hard

<b>Name</b>	Swap Palace
<b>Publisher</b>	CFI,89
<b>Console</b>	CFI,89
<b>Disk</b>	CFI,89
<b>Reference</b>	Out now
<b>Contact</b>	071 228 6754

## POWER RATING

**THE DOWNERS...**

- Later levels are extremely complex - you have to plan many moves in advance and it's almost too much
- Poorly graded difficulty you pass through the first 50 levels, and then get to a halt
- Not puzzles - but they're all much the same

100

63%

**...AND THE UPERS**

- Incredibly well coded - slides down a British board
- Smooth controls and superb
- Good range of options, including wonderful save game and real practice mode
- Delicately balanced brain-straining for puzzle addicts
- The visuals simply could not have been done better
- There's no finishing this one in an evening

# Round the Bend!

DIVE INTO THE SEWER WITH THE WORLD'S MADDEST GAME!!

IT'LL DRIVE YOU POTTY, TEE HEE!!



SCREENSHOT





**A** little, low-down, good-for-nothing tea leaf. But it's all for it. No, not Steve-James Hudson Hawk. The excitement of a career in accountancy was too much for young Hawk or indeed he'd devoted his life to the fun-drum existence that is money. But it's not just the odd packet of sausages or carrier bag full of booze that he's after, that sort of thing is strictly for bored celebrities. No, Hudson Hawk goes for the big ones, and at the moment he's taken a shine to the work of Leonardo Da Vinci.

But that's only half the story. Someone somewhere has mastered the art of alchemy and can turn base metals into gold. Hawk, being a bit smart himself, realises that this will ruin the economy and furthermore, his

The fun starts at the rooftop walk near Rutherford's Auction Rooms.

You can't sit on the first level but if this dog gets all of you back there you do to almost level.

# HUDSON HAWK

*Apparently, Ocean are into crime. To find out more, we sent an investigative*

*reviewer to examine the evidence. Is their game a rip-off or do they acquit themselves with honour. Let justice be done*

livelihood. The ultimate aim in the game then, is to get hold of Leonardo's fabled Crystal, the only thing able to destroy the Alchemy machine. However, there's still time for a fair amount of light-fingered fun along the way.

The first of your endeavours is to retrieve Leonardo Da Vinci's priceless bronze sculpture, 'The Steers'. Unfortunately, it's located on the seventh floor of Rutherford's Auction House, a place not known for its stack security. By hook or by crook, though...

Before you ever get into the building, you have to deal with rambold stonebrains, over-affectionate dobermans and cats that do their deadly devious all over your water-tight steel top.

There are ten ways to deal with eggs: the Steer. You can either avoid them, by jumping over them, or you can fire little balls at them, a strange course of action I admit, but one that has the desired effects. Firing one at a dog stuns it briefly. Concussing cats, however, is a different matter - you can't. But they do die from a stack-of-spoons.

The game design has been well thought out. Because as a rule, you can only run these creatures populating the areas you have to spend time in. For example, the dobermans in level one loiter around the stackable crates that get you out of the first level. If he shot when you shot him, the game would be too easy. But instead, he keeps coming round (just to make the crate stacking a right pain). This is far more challenging than instant obliteration.

Once inside the Auction rooms, the security system is even less subtly penetrable. Cats or guns carrying security guards make nuisances of themselves, while cutting mounted loose bullets do their best at a lot of crack-banking. It's all a matter of speed and good timing. But, by jingo, it's take a very long while to master these skills.

With one priceless treasure under your belt, it's time for a visit to the Vatican in level two. This time, you're after Da Vinci's stack-book, 'The Codes'. But, while security guards and sausage dogs are fine for most time-operations like Rutherford's, the Vatican needs the very best, highly trained security

## The swag



**The Steers.** A delightful Da Vinci sculpture that currently resides in Rutherford's Auction Rooms, but for much longer though.



**The Codes.** This is Da Vinci's stack-book, it currently belongs to the Pope, but is soon to be yours.



**The Mined Crystal.** The only thing capable of destroying the alchemy machine. Find it in Da Vinci's castle.

*Perplexing puzzles and slick gameplay make it a real winner.*

At my disposal, I can use the stack of gold, the stack of silver, the stack of copper and the stack of iron.

Stacks are not enough, but stacking the precious metals opens up the levels.

More stacks, more stacks, but they're not enough.





Scaling wires can be hazardous as they're usually occupied by vicious bats.

To finish the level you need to reach the distance flag. This is the Golden Egg - a major part to play.

You almost performed the act of coming from a great height, and it only took me twenty-three years.

Never mind, don't slip through the door for this level for the other side.



Getting through the Vito's castle is the hardest mission. If the balloon-headed gnomes don't get you, the spider-like bats will. Beware these and you still have to negotiate dozens of tiny platforms in order to reach the Mirrored Crystal within...

disk gameplay makes it a real winner. That doesn't make it a corker. *Nuclear Mind* isn't quite as rich in puzzles as *Flit*, *Commander Keen 2* or as dynamic as *Robotron 2* - but it comes pretty close. This is good stuff indeed.

And it's nice to see a complete departure from the beat 'em up and sliding puzzle-cocked Ocean normally serves up for film science occasions. Good for them, and I hope they carry an experimenting. We've retained some strong opinions on the questionable quality of film-based games in the past, many of them unfavourable. But on the strength of this, to accuse Ocean of daylight robbery would be criminal.



ANDY



It's a little disappointing that the Mirrored Crystal from the first game isn't here.

...and high. Their guano is a bit messy.

Being powered through the whole of the level, Nuclear Mind is already destined to expose the character to all out comedy.

<b>Game</b>	<b>Nuclear Mind</b>
<b>Publisher</b>	<b>Ocean</b>
<b>Cassette</b>	<b>£10.99</b>
<b>Disk</b>	<b>£14.99</b>
<b>Release</b>	<b>November</b>
<b>Contact</b>	<b>061 832 6633</b>

**POWER RATING**

**THE DOWNERS...**

- Not that varied, varied
- More level strategy puzzles need to be appreciated

100

**88%**

- The graphics are quite odd but they're also original and very effective
- The controls are ultra-responsive and the collision-detection flawless
- Presentation screens add yet another layer of polish
- The puzzles are simple - but only when you've done them
- Superb static screens
- The sprites are great, especially the killer bats
- The soundtrack comprises hit music from six composers
- Packed with original and well implemented ideas

**...AND THE UPPEERS**

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ABC 05.1.91  
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# COMING SOON COMMODORE FORMAT 15

**C**ome back next month when we've got two fantastic reviews lined up for our cover page. First off, from Fair we've got *Evil's 2* starring our 1985 PowerPack with top mystical charms. And so this is the company she'd really appreciate, Autographic are giving us *World Cup Rugby*. Of course, we'll choose another couple of complete mega games, too. All we'll say for now is lots of Gauntlet style games should keep a look out.

We're just looking to PowerTest that bloodthirsty coin up conversion *Simash TV*, the 21st century 3D combat game *Battle Command* and the much talked about *Best Simpson* from Ocean. From Denmark there's nostalgia for your dad in the form of *Super Space Invaders* and obnoxious hand-to-hand stuff from *Pat Fighter*. Other juicy titles we're hopeful

about include *Rolling Home*, *PP Hammer*, *TG Cycles*, *Hydra*, *Storage* and the expansion pack to best-selling *Norwegian*. Return of the *Whisk Lard* from Gamlin.

In the Didn't Have Time Or Room To Do It This Issue department, here's the return of inside info, The Gauntlet and the usual star of GameBusters, *Back To Back*, *Early Warning*, The Scanner and *Reger Frames* (will anything ever go right for him?).

We're sending out a couple of competitions with truly mouth-watering prizes and there are one or two surprises to spring. We're sure you won't be disappointed. After all, it will be the season to be jolly... Er.

That's all there's time for this month. It just remains for us to thank everyone who made this issue possible. And that includes you. Probably.



More adventures, more treasures, more monsters - Return of the Whisk Lard



Brain training strategy under scrutiny: Back To Back PowerTested



Remember hunting the aliens playing the stars of PP Hammer? PowerTest next issue!



Europa Magazine Two-page Gauntlet style action (fairly well) PowerTested

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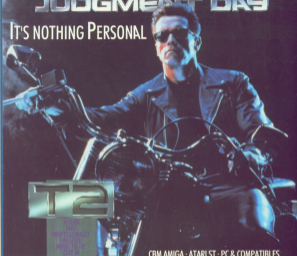
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