

No 11
Best and best

The WORLD'S biggest selling C64 mag

April 1989
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19

FORMAT

Commodore

POWERTESTED

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JETSONS
Happy families?

SHOE PEOPLE
Does it get the boot?

FUN SCHOOL 4
That'll learn 'em!

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Software PD gets rated

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1 COMPLETE UTILITY!

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3 Commodore! **C64**
COMPLETE GAMES!

SWAMP M

SPACE ADVENTURE

POWER

1 utility
UDG SYSTEM

19 **ATLANTIS**

Illustrated by Peter... a game... of your... to... your... for an...!

KICKING?

Indy - the Fate of Atlantis is almost ready. Will Lucasfilm's latest be the greatest? P.6

The Minterview

Computer Guru Jeff
Minter speaks out!
P.22

Future
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GAMEBUSTERS: Hudson Hawk • Cyberdyne Warrior • Virtual Reality Compilation

POWERPACK 19

SHEEP IN SPACE

CLASSICSOFT

Incredibly witty, incredibly good flying sheep shoot out in a land where gravity acts both ways. Brilliant sound effects make this bonkers bonks both some thing rather 'space' as they say.



ATTACK OF THE MUTANT CAMELS

CLASSICSOFT

Deadly dromedaries drop in for this Defender-style shoot 'em-up. A stern test of nerve and flying skill. This one is an amazing 18 years old! But like good wine, it's matured into a true classic.



LIGHT DISK64

CLASSICSOFT

An intriguing demo of a new disk-based mag for the serious C64 user. It shows off its unique loan system, which makes the borrowing easy!

AQUABLASTA

READER'S GAME

A high-gaze, underwater, vertical blast 'em-up. With smooth scrolling and a tight and hairy map it's a real killer. Hold your breath and dive, dive...

UDG SYSTEM2

LIGHT DISK64

A powerful utility that lets you redesign the C64 character set for your own games, programs and print-out font drivers. It's simple to use but surprisingly potent.

19
tape
to
disk

Would you prefer a Powerpack CD disk rather than tape? Then turn to page 8 for the full details of our special tape-to-disk transfer facility.

The spring has sprung, the great has gr... POWER

Powerpacked

Yes, it's Commodore Format time again! And it's been a major month indeed! Examined in the pages of Britain's best C64 mag this month, you'll find features, reviews, views and lots more!

There are words of wisdom from Jeff Minter, one of gaming's giants. The interview flows James' mind so fast he needs three days to recover. Tim Howells joins the team on temporary loan from our sister mag Public Domain, and poughed through piles of free software for us, and discovered some real gems. It's cooking stuff and they're giving it away!

The C64 continues to prove itself as one of the most versatile and durable computers ever, and we relied on this with reviews of all the latest games - both budget and full

prices - as well as educational packs. Yes, Cathy has been trying out the new Fun School 4 series to see if learning really can be fun - strangely after revealing Under 5s she could be found muttering something about understanding her intellectual level.

We've also tried a little experiment with the Powerpack too, with a baby utility

program instead of a game demo. If you recall your games, and fewer demos, or more demos, let us know. This is your mag, for your machine, so tell us how what YOU want.

Cheers

Jonathan



52 THE MINTERVIEW



Two years ago a fresh faced young whipper-snapper called Jeff Minter got his paws on an American import C64 without any manuals. Only one month later he'd written Attack of the Mutant Camels, and a legend was born! The Commodore Format team tracks down the games-guru in sleepy Wales to ask him how the C64 changed his life, what made the great games great and quite why everything he does involves lambs. Who-dine is p.52 for the 'Minterview'.

39 PD, GET SERIOUS

Fancy some serious, serious freebies? Public Domain expert Tim Howells has raided the C64 libraries for the very best in utilities, programming tools, productivity packages and major league widgets. That are yours for the price of a disk and postage! If you're serious about your machine you just have to check out this three-page special on p.39

STORY GAMES

1. WETS ON DIRT ROAD
2. BERRY TREE GARDEN
3. BERRY TREE GARDEN
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5. BERRY TREE GARDEN
6. BERRY TREE GARDEN



PLEASE CLIP IT OR OFFER IT

It's I wonder where those games is TESTED!



16 CATALYPSE

GENIUS

Shoot-'em-ups are common computer fare but ones that are worth the loading wait are few and far between. Catalypse features beautiful sprites, five levels, big battles, smooth scrolling panacea, and more power-up weaponry than a person can eat! Can a mere shoot-'em-up supply the necessary gameplay to make it a Corke and not a croaker though? Fight your way to a 10 to find out if Genius can make the grade.

37 SUPER SEYMOUR

CODEMASTERS

That egg Diddy has a lot to answer for. Single-handed he saved Codemasters from their general Super Simulator addiction. But now they seem to have an equally insatiable craving for games of the cute persuasion. Super Seymour is the latest of their delightfully nutty games to take centre stage. Can he cut it as a cutter though? Pull your underpants on outside of your trousers, take a level down the back of your shirt, yell 'Tee hee the Blue!' and fly - faster than a speeding bullet of course - to p.57 to check him out.



32 POTSWORTH AND CO

HI-TEC

TV's 'teaser' found Potsworth into the C64 with his mates, in a mad, mad-as-a-hatter adventure to save the Grand Dogon. The result of the endeavour is a five-level platform epic, as the team tries to save the dog man at Dreamland from the Nightmare Prince. Will Potsworth leave you up in the early hours or send you to slumberland? That over to p.60 for the full shaggy-dog story.



8 INDY - THE PREVIEW

Andy Roberts and the Best of British are now only a month away from the C64. Gameplay is a mix of shoot-'em-up and platform, and the graphics are a real beauty. Down to p.28 to find out if the game is worth the wait, or if you should bank without the support of a review. The words are on Indy to p.24.



Plus

PAST MASTERS

p.29

What's complete your collection? Like a game's name but don't know how good it is? Want to know through every game CP has reviewed in the last 12 months? Then Past Masters is for you. A hundred games are rated in this massive survey of every game released in 1991 (p.29).

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Every game CP has reviewed and rated in the last 12 months - the complete list

39 PD, GET SERIOUS

Get more free software! Utilities, programming aids and widget Check out the best of the best on the PD scene!

63 THE MINTVIEW

Games genius Jeff chews the fat about C64s, roms and coding with Neil Jackson over tea and buns.

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The essential guide to getting the most out of your program-packed coverage.

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Scope out the incoming games with the Early Warning Radar.

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Mr Know-It-all answers your letters, and proves he's not!

48 ROGER FRAMES

Peel! Wanna buy some cheap games? Then check out Roger's reviews.

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C64 goodies galore are up for grabs at silly, silly prices.

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Get busy, have CP delivered!

66 NEXT MONTH

Usual! The bill refers we tell you what's up in Commodore Format '93!

QUICK START

FULL GAMES

ATTACK OF THE MUTANT CAMELS

Joystick in Port 2. Defend the planet against the apocalyptic camels. Shoot each one repeatedly until it explodes. All the camels must be destroyed. **NOTE:** If one of the camels reaches the other end of the screen the world has been invaded.

SHEEP IN SPACE

Joystick in Port 2. Defend a double-sided planet by shooting energy-shielding aliens. Gravity gets stronger the closer you get to either planet surface, which affects both your speed and your shots! To replenish energy (and on the planet and eat grass. Hit space to swap to your nearest alien.

AQUABLASTA

Joystick in Port 2. A straight up the screen laser. Shoot everything in sight, avoid the walls and collect the E coins.

FULL UTILITY

UDG SYSTEM2

Joystick in Port 2. Most functions are accompanied by text messages. The instructions are all are really recommended though.

DEMOS

LIGHT DISK64

Joystick in Port 2. This is an illustrative demo of Light Disk64's scan system. Move the cursor with the joystick and press fire to make a choice. None of the functions are enabled.

NO LOAD ZONE!

If your tape should fail to work properly follow these simple instructions:

- 1) Switch off the machine, and start it over before you try loading again.
- 2) Check that your machine is not faulty, by loading a piece of software you know works properly.
- 3) If all attempts fail, put the tape in a strong jiffy bag, with a Stangeol Addressed Envelope, and send it to:

Atlix Audio Video Ltd.
Barnwell 1,
Telford, Shropshire,
TF1 4BB.

After we verify your tape a replacement. Please do not send the tape to Commodore Europe in Rome, as this will slow down the replacement process and incur extra charges for you to receive a replacement.

POWER PACK

An action special - with a serious bit to boot! Jeff Minter's AMC and Sheep In Space take you to a weird warped world where the laser cannon is king. Aquablasta is an undersea shoot-out scorchers, while UDG rounds the whole thing off in a soberly creative fashion.

SHEEP IN SPACE



Joystick in port 2

A completely different battle of wits occurs, this one. You control a little sheep who bounces along over a strange landscape, which is both the right way up and upside down (look at a screen shot to see what I mean).

The scenario is as weird as that completely featureless old floppy Jeff Minter can make it. You're in a circular space station which has been filled with plants, buildings, trees and even oceans. Some evil Zyxaxians (again!) have introduced a load of nasties into the station to try and kill everyone. But because you're a rock-hard mutant sheepdog, you can take them on and hopefully win.

As you zip around this world, one side of your gradually rotates so it (it's a tiny arrow right on the edge of the display). Head in this direction and you'll encounter some rather unpleasant enemies. Yes, you've guessed it -

you have to trade in and kill 'em all in turn, they blow out small balls which can knock it ahead of you (you have six



Flies in the middle of the screen take you across along, but make a distinction more likely and (some bonus) hard to see. Remember flying faster means you're slower to start with) so you can be a reasonably brave sheepdog!

Both sides of the landscape contain the odd field of grass. It's worth noting where these are because as you travel around, your little sheep gets hungrier and hungrier (his grab-related status is shown at the bottom right of the screen). The only way to make him feel better is by landing on a field and letting him graze for a while. This also

FULL GAME



Don't ever sleep! Keeping an eye on the clock and your dining sheepdog is a tough but necessary task if you're to save the world.



You DO take you to a strange world where the ceiling is the floor and vice versa. Try working that out on an empty stomach!



Being the right level is essential. Sometimes you have them added through by taking them out for a spell of work.

increases his shield strength. But don't wait too long because his stomach will overflow and he'll burst under the pressure of a major pig out (ugh).

The game is divided into levels, and you can only move on once you've cleared the level you're on. And it's trickier than it looks.

Locate your sheep free crazy little Bonkas of Doom. These mischievous straight if you're in the middle of the screen, but bend, due to gravity, if you're near the top or bottom. But don't think that this makes

things any easier, either.

Pressing **SPACE**, **F1** or **F2** will jump you to a random alien, which saves a lot of shuffling round the surface, and if your artificial planet is destroyed by the boobies (who must reach the funny, bowl-shaped reactors that fire), you must continue the fight in space. Beat all the aliens there and you get another planet

to defend. It's almost too much for a young sheepdog to handle.

TAPE TO DISK

Have you got a disk drive that gathers dust while you enjoy each month's Powerpack? Then start dusting, because Commodore Format can now offer a special tape-to-disk transfer!

Every program on the

Powerpack that runs on tape

will be lovingly transcribed

to disk for you by these

lucky Ablex people. To take

advantage of this facility,

just call our 'Tape-to-

Disk '89' coupon from

the inside of the cassette

enjoyment card, or

fill in your name and address

on a piece of paper and send it with

cheques or postal order for £1.99 (no

cover duplication, postage and

packing) to:

Ablex Audio Video Ltd
Harcourt, Halesfield 14 Telford,
Shropshire
TF7 9DD



The trick in AMC is to get an alien to the camels as possible for faster firing. Watch out for their steady spit though!



Between levels you run a quantity of fast flying things. It's dead easy to level 1 but soon becomes a mean little test.

ATTACK OF THE MUTANT CAMELS

Available in part 1



Picture the scene. It's the late 21st Century. So late in fact that everybody has gone to bed (leaving the landing lights on). A load of Zykastans from the galaxy of Thing have seen these, and decided to land and take over Earth.

They've created a generation of completely rock-hard mutant camels, and have dumped them on Earth in a neat line, straddling over the surface. These camels aren't your normal, hairy tough desert variety. They're 90 feet high, muscular, sun-shielded, and they spit burning laser bolts.

So, you're the only person awake enough to do something about this invasion. It's a real bummer. But worry not further as you climb into your special space-ship Meator and fly towards the hideous camel-like mutants.

You see your little plane from side view as you belt along the landscape. The joystick controls your speed, direction and height. It's dead easy to get to grips with.

Above the main display is a radar scanner. This shows the progression of camels as they stride towards you. Have you ever seen *The Empire Strikes Back*? Well these mega-camels are like the Imperial AT-AT walkers in that.

Anyhow, fly towards them from either side, as the radar screen warns.



Sitting here is silly. Camel spit moves at a real lick and hits craft real quick!

around), and, since in range, open fire. A camel will change colour to show if it's been damaged, and eventually after loads of colour changes will explode. Time to move on to the next evil mutant!

The camels fire two sorts of laser bolts at you. Standard bullets form a

slightly, and can easily be dodged, but

smart bombs are very difficult to evade. One of these will kill you,

whereas you can take about four hits from normal bullets. You can only tell the difference between these weapons by the sound they make when launched.

What else? Oh yes, there are 31 (yes, 31) skill levels (all F2 to select them in turn), a two-player mode (all F1), and camels on with the camels (F3).



After dodging the fast 'things' you're ship turns into a level speedily wrap that!



No, your disk isn't dead, it's just in sleep that the camels have invaded Earth!



UDG SYSTEM 2

Joystick in port 2

UDG System2 is a character set editor. Fine, but what does it do? Well, you can define deep into your CGM, grab hold of its standard character set (the letters and numbers visible when running in BASIC) and change them. This can be used either to set up a custom font for a game or program you're writing, or just to build pieces. But regardless of your objective, you should find it's curious fun.

UDG contains four modes with almost 50 separate options. When entering the program the screen is divided into four sections. Top left is the character set area; top right the font menu. Initially, the pointer is located on the font menu in the "mode select" option. There are four modes to choose from: the "magnifying

glass" for character edit in magnification; the letters "RA" and "Z" represent the character edit at normal magnification; a rectangle with the letter "R" in the centre is used for "screen designer mode"; and the disk and cassette tape icons acts as both the save and load function.

Within each mode are many other specific options. Moving the joystick up and down cycles through the available modes or options and pressing fire selects (activates) the one currently displayed. Think of the fonts as a stack of cards, one behind the other, which you can simply shuffle through to select the one you want.

The lower section of the screen is divided into the EDITING area and the command/status line. The EDIT window is

where new characters and images are created, and takes the lower half of the screen. The command/status line runs directly across the screen, roughly centre. This line tells you important information and, in certain modes, requests input.

The EDIT area is divided into two rows of five, eight by eight, edit boxes. These can be activated to form a grid, which helps you to create images. Use the pointer and fire to select a character from the display area and deposit this on any one of the 10 edit boxes (using fire). You can then edit that character. As you can edit 10 characters at the same time, you can create large multi-character images.

To change the colour you're editing in simply press F7 and a colour file will be displayed within the font menu. To view the colours available, move the joystick up and down. Press fire to select the colour, and then continue editing. To exit



AQUABLASTA

Joystick in port 2

It's a reader's game, this one. And the letter that accompanied it shouldn't go into much detail about plot and so on, as we thought we'd make up one of our own.

It's the 27th Century. Global warming has focused the entire Earth, and all that's left of humanity is a band of scientists living in a glass bubble in Quilford. Loads of toxic waste is left behind from the days when people ruled the world and didn't care what damage they were doing (sounds good already, eh?). This waste has mutated all the jellyfish and sharks to death and got toxic.

To the scientists have built an underwater jet with various noise-insulated frequencies. They hope to send you out in it to find your way to freedom.

Great storyline, eh? Anyway, the point is that you've got an infinite number of lasers, a bewildering array of energy (what you can replenish by running over 'E' icons), and eight-way movement.

The bad news is that all the angry jellyfish and sharks are after you, and they are equipped with little blue bombs, which fly

all in all directions. Also making things a bit tricky is the level: as you're flying over the underwater, you have to avoid walls, blocks and any other obstacles

that crop up (you're travelling over the remains of the once-beautiful city of Quilford, remember).

The controls are dead simple - just avoid crashing into the high blocks (you can go over some areas of the landscape) - find out which these are for yourself. Oh, and use your twin-lens, long special underwater lasers to wipe out all the bad

die. If you've got autofire on your joystick, use that. It makes things seriously easier.

Anyway, we reckon Aquablaster is a storming game. And it was written by a CP reader. If you've got a game that's better, send it in, real soon!



An awful flow the control didn't say anything about walls. I distinctly remember lasers and fish, no mention of walls. You off



Mad scientists with various frequencies and green jellyfish etc. It's a game of two buttons though and the fish would swim ramp back.





will tell you get online or silly. New character sets may be created or you can use it to draw.

any mode simply select the icon that displays the word EDIT. This will take you back to the mode select menu where you started.

You can edit directly on to the characters themselves in the character selection window by activating the 'AR and CC' icons. Or, if you want to create a complete screen from your characters, then select the icon that shows a rear angle with the letter 'R' in the centre.

Once in screen designer mode, select 'EDIT' and the pointer becomes a box in the centre of the lower area of the screen. This is a window over a scrolling map, which can be many screens in size. Press F7 when you want to select another option or add a new character to the map, and this will relocate the pointer to the icon menu. Press fire and the pointer will become locked in icon menu, enabling you to select another option such as size map, set map, start



address, view map, edit the maps, etc. Without pressing fire you can move the pointer over another character in the display area, select it by pressing fire and then automatically return to your map with the new character.

Once you have created a character set or screen you wish to save, return to the mode select, choose the icon displaying a disk and tape. This puts you into the save/load and disk options menu, where you can save your work, re-load previously created characters and maps. This is a very powerful graphics utility but it does require a lot of experimentation to understand it completely. A full manual is available as a printable text file with Light Disk4. To get hold of a copy, you'll need to get Light Disk4, which couldn't be simpler. Just follow the instructions found below.

Both colour and shape are under your 'click' command. Click carefully to avoid frustration.



The Addams Family



LIGHT DISK DEMO



Just like in part 2 Light Disk4 issue contains a mix of reviews, tips and programs for the technically minded, all stitched together with a nifty icon-based user system. Really this system doesn't work on tape,

so the 'Diskmap' is only available on an disk. The icon system is a demo and so none of the programs will load, but it should give you a feel for how friendly this disk-based home is to explore. If you want to see the kind of fun that will be offered, flip the tape and take a peek at the ADD System2 on side two.



If you like the look of Light Disk4 icon system and have a disk drive, then it's probably worth checking out the real thing. It will be available from April 24 this year and will cost £4.50 inc. V.A.T. (incl. postage). Send a cheque or postal order to Light Disk4 at the

address below and you'll get two disks crammed with feature films, tips and programs. If you want

more information, then send an SAE and you'll receive a copy ASAP. Light Disk4 7 Follow-Your-Click Mouse Norwich NR1 1NR



INDIANA JONES AND THE TEMPLE OF DOOM

FATE OF ATLANTIS

Yes, Indiana Jones is coming at you in 3D! It appears that LucasArts, who wrote the plot for *The Last Crusade*, have decided that Indy definitely needs that extra dimension. So all the action you'll be playing in their latest offering will be viewed from an isometric viewpoint.

The plot remains true to the standard Indy format we all know and love. It's a frantic chase through many exciting locations, with Indy and the entire Nazi party of pre-World War II Germany racing towards the conspiracy



Hint: You need to get the other pocket. Then go and wash your hands, young man.

INDY - ALIVE AND KICKING ON A C64 NEAR YOU

Everybody knows what Indiana Jones looks like. So you'd think it'd be dead easy for the graphics artist to show him on your 64 screen. But is this his case?

Nick Cook, boss of the graphics company



Nick Cook. We're Indiana Jones!

Playtex Of Fantasy, is famous for doing the graphics for *Might and Magic* on the 64, as well as *Speedway 2* on the GameBoy. He's the guy who's making Indy come alive now. Here, he spells the beans on how it's done.

"The PC graphics for Indy 4 were written first, so I knew exactly what I wanted when I came to the 64. I just fiddled around with them."

Hard at work, Nick breaks the graphics to perfection.



lost and slightly magical Isle of Atlantis, said to be the final resting place of King Arthur, lord of all Britain, under of the feathered horde and leader of Excalibur. Yes, Arthur Noble rules it... (sage.) I think you're completely on the wrong track here. (Ed.)



In this a realistic screenshot of the game. It's just a character coffee table with mountains all over it.

Anyway, the idea is that you must get Indy to the fabled lost city before those Nazi-like Germans arrive. The reason for this heater-platter claim is that there's a precious metal called Orichalcum, which has the power of a thousand atomic bombs (or two Mexican Chilies). If those grossly unpleasant, world-threatening-type Nazis get hold of it first, they'll stand a decent chance of winning the up-coming World War II. Not a prospect to look forward to.

So it's quite important for Indy to get to Atlantis first. In fact, the entire history of the world rests on his broad and manly should-

until they looked excellent. The 3D isometric views weren't as Indy as you'd think. I've done stuff like that before. It's straightforward no-perspective parallel projection.

I then did a comic-book based intro sequence which set the scene for the game. It was a bit of fun, and I got inspiration from Dick Tracy (the film, not the game). When LucasArts saw my 64 version, they were impressed enough to ask me to do it for the PC. So I did, basing it on the 64 graphics, of course.

"In the game itself, my favourite level is the Naval Coasts. Here there was a lot of scope for background detail. Usually, background stuff slows down the game, but here it was all okay (owing to the incredible processing power of the 64). It really looks spectacular, and the submarine sequences were a bit of fun to work on.

"In fact it's been an excellent project - and it's all gone pretty smoothly. Even the mega-big animations of the island exploding have come out well."

zans. Luckily, selling him (and providing a bit of love interest, if the comic is anything to go by) is the gorgeous, pouting psychic Sophia Haggood. She's useful because she can read Indy's mind to some extent, and also because she's

EARLY



WARNING!



Early Indy map.

the world's greatest authority on Orichalcum. So it's rather fortunate she's around, eh?

You can switch views between Indy and Sophia at any time, and it's possible to control either of them fully and independently, so it makes

sense to send them off separately from time to time. That way you can cover much more ground and stay ahead of the time limit. But you'll double the risk of evil Nazi encounters, so take a bit of care.

As well as heading towards Atlantis, you've got to deal with the despicable Nazi Females who crop up all over the place.

Although the War hasn't officially started yet, they're pretty into the idea of getting a bit of target practice on you, so there's a great deal of shooting and slinking to be done. You'll also need to have your problem solving hat at the ready to find bits of maps, solve codes and locate secret rooms. The 3D view means



Hint: You look like an evil Nazi. Being a punch in the gut!

INDY THE

Just when you'd thought he'd ridden off into the dusty sunset,

the dude with the cranially-protective head-gear is back. He's without his Dad and even without a film, but he's very much on your C64. An excited James Leach rushed off to talk to those responsible.

INDY JONES AND THE LEVELS OF DOOM

Just a quick peek at the levels you will have to battle through to help Indy escape the former.

Level One - The Casino

You play Roulette in Monte Carlo.

This is handy for getting the slots to buy weapons and useful items, but you'll get hassled by some gambling Nazis (ah, you'll have to punch in).



Indy explores someone's living room.

Level Two - Naval Base

Indy must evade the searchlights, get into the base, kill a load of Nazis and collect fuel tanks, knives and, er, chocolate (according to Lucasfilm). You also have to crash a boat and get into a secret, disguised submarine.



Which is how Indy died last time, so can't actually be very secret.

The Casino. We memory and leave.

Level Three - Submarine

Kill everybody on the sub, find a hidden bomb and then sit down for a nice cup of tea. It sounds odd.



Indy is busy exploring a sort of desert area.

Level Four - Floor Islands

The Last City of Atlantis is only under sea. But which one? It all makes for plenty of subterranean exploration.

Level Five - Atlantis

Kill billions of Nazis, explore all the floors, defend yourself against the gruesome mutants created by Nazi genetic meddling and set a bomb to blow it all sky-high. Then get back to the pub, kick-start it and go home in time to watch The Ambrose Roadshow.



Explore this rather red area.



"Excuse me, but I do seem exploring here!"



Not much on this one, but certainly worth exploring when placed into a large 3D level.



It's a bit clipping for proper exploring, but Indy can still have a minor exploit.



At the end of a day's exploring, it's time for Indy to go home and explore his fridge.

that it isn't just a case of running from left to right, so the path you've got to take isn't obvious. Luckily, though, the 3D means that you can usually spot trouble coming from quite a way away. You did change the camera's viewpoint to watch Indy or Sophie as they disappear behind solid objects and stuff.

Lucasfilm say it's like being your own director, which sounds fun.

As in all the best games, you'll have to explore each level fully to get the most out of it. Some items (such as weapons and ammo) can only be found if you've got the time to search out the most unlikely places, like in the sofa crack.

And remember, you're not at the

plus a fountain time-kill and several half-track-loads of headshot Nazis to deal with. It has got to be Indy's toughest challenge yet. Here, it certainly sounds like a complete interactive experience. And don't be fooled: there will be a full review of this Indy-related potential Cooke in an issue or two's time. Once Nick's finished making it look stunning, anyway.



THE INDY FILMS IN ALL THEIR GLORY - A BRIEF STUDY BY IAN CYCLOPEDIA

Raiders of the Lost Ark

This was made in 1981, ran for 118 minutes and cost-

ained 172,000 separate frames of film. It was all about the plane tablets God wrote, and the big holy-cosier they were kept in Fascinatingly, Tom (Magnum p.) Selick was offered the part of Indy, but declined because he was still filming Magnum p.

Indiana Jones and the Temple of Doom Made in the later part of 1984, this was a prequel to Raiders of the Lost Ark. In it, Indy

Indy, the man with the hat, looks like a slightly worked.



finds the secret Sankas stone, and isn't quite sure what to do with it.

Interestingly, this movie led to the creation of the PG censor certificate (that's not interesting - Ed).

Indiana Jones and the Last Crusade

As well as Harrison Ford (who was born with two surnames), this film starred Sean Connery who grew up in Edinburgh, Scotland, but whose shoes were originally funded from Ireland. Sean currently resides in America, and has a charming Italian wife who makes superb chocolate-flavour cigarettes.

Could this game be about football? Could it be about militant 'Yuppies' money? No. It's actually about an old wizard-type dude who wanders the Crypts Of Chaos looking for undead creatures to destroy. Sounds, er, fascinating.

You play this old geezer, who is out walking one day when the world opens up and he tumbles into the infernal realm of darkness underneath. Luckily he's got his head screwed on (not like those old people you see on buses who never have the right

ing. As they're already undead, you can't kill them, but you can smack their faces very hard until they crumble and the skulls are rendered completely useless.

Underground everything is dark, gloomy and rather smelly (although being a computer game, you can't actually smell it). Your brave wizard struggles on, punching and kicking like a good 'un. Strangely, as well as complete skeletons, you get to meet massive skulls on their own. These like the punch from deep vertically down through the floor. Very realistic, I must say.

STRIKER

in the Crypts of Chaos (to give it its full title) is an engaging tale about one man's love for his pencil case. Or it's a dark trip into the dungeons of terror. Read on to find out which...



change) and don't seem to have any idea of their intended destination.

Ultimately, you have to see a captured character, who's been lying around in a

box, saying his eyes out helplessly for the last few months (as usual, oh readers?). You've got to collect bits of scrolls and, er, other magic stuff as well, though it seems CodeMasters are a bit unclear on this point.

Anyway, there you are, deep in the underworld, when suddenly and without warning, dozens, probably hundreds, of nasty, evil skeletons drop down from the cell-

As you get further into the game, you find exotic weapons that have a poly range on them, so you don't need to get too close to the nasties before getting rid of them. The weapon that fires dirt things is especially useful against end-of-level badies (there are many).

If the idea of wandering around underground, punching and kicking the badgies who keep materialising sounds a little bit familiar, you'd be 100% correct. Striker is The Crypts Of Chaos is being written by the same dudes who lo-

ingly joined together *Skeletoblast* (or *Greenin Graphics*) a few seasons ago. From this preview, you might deduce that they're not none of the mago that made *Skeletoblast* such a great platformer. You could be right.

Of course, your favourite feature, *felix* (look it up) Commodore Format will have the full review just as soon as the game is ready (it should be next month).

JAMES LEACH



Well, could you tell me the way to...? Don't Striker! How skeletons are so vicious!



Game
Publisher
Release
Contact

Striker
CodeMasters
May
0936 814132

SNIPPETS

JOIN THE CLUB

If you're a fan of *Thalamea* games, you can now become a member of their club. You'll receive info on new releases for the C64 and other machines, developments in the software world and tips and cheats for *Thalamea* games. Write enclosing an SAE to: Thalamea, 1 Saturn House, Calsons Park, Aldermaston, Berkshire.

LIGHT FANTASTIC PART 2

Remember in *Snippets* last month we reported that *Light Fantastic* had been launched? Well we jumped the old gun a bit. The first edition of this slick-based magazine will be available from the 25-4-92 at a price of £4.99 from DataSphere Publications, 7 Fallowfield Close, Norwich, NR1 4WV. Sorry about the wait if you've already sent off.

HOW MANY?

Commodore Format is now the World's biggest selling C64 magazine, and that's official, with each issue selling in excess of 55,000. That's an increase of 10% on our last audited figure! This increase is thanks to your support, so, uh, thanks. We're not going to rest on our laurels though. We will be pushing as hard as ever to bring you the brightest, best-read and best mag for your computer, every single month.



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UNDER ATTACK!

Each ring on the scanner shows how many minutes games are away from release. So you should fall down, and when they reach the CP center they will be in the shops!

NOBBY THE AARDVARK

Thalman

Chilly or what? An Aardvark wanders towards the centre of the scanner, anticipation builds up in the CP office.



EXILE

Andriogenko

Finally, the exact space adventure is happening! It's about going the distance of your local post office.



INDIANA JONES AND THE FATE OF ATLANTIS

US Gold

Watch out for Indy! Here's on the map to CP Towers and we've got the full preview on pages 8 and 9!



CHUCK ROCK

Cave Design

He's an intellectual! He's in TBS, and he's on his way to our scanner pages - oh no!



MURRAY MOUSE

ColeMasters

Put another fascinating Colfax character in a scanner appearance.



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"Hey, Trent, it's Lenti!" we rhymed at the Ed. In return he hit us. So, topically, this month the crack SAS review combat team discusses what it's giving up. As well as this feast of boring trivia, we explain in traditional English exactly what those weird symbols mean, and how they'll have a profound effect on your games-buying habits. It's all here, so read on!

POWERPLAY

TRENTON WEBB



Trenton claims to be perfect, and to have no vices. So there's nothing he can give up. "MobyDy?" we ventured. Then, he hit us again. The rest of the CF crew think he should give up his boxing lessons. The last punch gave Cathy anemia, and Lenti still has double-vision. Meanwhile, Trent's always next...

JAMES LEACH



James is vowing to give up taping bits of himself to his kitchen window. Apparently, the thrill he gets when a wide variety of garden birds bounce off on the patio is wearing thin. He's also giving up his habit of recreating World War II land battles in his bedroom. The steel was upsetting to his radiator.

STUART CAMPBELL



Stuart was going to give up platform games for Lenti, or at least that was the case until a certain Super Scamcor popped up. Since then he has been trying to give up Super

Scamcor. As he's annoyingly good though, we all think he should give up beating our high scores instead.

PAUL LYONS



Last year Paul gave up eating anything he didn't actually grow or catch himself. A week later he was down to four stones. Apparently, he'd caught a small frog in his pond as well as two houseflies, and had succeeded in growing some grass. This year Paul is giving up Lenti altogether for the 40 days it lasts.

ROGER FRAMES



Roger didn't seem entirely sure what the religious significance of Lenti was. He thought it was a time when you had to give up something you'd been into in the last 40 days. We cut him

right and he was incredibly relieved. "I thought I'd have to give back all the games that CF Lenti me over half-term!"

NEIL WEST



Neil is such a sweet boy. He's another person who has nothing left to give up. Well, almost nothing. He said: "My nursery has asked me not to help her around the house too much. She feels guilty when she puts her feet up while I'm dusting, ironing, vacuuming and doing the washing up and drying." Ugh.

THE MIGHTY BRAIN



TMB was particularly impressed with the idea of Lenti, but not the duration. The grey glob said, "You see, in me 40 days is only as long as one of your human seconds!" To show team spirit TMB has agreed to give up allegiance for an equivalent time (3 458 080 days). Turn to p.42 to see if TMB keeps his promise!

LINDA BARKER



Linda found she was spending too much time playing games, so she was going to give up Spectrums for Lenti. Then her Editor on Your Sinclair pointed out that this would be a pity (or awkward). So Linda has had to make the ultimate sacrifice, and give up C64 games instead! (She'll be back next month-Eat)

Bits'n'Bobs

Commander Forster's review system is as simple as can be. There's none of that tricky hard-to-follow nonsense here. Each review is packed with as much information as you'll need to decide if a game's for you, and it will help you get started playing. At the end, you'll find a straightforward ratings system that tells you exactly what's good about a game, and what's not so hot...

CF RATINGS

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

The highest rating a game can get is 100 per cent, but none ever has.

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



GAME ICONS

To make life easier for you we've knobbled together a few 'tell-at-a-glance' icons to summarise so you can tell at a glance what standard features each game contains. They are:



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



KEYBOARD / JOYSTICK - So obvious really, it might feel like the control [overhangers](#).



DIFFICULTY - If you can see a mountain, it means there are [difficulty levels](#).



OCTOPUS - [Multihead](#), the game is in bits if the octopus appears (page users beware).



SHIRT'S BERT - This means there's a [save option](#) available (green).



BOOKS - You can prove to everybody how good you are at a game by using a [high score table](#).



DICE - Yes, we're afraid that really is what it means. There's a [pause mode](#).

Catalypse looks somewhat flying on much as the power. They really from the ability, keep out of the way! The levels don't seem like the game without looking both ways.



Nothing beats a gaudy display of high-tech, space-age fire-power. Nothing, that is, except more often more of the same. Genies have struck it rich with Catalypse, a shoot-'em-up that's threatening to give senseless violence a good name.

Catalypse offers all the above and more. It's a horizontally-scrolling shoot-out that does the business in every damn way. Five levels of smooth-moving action await those who are willing to enter Genies' terra-cotta.

The Federation has been overwhelmed by a surprise attack from the planet Clio. As per usual, it isn't possible to send over an entire fleet to help the Clio homeland and only one experimental ship is available for the mission. Presumably you are the heroic fool who has volunteered for this suicide run. So-off you trot to save the universe.

The plot cannot be described as original, but that's as far as the predictability factor goes. Once the fire-light flares up you find yourself in a game that scores originally. Meet with beautiful that prove Catalypse was designed by folks who love shoot-'em-ups for folks who love shoot-'em-ups.

After an animated intro screen with some threatening, but indistinguishable sampled speech, Catalypse gets straight down to business. Your fighter is launched from a television capital ship, the level loads and it's

There's an old adage that states, "Shoot-'em-ups are 10 a penny, but good shoot-'em-ups are like gold dust." So it seems that Genies have struck it rich with Catalypse, a shoot-'em-up that's threatening to give senseless violence a good name.

CATALYPSE

time to get busy. Even before any aliens hit the screen, you are confronted with three power-up pods. Beating these a few times in the usual manner, delivers a drone and cannon for it, and a rather spiffy spread shot for the fighter. You had better collect them, or every bit of hardware you can belt on is worth it - the aliens haven't yet begun to fight.

Suddenly aliens swoop into attack the feebly loaded up fighter. They attack in waves, deliberately designed to

leave you on your own from here. The only all-around force extra power-up pods that give additional weapons or boost up the ones you've already got. You must provide the skill and wane knowledge that will allow you to

reach the massive and of level guardians.

Get into a snag with one of the end of level leaders and you'll be impressed.

Probably dead, but solitary impressed. They are huge mobile bosses that demand the very greatest power-



They said we got stomped. Oh well, I'd just get stomped then!



We came in peace (well sort of). Take please death about now!

up and fashion flying to defeat. A huge eye spitter, enormous notching and tearing beam are just three of the five. Once you've become accustomed to the forepoint, scrolling and real design, it's these guys who provide the motive to carry on killing - you just have to see the next big badder!

For some obscure reason, the large alien balls don't seem likely to be killed. Most likely on being shot at from behind before they even think of doing themselves in what!





There's more to Cataclypse than meets the eye - or indeed meeting the eye! - though. Everything about the game puts it right at the top of the shoot-'em-up tree. First off, it's a variable game. At the opening title screen you can choose what kind of score started you next as a backdrop.

This isn't a major bonus as there's so much going on that you never have time to see it. The option that lets Cataclypse is the ability to turn enemies' guns off. The game then becomes an avoid-'em-up, and the reduced threat level allows you to dodge deeper into danger zones than you previously dared dream. This makes Cataclypse playable, both by arcade pros who can take on an ultra-hostile foe and by the casual shooter who wants a hi-score.

Cataclypse also avoids many fatal pitfalls by virtue of solid design. The majority of shoot-'em-ups suffer because there's little apparent thought in the design. Power-ups are in at the wrong places, or they've been

Cataclypse is a quintessential example of the genre

The patch doesn't end there though, as Cataclypse loads both an intro and outro sequence (as had a class). There's none of this 'well done, sub, game over' nonsense. Here you get a series of animated screens that provides a punchy pay-off for a game well played.

Cataclypse does have a few problems, but these are largely unavoidable, and only become obvious because the rest of the game is so well produced. The major irritant is the need to reload a level once you die; it's no hassle on disk but can be time-consuming on tape.



A scroll, a steady aim does the party 'groove' on level five. Very pretty, sure but badly hit it!



For the perfect instant space shooter blazes, just level in lasers for 20 mins and...

The other main stumbling block - you can learn the way the enemy attack - isn't even Cataclypse's fault. When you have mastered the early levels, they become a mechanical memory test, but even then they are still a real test.

Cataclypse is a quintessential shoot-'em-up, an example of the genre at its very best. There are tonnes of weapons, five very different levels, monstrous end-of-level guardians, a steadily increasing pace, neat design and an option to make life easier or tougher - yes Cataclypse is a total action package. It won't take that long to finish, but that is simply because it demands that when you play, play and play again! But when you've saved the universe, you'll actually start pining for another alien invasion - and luckily that's only a Fun Stop! Shift away!

REVIEW BY



Game	Cataclypse
Publisher	Gemstar
Console	PS, 99
Disk	£ 14.99
Release	Out Now
Contact	0462 851007

It's a corker!



out together by folk who don't understand this classic game form they think they're just giving you lots of guns makes it good. Cataclypse, on the other hand, feels like a game that has been tried and tested countless times, checking the position and potency of power-ups. There's a safe zone substitution for every mine, but you've got to feel a smidge first!

POWER RATING

On a scale of 100, the entire level needs to be reloaded.

100
91%

- A stunning shoot-out - the level for ages.
- Amazingly huge guardians and allies.
- Easy and cool sequences.
- Well-paced it's tough but definitely beatable.
- Masses of weapons, all of which can be leveled up.
- Five very different levels.
- Optional difficulty - enemy guns can be turned off!
- Collision detection leaves the player.
- Brilliantly designed - new levels appear on every screen.
- Smooth fast scrolling and remarkable artwork.

...AND THE UPPERS

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ON - GIVE
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GameBusters

Cheats never prosper - but the good ones always win! If you want to join the best of the best at the top of the hi-score table on Hudson Hawk, Cyberdome Warrior, Equinox or even lead the league in Speedball 2, read on...

EQUINOX

Thanks to Richard Backus from York, here we have the complete solutions to the last 7 levels. Brace yourselves, this one is a real boggle!

LEVEL 2

Take TELEPORTER CREDIT, R, R, U, R, use credit and teleport, L, get DRILL, R, R, U, U, use drill on wall, take TELEPORTER CREDIT, R, D, R, U, R, D, use credit, L, L, U, get EXPLOSIVES on rock, R, U, R, D, teleport, U, use explosives on wall, R, U, take GAMMASTER, D, L, take TELEPORTER CREDIT, D, use credit, U, get GAMMASTER, D, teleport, U, teleport, L, drop cannon in chute, R, R, U, U, get SPACER, R, teleport, U, R, use spade on rocky floor, D, get LEVEL 3 PASS, U, L, D, teleport, L, enter TRANS-LEVEL teleport and return to level 2.

LEVEL 3

Go L, U, U, get KEY, D, D, R, D, use key in door, R, get SPANNER, L, U, L, U, U, R, U, U, use spawner on force-field, get TELEPORTER CREDIT, D, D, D, R, D, L, D, use credit and teleport, get GAMMASTER, D, D, L, L, D, R, D, L, drop cannon in chute, D, teleport, D, get LEVEL 4 PASS, D, L, U, D, R, R, enter TRANS-LEVEL teleport and go to level 4.

£20 WINNER

This month's prestigious £20 software voucher goes to Richard Backus from York for his well thought out and incredibly helpful Equinox solutions. We will be able to take his pick from the leading strip of software in our month-end award (page 56). Enough? Then send your name, tips, solutions and FORKS to: Andy Roberts' GameBusters, Commodore Format, 30 Mountray Street, Bath, Avon, BA1 2JW.

LEVEL 4

Go L, L, take SPANNER, U, take LOBBERS OBJECT, R, drop useless object, R, D, get TELEPORTER CREDIT, L, L, U, R, use credit, L, get SPANNER, R, teleport, R, get DRILL, L, teleport, R, open explosives box with the drill, D, L, get CREDIT, U, U, R, use credit, R, get EXPLOSIVES, U, teleport, D, move rock with explosives, get TELEPORTER CREDIT, R, use credit and teleport, D, take GAMMASTER, L, L, U, R, drop cannon in chute, get SPANNER, L, D, R, teleport, D, R, U, use spawner on force-field, R, D, get LEVEL 5 PASS, L, L, L, U, teleport, R, D, enter TRANS-LEVEL teleport and off you go to level 5.

LEVEL 5

Go W, get EXPLOSIVES, D, D, use explosives near to rock, R, U, U, get TELEPORTER CREDIT, D, D, L, U, U, use credit, D, get SPANNER, U, teleport, L, use spawner on force-field, get SPACER, U, U, U, R, use spade on rocky floor, R, get DRILL, D, L, U, U, U, use drill by cannon, get GAMMASTER, D, drop cannon in chute, get TELEPORTER CREDIT, D, use credit, U, U, R, D, get KEY, L, D, teleport, use key in door, L, get DRILL, R, teleport, D, R, teleport, D, D, R, open box with drill, get LEVEL 6 PASS, L, U, enter TRANS-LEVEL teleport and then off you go to...

LEVEL 6

Get the TELEPORTER CREDIT, L, use credit and teleport, R, U, L, get DRILL, U, U, use drill, get SPANNER, then teleport, D, use spawner on force-field, R, D, D, L, get CREDIT, R, use credit, U, get EXPLOSIVES, D, teleport, use explosives on the rocks, R, U, U, U, U, U, get CREDIT, D, L, use credit, R, get GAMMASTER, L, teleport, R, D, drop cannon in the chute, U, L, D, get SPACER, U, teleport, D, R, D, D, teleport, R, use spade on rocky floor, get LEVEL 7 PASS, U, U, U, U, U, U, U, U, R, enter TRANS-LEVEL teleport and then move on to level 7.

LEVEL 7

Get TELEPORTER CREDIT, L, L, U, R, use credit, L, L, get EXPLOSIVES, R, R, teleport, U, use explosives on rock, R, R, R, U, U, U, get GAMMASTER, L, L, L, drop cannon in chute, R, get SPANNER, R, teleport, U, R, R, U, U, R, U, R, use spawner on force-field, D, get LEVEL 8 PASS, U, L, L, D, enter TRANS-LEVEL teleport and hump to the final level.

LEVEL 8

Get EXPLOSIVES, D, get TELEPORTER CREDIT, D, use credit, U, get explosives, D, teleport, L, D, use explosives on rock, get SPANNER, R, get TELEPORTER CREDIT, use credit, get spawner, teleport, L, U, L, D, use spawner on force-field, L, get GAMMASTER, R, U, R, D, R, teleport, L, U, get credit, R, use credit, L, D, R, D, get EXPLOSIVES, U, L, R, teleport, U, use explosives on rock, D, teleport, L, get GAMMASTER, R, teleport, U, R, U, drop cannon in chute and - yay - you're done if you turn off your C64, have an drink and relax. You deserve it!

BATTLE VALLEY

Did you know that the function keys (F1 to F7) can be used to change the speed of your vehicle? Well, thanks to Glenn King, you do now!

DIZZY DOWN THE RAPIDS

Black on this egg-celling (that's enough egg 'yeller' - 685 'foobie' store?) if you choose the 'change names' option from the title screen and change your name to **SERENA**! You'll be rewarded with infinite lives plus no split-screen.

SPEEDBALL 2

Here is a cunningly sweet little cheat made for this occasionally vicious future sport sim, courtesy of the programmer Carl Miller, on the 'Imageworks' title screen. Type in **SPADFORB-OM-6666** (including the hyphens), and you should then hear a carnival sound effect. This indicates that the cheat is active, and you can now press any of these keys during the game. Go for 'O' to you can instantly grab the ball, 'I' to toggle your opponent, and 'S' 'F' to freeze the opponent. It may not quite be 'winkier' but then...





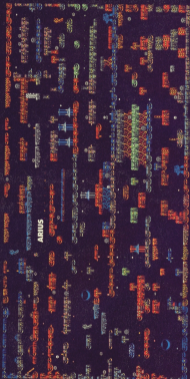
Complete maps of the Apex Powerpack classic! So it's goodbye Cyberdyne Warrior!

CYBERDYNE WARRIOR





WARRIOR



TOTAL! The only magazine dedicated to Nintendo gamers. So if you own an NES, Game Boy or a Super NES then...



Ummmm! You see how... IT'S ON MY FLIPPIN' BROTHER! Don't just read this you fongy. HELP ME!

Oy! Muddy, you frowns, pick up your ass! Somebody's looking at us and the glemain' cover isn't straight!

... Make sure you also own a copy of **TOTAL!** Issue four is out NOW!



HUDSON HAWK PART 2

THE SEWERS

From the start, drop off the platform, then run right up the stairs and collect the bonus coins. Shoot the guy on the pogo-stick to stun him, then rush forward and punch him. Climb up the next set of crates and jump on to the uppermost platform - walk right as far as possible, then drop down. Go back to the left a little, kill the doctor, then push the crate off the platform and on to the lift. Now use it to climb up the next stack of crates and on to the top platform (shoot the Doc who appears).

Crawl to the edge of the gap and kill the pie-flinging opera singer, jump over the gap, then go right and climb along the tightrope. Fall off the platform, heading right as you descend (otherwise you'll get trapped, in which case retrace your steps). Now use the crates with 'arrows' to bounce over the two sets of high crates. Kill the opera singer, then push the crate off the platform and on to the lift as before. Climb up the ladder, and it's off to the next section.

THE CATACOMBS

Avoiding the spear, go right and climb down the ladder. Head right, and climb up the next ladder, but only walk over the pipe when the leaf is moving UPWARDS. Avoiding the bouncing ball, climb up the next couple of ladders, then run left and shoot the gunner twice to destroy him. Go up the ladder, then carefully head right and climb up the first ladder you encounter. Avoid the spear, climb up the ladder, then shoot the gunner as before (his bombs are tricky to dodge here). Go up the ladder and use the tightrope to cross the gap.

Now get on to one of the lifts and get off at the third exit (the bottom one, in fact). Climb down the ladder, and use the tightrope to cross over the gap - if you fall down here, you'll have to follow the map back to the lift (use switches to open any barriers). When safely across, go up the ladder, sneak past the three spears, then climb up the ladder again. Jump off to the right (ignore the switch) and make your way up.

This next section is tough. Avoiding the overhead spear, jump off the ladder and over the pipe, easier said than done, then

up the next ladder. Now run all the way to the right and make for the exit - or visit the lower passage for a bonus.

VATICAN ROOF

Stay where you are and wait for the gladiator to jump up to your level - blast him twice when he does. Now run to the right, tackling the nasties as they appear. The bombers are easily avoided (they don't harm you on contact), but retreat slightly when hunchbacks appear, and wait until they've exploded before proceeding. Cross the tightrope with great caution, and shoot the hunchback just before you get off on the right-hand side - there's no other way to get past him alive. Now make a dash for the exit into...

VATICAN HALLS

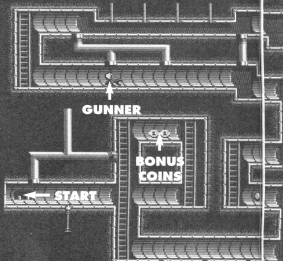
The first section isn't too difficult - just use the map to dispose of any Nuns and gunners you encounter. Standing on the pressure pads sets off the alarm, speeds up the Nuns, and costs you energy too. When you reach the right of the passage, climb down the ladder and head left, using the same tactics as before. Avoid the 'T' shaped blocks in the floor, as they bounce you back up to the upper level.

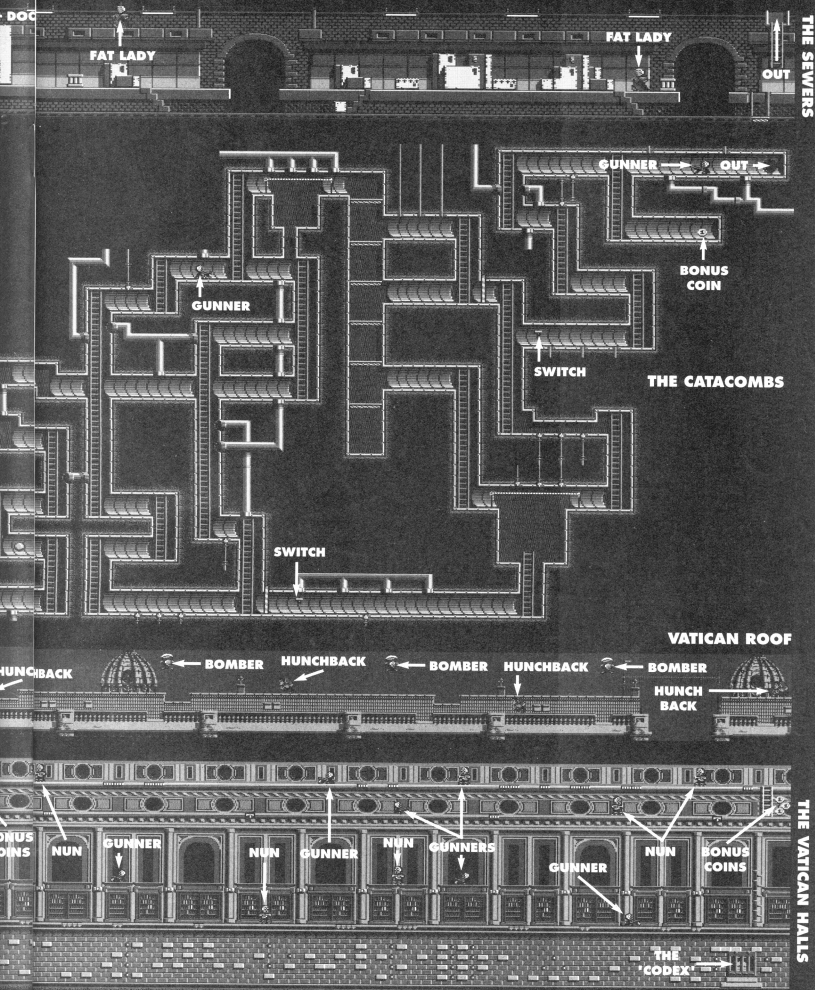
At the far left, drop down the hole into the main hall. Make your way through the 'library' using the same tactics as before, but make sure you jump across the gaps. Climb down the ladder at the far right and head leftwards, again killing everybody. The pressure pads here will bounce you up to the top level, so take care when jumping. Climb down the ladder at the far left into the final - and most difficult - area. Shoot the gladiator straight away, then head right jumping from platform to platform.

Touching the ground won't kill you, but it does lower a cage over the Codex... if you do land on the ground, jump! The security 'beeps' are easily avoided, and you should eventually arrive at the Codex - drop down on it from the platform above.

And that concludes part two of our swag-swiping players' guide. Next month we reveal the secret of Da Vinci's mirrored crystal, plus an ever-so-clever cheat mode. Be there, as they say.

Andy Roberts continues our safe-cracking guide to Mr. Hawk's smart arcade adventure, attempting to grab the 'Codex' from the heart of the Vatican. Here's how...





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THE CATACOMBS

VATICAN ROOF

THE VATICAN HALLS

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SAMARITAN'S CORNER



GEMINI WING

Both Liam Young and Simon Foster wrote in asking for a cheat, but neither specified which release they were playing. But, anyway, here's an infinite lives **POKE** for the original version.

8 800 08000 0000 0000 0000
 3 000 0-000 00 000000 00000000
 0 0 0000
 2 00 000000 0000 00000 *0000 00000* 0000
 3 0000 000 000000 000
 4 0000 000 000 000 000 000 000 000 000 000
 5 0000 000 000 000 000 000 000 000 000 000
 6 0000 000 000 000 000 000 000 000 000 000
 7 0000 000 000 000 000 000 000 000 000 000
 8 0000 000

WIZARD'S LAIR

Ashley Simpson has been having a rough time with this ancient *Sublime* Blue release, so here are a couple of Andrew Ripley **POKES** for starters...

0000 0000 000 (infinite lives)
 0000 0000 000 (infinite lives)
 And if that isn't enough, the seven necessary passwords are **CANE, HAWK, CHYFF, DUNDA, VAULT, LIBRA, and LIONS.**

GHOSTBUSTERS 2

Lots of you have been struggling with this rather feeble game, installing Pearl McCarthy, Joseph Doyle, Lianne Kline, Phillip Jamison, and Graham Mumford.

This listing for infinite lives should be just the ticket.

0 000 00000-
 000000 0 0000
 0000
 1 000 0-000 00 000000
 000000000 0 0 0000



2 00 00000 0000 00000 *0000 00000* 0000
 3 0000 000 000000 000
 4 0000 000 000 000 000 000 000 000 000 000
 5 0000 000 000 000 000 000 000 000 000 000
 6 0000 000 000 000 000 000 000 000 000 000
 7 0000 000 000 000 000 000 000 000 000 000
 8 0000 000 000 000 000 000 000

TARZAN GOES APE

Here's a handy cheat for S.G. Simpson. Type **IMPACTY** on the high score table - the border will change colour and **OK CHEAT** will appear. Infinite lives are now yours for the wearing.



INSPECTOR HECTI

Pobert and Matthew Garcia wrote in literally begging for some passwords, and, as if some suspicion being fuel commanded it, Eric Robson and Justin Peltinsson sent them in - they're very nice men, very, very nice men...

LEVEL 1 - 0000 LEVEL 20 - 0000
 LEVEL 15 - 0000 LEVEL 30 - 0000
 LEVEL 25 - 0000 LEVEL 40 - 0000
 LEVEL 35 - 0000 LEVEL 45 - 0000
 LEVEL 41 - 0000

TURRICAN 2

Whoops! There was a slight error in the listing printed in *CFR* which has been driving many of you to the brink of suicide. Line 1 should have read...

1 000 0-000 00 000000 000000000
 0 0 0000

Use this Line 1 and you'll get infinite lives and gyronoses. Sorry 'bout the delay.

OP THUNDERBOLT

Here's an excellent combination **POKE** especially for Philip Dain, which offers infinite ammunition on every level of *Opium* - excellent cheat. For infinite credits, try entering **8000M T-66HC** on the high score table.

3 000 00 00000000 0000 0000
 1 000 0-000 00 000000 000000000
 0 0 0000
 2 00 000000 0000 00000 0000
 00000000
 1 0000 000 000000 000
 4 0000 000 000 000 000 000 000 000 000 000
 5 0000 000 000 000 000 000 000 000 000 000
 6 0000 000 000 000 000 000 000 000 000 000
 7 0000 000 000 000 000 000 000 000 000 000
 8 0000 000 000 000 000

CABAL

Peel your eyes on this handy **POKE** for infinite lives, requested by Andrew Piers and Sandy Sheik. It should work on both the original and *100-Speed* versions, so type it in, **SAVE R**, then **PLAY** if it's loaded and loads carriage.

1 000 0000 000 0000
 1 000 0-000 00 000000 000000000
 0 0 0000
 2 00 000000 0000 00000 *0000 00000* 0000
 00000000
 1 0000 000 000000 000
 4 0000 000 000 000 000 000 000 000 000 000
 5 0000 000 000 000 000 000 000 000 000 000
 6 0000 000 000 000 000 000 000 000 000 000
 7 0000 000 000 000 000 000 000 000 000 000
 8 0000 000 000 000 000



PAST MASTERS

Welcome to Past Masters, the bit in CF where we round up and rate every major game released in the last year. Each entry has the title, publisher, comment, score and the issue number it was reviewed in, so you can look back and check out the in-depth report.

ALIEN STORM

US Gold - Fast action, bright colors, three space-age heroes and one huge mission. **CF# 82%**

ATOMINO

Pageworks - Bubble puzzle that gets fast real fast. Good password set-up really helps. **CF# 83%**

BACK TO THE FUTURE III

Image Works - Best of the 07'7' G2D. Multi-style, multi-level, movie style challenge. **CF# 87%**

BART SIMPSON

Games - Brilliant arcade puzzle Omega One-man Bart to the rescue. **CF# 86%**

BATTLE COMMAND

Ocean - 3D tank battle down among the mud and bullets. **CF# 85%**

BETRAYAL

Blizzard/Probe - You'll be the one who will be betrayed if you get the economics and politics bits. **CF# 88%**

BIG NOSE'S AMERICAN ADVENTURE

Goldmasters - Yet another Double rule. More platform, fun strategy more fun than usual. **CF# 84%**

CISCO HEAT

Image Works - Truly pathetic car chase simulation, best movie like "Archetype Out". **CF# 72%**

CLUEDO MASTER DETECTIVE

Getaway Games - Several game conversion. Bigger but not better, and easier than the original. **CF# 84%**

CREATURES 3

Thalonia - Really brilliant torture fun with 3D. This feeds your brains, just a speed and balance. **CF# 86%**



BARBAMAN

Ocean - A major multi-test online fun with a damn nice gameplay. Only better than fun. **CF# 79%**

DEATH KNIGHTS OF KETIN

US Gold - Choking 4000 items. Gas only, but still hot. **CF# 84%**

DEMON BLUES

Movieland - A huge map, lots of monsters and no expanded flexibility frustrating fun. **CF# 80%**

DOUBLE DRAGON 3

Beams - Much violence two player style, but fast going. Solid beat 'em up fun, nonetheless. **CF# 79%**

DRAGON'S KINGDOM

Games - Slightly better effort to control, with 800 variety. **CF# 82%**

ELVIRA MISTRESS OF THE DARK

Play - This only adventure. Day graphics and great graphics. But be warned it's B-V-C-F. **CF# 84%**



ELVIRA THE ARCADE GAME

Play - Loads funnies, but otherwise a practically useless costume comic with the show it. **CF# 82%**

ENGLAND

Grandstream - Plays like a non-league team with an injury crisis. **CF# 82%**

EXILE

Audiogenic - Strange space arcade adventure. Curiously curious, but still mostly affairs. **CF# 84%**

EXTREME

Digital Integration - Great shoot, nice and badly structured platform. Best fun up. **CF# 86%**

F1 GP CIRCUITS

Bliz - Proving F1 isn't with too graphics and no corners. **CF# 84%**



FAMOUS FIVE

Edigma Publications - Lasting of adventures, shame about the old-tech interface style. **CF# 76%**

FINAL BLOW

Starts - An easy beater contender. It's got big sprites but low level gameplay. Not a champ. **CF# 84%**

FINAL FIGHT

US Gold - Over-the-top fast beat 'em down. Don't do it. **CF# 74%**

FIREPOWER

Microchess - Overused tank battle. There are good ideas but it stinks up under pressure. **CF# 82%**

FIRST SAMURAI

Image Works - Awesome original. Several bits left up with adventure systems. Well designed, well done and well worth it. **CF# 84%**

GATEWAY TO THE SAVAGE FRONTIER

US Gold - Fast play-charge down the expensive disk-based 3D FPS. Good but not that good. **CF# 84%**

GAUNTLET III

US Gold - Gaudy fight fun from an odd perspective. It almost works, but isn't as good as 1 or 2. **CF# 80%**

GEM X

Gameovers - Mix and match puzzle fun. Brain-teasing and earnings good. **CF# 82%**



GRAHAM GOOCH'S CRICKET

Audiogenic - Structurally sound, but Gooch's little masterpiece is a little less the size matter. **CF# 81%**

GRAND PRIX

B&B - Fun, based and nice. More racing management sim. Seriously looks if a gambler. **CF# 84%**

GREMLINS 3

Bliz - Fun action arcade romp with stuff main game. It's cute but gets really annoying. **CF# 84%**

HELL HOLE

Bliz - Fine for a fast beat, but its slightly tough and poorly presented. Not long to run. **CF# 80%**

HEROQUEST ADD-ON

Games - So few spells or monsters, but still nice. Requires original HeroQuest disk/tape. **CF# 78%**

HEROQUEST

Games - The best 32-bit game can support ever! Fast hacking four player FPS fun. Best for beginners and pros alike. **CF# 88%**

HUDSON HAWK

Ocean - Best gameplay normally gives the game more juice than the movie ever had. A criminally good platform test. **CF# 84%**

I PLAY 3D SOCCER

Gameovers - Strange display system makes for a fun soccer game - once you get used to it. **CF# 74%**

INDY HEAT

Beams - Super 3D-style car racer. Scrolling race, just and consistent. An old world's best. One of the better early up racers. **CF# 84%**

INTERNATIONAL NINJA BABBITS

Blizzard - Clearly full of love for its own with a cute face. **CP18 85%**

JARANGHER KHAN'S SQUASH

Blizzard - Quality squash isn't just off a squash ball, it's real implementation, one of a strange sport. **CP18 85%**

KEYS TO MARIANON

Blizzard - Great but sound, an ideal FPS for the beginner. **CP18 85%**

LOGICAL

Blizzard - Slow starting puzzle that grows in addictive power. Fantastic graphics. **CP17 85%**

LUPE

Audiogenic - Good presentation (see Lupo 4) but dull and it lacks long-term legs. **CP17 85%**

LUPO ALBERTO

Blizzard - A top, top-quality Mario clone. Good name though! **CP18 85%**

MAN UTD EUROPE

Blizzard - Action and management (until it's a thorough, if dull, football sim). Not quite staff. **CP18 85%**

MERC

Blizzard - Surprisingly low man-over-board action. Predictable action-based interest. **CP17 85%**

MOONFALL

Blizzard - Fantastic adventure in the literary mould. **CP18 75%**



MOONSHADOW

Blizzard - Pippin's huge platform world. Scenery is a nice surprise, a tad repetitive. **CP18 85%**

MARCO POLICE

Blizzard - (Only) having shoot-out with large available forces but somewhat silly game play. **CP18 85%**

NEIGHBOURS

Blizzard - Curious strategy game set around Ramsey Street. **CP17 75%**

NEVER ENDING STORY 3

Level - Out more, out game, relies on unexciting music. **CP18 85%**

NORTH AND SOUTH

Blizzard - Vikings with action puzzle but little strategy. **CP18 85%**

OUT RUN EUROPA

Blizzard - Race frenzy in four different venues. Fun and fast. **CP18 85%**

OVER THE NET

Blizzard - A rather unimpressive beach volleyball game with occasionally dull on-screen action. **CP18 85%**

PIT FIGHTER

Blizzard - Concentration test - how up there nearly works. **CP18 75%**

PP HAMMER

Blizzard - Highly playable but lacks that challenging bite. **CP18 75%**

PREDATOR 3

Blizzard - Up that style shoot-out with single enemy. Great gun sounds and non-stop killing. **CP18 85%**

REB2

Blizzard - A real thrower of a football game. Cute! (in part). **CP18 85%**

ROBOCOP 3

Blizzard - The funniest action beat 'em up available but enjoyable way. Plus like the movie. **CP18 75%**



ROBOTRON

Blizzard - Quality action shoot-out. A thrower but fun. **CP18 85%**

RODLAND

Blizzard - Cute, cute and 2D double role shooter but short platform test. Oh, and it's cute, too! **CP18 85%**

ROLLING RONNIE

Virgin - Out delivery game set on skates. Slightly repetitive down on the repetition here. **CP18 85%**

ROUND THE BEND

Blizzard - Straightforward old-fashioned action, no pretensions. **CP18 85%**

RUBICON

Blizzard - (Only) presentation is unfortunately let down by already cluttering music. **CP18 85%**

RUGBY - THE WORLD CUP

Blizzard - Fast, furious, exciting/rage action. Fun all the way. **CP18 85%**

SECURITY WARNING

First Star - Robbery sim with a few neat features. Enjoyable in fact, but too long. **CP18 85%**

SHADOW DANCER

Blizzard - Smart platform bop and they compete. Out control but beats out others. **CP17 85%**

SKULL AND CROSSBONES

Blizzard - Like walking the plank, only less fun and longer! First platform coin-up conversion. **CP18 85%**

SMASH TV

Blizzard - TG conversion (not good) - even if it's a monster, it's a car! Classic (Blizzard) coin-up. **CP18 85%**



SPACE GUN

Blizzard - (Not) space-based shoot-out. Surprisingly straight all the way in fact. **CP18 85%**

SPIRITBALL 3

Blizzard - (Not) really a football simulation sim. An absolute must for school fans. **CP18 85%**

STRATICO

Accolade - A strategy board game that fails to bring the CD. Best game below age. **CP18 85%**

SUPER SPACE INVADERS

Blizzard - They're back and meaner than ever! Classic stuff! New levels and new battles. **CP17 85%**

SUPRIMACY

Blizzard - Massive space strategy challenge. Excellent graphics, few levels and great gameplay. **CP17 85%**

SWAP

Palace - Plenty ground-based puzzle. Loads of levels but their feature like interest. **CP18 85%**

SWITCHBLADE

Blizzard - (Not) really a sword slayer. Good graphics, but odd control system. Nothing really special. **CP18 85%**

TERMINATOR 3

Blizzard - There's a new original, but not really with this nice (and) movie remake. Hard but fun. **CP18 85%**

THE BALL GAME

Electronic Arts - Strange ball game sim. CD4 fans looking to think what you play too. **CP18 85%**

THE BLUES BROTHERS

Palace - Sports games but a huge miss. Classic fun for the way off. **CP18 85%**

THE CYCLES

Accolade - Smooth graphics but loads of bugs to mess up. Cheap CD or longer fun. **CP18 75%**

THE MAGIC CANDLE

Blizzard - Great graphics and original plot but it's a bit weak FPS. **CP18 85%**

THE NIGHTY BOMB JACK

Blizzard - (Not) really a strategy game. A real computer classic. **CP17 85%**

THE POWER

Blizzard - Great single sound-based CD4 and a high quality CD4! (Simple but fun). **CP18 85%**

THUNDERJAWS

Blizzard - Not a falling horizontal endless shoot 'em up. But it could have been. **CP18 85%**

TELT

Blizzard - (Not) really a party game that's amazingly amazing. **CP18 85%**

TEKI

Blizzard - Ane early arcade that plays as good as it looks. And it looks great! (Not) really a classic. **CP18 85%**

TONY LAURUSA'S

Blizzard - (Not) really a baseball game. Ane early arcade that plays as good as it looks. And it looks great! (Not) really a classic. **CP18 85%**

TURBOCHASE

Blizzard - (Not) really a racing game. Ane early arcade that plays as good as it looks. And it looks great! (Not) really a classic. **CP18 85%**

TURTLES-THE COIN-OP

Blizzard - (Not) really a platform game. Ane early arcade that plays as good as it looks. And it looks great! (Not) really a classic. **CP18 85%**

ULTIMA VI

Blizzard - (Not) really a role playing game. Ane early arcade that plays as good as it looks. And it looks great! (Not) really a classic. **CP18 85%**

YIZ THE GAME

Blizzard - (Not) really a strategy game. Ane early arcade that plays as good as it looks. And it looks great! (Not) really a classic. **CP18 85%**

YOLINE

Blizzard - (Not) really a platform game. Ane early arcade that plays as good as it looks. And it looks great! (Not) really a classic. **CP18 85%**

WARLOCK THE AVENGER

Blizzard - (Not) really a platform game. Ane early arcade that plays as good as it looks. And it looks great! (Not) really a classic. **CP18 85%**

WINTER CAMP

Blizzard - (Not) really a strategy game. Ane early arcade that plays as good as it looks. And it looks great! (Not) really a classic. **CP18 85%**

WORLD CHAMPIONSHIP SQUADDER

Blizzard - (Not) really a strategy game. Ane early arcade that plays as good as it looks. And it looks great! (Not) really a classic. **CP18 85%**

WORLD CLASS RUGBY

Blizzard - (Not) really a strategy game. Ane early arcade that plays as good as it looks. And it looks great! (Not) really a classic. **CP18 85%**

WEALTH OF THE DEMON

Blizzard - (Not) really a strategy game. Ane early arcade that plays as good as it looks. And it looks great! (Not) really a classic. **CP18 85%**

WWF

Blizzard - (Not) really a strategy game. Ane early arcade that plays as good as it looks. And it looks great! (Not) really a classic. **CP18 85%**

POTSWORTH & CO



Although it's a great life, being Commissioner Potsworth's Games Ltd, it does have the occasional drawback. One is that I can't spend my enormous salary quickly enough, and the other is that I miss all the best stuff on TV.

Take Potsworth, for example. I've never seen it. I presume it's on during the week of about four o'clock, a time when I'm still hard at work. Of course, I could get my servants to ride it in from a digital store wide-a-viewer, but I keep forgetting.

Investigating further, I found out that Potsworth is actually a large cartoon dog who has a gang of mischievous friends. And in this game you get to play through the entire gang, Whoopees.



The key to level one is avoiding the bones while the time balloons.

Right. Level one sees Poozie, a sort of ruler girl, a bit like Lucy (out of Charlie Brown). She's been thrown into the cave zone, where she's got to leap from platform to ledge (and back). Besides whoa around, and our Poozie finds traps all over the shop. But if she can overcome them, she'll get to free the Stone Giant (by collecting five parts of a photo-booth), for some reason.

In level two, Nick (of Super Duper Man, as he likes to be known) must fly up the Skyscraper State Building, collecting five objects. You'll find out what he needs these for later in the game.

Level three, and we finally get to meet Potsworth (ah, at last! - G). Potsworth has been transported to the Candy Zone. This sweet-infused area appears to be every kid's dream (except, that I don't think it is, actually). Anyway, there are all sorts of collectibles, enemies and be-odiouses around the place. The trick is to avoid candy walking-sticks, giant ice-beries and

Potsworth may be a dog in real life, but on the DS4 he's a "cuddly" staff!

chocolate mice. Once again, your character has to collect some vital things.

Cameo, a dude with what used to be called a wicked haircut, is next on level four. He's an actor (as opposed to an USM), and must collect bits of a gag to make a pretty picture. But that's not all. He can also draw things when they come into existence. So he can paint ledges, climb on them and hide from them.

Kello, skateboard wizard and piper, has journeyed into the Carnival Zone. He's got to collect five mystical ambers. Luckily he's got a skateboard to bundle around on. This is especially useful for avoiding hot dogs, after olives and candy floss.

All the night sound strange and surreal, but if you've ever seen the show, apparently you'll understand the style. Once you start playing, what you find you've actually got is a series of fantastic platform games in true Rick Dangerous style. You've got to move stuff around to activate lifts, conveyor belts and other helpful machinery. The graphics and smoothness are up to 80 standards, with flipping, crawling and rolling battles all over the place.

Maneuvering around the screens is pretty easy to master, with the characters doing exactly what you'd expect of them (jumping, crawling and firing), but the screens and levels are designed in such an odd way that it's not easy to overcome them until you've thought about it.

As you'd guess, the bits of whatever they're supposed to be picking up are scattered in the most difficult and out-of-the-way locations, so each level is a tough mini-game in its own right.

Ultimately, though, it doesn't have an enormous fun in with the show. It just borrows the characters (who do actually look a bit like the cartoons) and lumps them in platform-



Building is not only rare, but for those it's fatal, as they say, when the going gets tough, level four. The result might not please die-hard Potsworth fans, but will give platform heads loads of serious gameplay.

So, the sound and graphics certainly do their job, although they're not totally amazing. The occasional great graphics glitch doesn't really offend you either.

In conclusion, Potsworth is a big multi-level platformer with hairy Barbies characters. It, it's pretty good, so buy it if this is the sort of game you're after.

JAMES LEACH

Game	Potsworth & Co
Publisher	MTEC
Cassette	£5.99
Disk	£10.99
Release	Out now
Contact	0742 587333

POWER RATING

THE DOWNERS...

- If you're expecting more than a platform game, think again.
- The sound effects are mainly falls, bumps and booms.
- Pretty tough stuff.

100

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75%

- It's a mega collection of platform games, which should delight games fiends in this sort of thing.
- There are plenty of places to explore and more to draw the levels are interestingly lit.
- Movement is slick and quick.
- platform games need both.
- The characters are dull, albeit recognisable as those on the telly.
- Who says that platform games have had their day!

...AND THE UPPIERS

THE JETSONS



After their recent success with the brilliant *Speedy Gooz And Scrappy Doz*, Hi-Tec seems to have got carried away and launched the so-called "Premier" range. On the evidence of *The Jetsons*, this appears to be exactly the same cartoon-licence stuff as before, except at nearly twice the price. *The Jetsons* is a game not all that far removed in style from



George should know the way out of the office by now. He's worked there for years!

There is virtually no action to speak of and no recognisable connection with the characters on whom it's based, apart from the background graphics.

Basically, you run (well, hobble perhaps) around aimlessly, dodging the occasional, not-very-biting hostile, picking up anything you might happen to see lying around. You

The graphics are very whizzy with good size sprites and proper Jetsons backdrops. But when you look beyond the surface gloss you realise that there isn't really enough to do. It looks the part sure, but this isn't a Jetsons showdown, it's a Jetsons game. But what player involvement there is, is spoiled by multi-loads and dull design.

Overall, *The Jetsons* fails because there's a distinct lack of gameplay, weak characterisation and nothing to make you want to finish or play it again.

STUART CAMPBELL



George Jetson man of the future: educated, happy, honest and truly equally patient.

Game	The Jetsons
Publisher	Hi-Tec
Available	£6.99
Disk	£10.99
Release	Out Now
Contact	0742 587558

MEET THE JETSONS

If you only ever watch *Paranormal* and *First Tuesday*, you'll be wondering who these *Mindin' Jetsons* are, then wonder no more.

George Jetson, Father, employee of *Hi-Spacey* and all round good guy - and a bit of a squaver. He's trying to escape from his work to meet his overcurvin' family.

Jane Jetson, Mother, employee of nobody and looser-attain of the kids. She's a sort of futurista

Marge Simpson without the angst and sporting a more stylish hairdo.

Judy Jetson, Child number one, Ugh! A girl! She's into so-called 'pop' music, going out with boys and, er, make-up. She probably cries a lot too.

Elroy Jetson, Child number two, Elroy has been cursed with an extremely embarrassing name, so he hides in cupboards, in books and under balls of seaweed. He hates everyone.

Astro, Dog, How different can dogs be in the future?

sacked, or will be if his boss catches him sneaking out of work early to collect the others for a family picnic. Quite why this is important enough to risk losing his job is never made clear but that's not important right now.

You control a different member of the Jetson family in space age versions of the *Flintstones*, utility enough in each of the four levels. You have to collect numerous objects and use them to get past various obstacles, mostly of the minimalist-object-bouncing-up-and-down-in-one-place type. After each level you get a little race section, which links the locations of the stages and provides a bit of much-needed variety in the gameplay.

So that's enough background. What you really need to know is, is this twice as good as all the old Hi-Tec cartoon games? In a word, 'no'. *The Jetsons* unfortunately falls among the most tedious of the old school



have to try and use objects at random until they reveal the solution to one of the game's thirty-spread 'puzzles'. If you can be bothered to make a map, this will let you finish the game twice as quickly - so it is advised.)

Oh, by some lucky fate, you manage to stay awake until the end of level one

(in which the chessy, if authoritatively spaced, music will be of no help

whatsoever - it's not exactly a lullaby but it'll still have you dozing off in seconds with its belabouring total lack of discernible melody), you get to play the basic race

sub-game. This involves piloting your vehicle through a scrolling section of space or whatever, dodging obstacles again and occasionally slowing down to keep within galactic speed limits.



POWER RATING

THE DOWNERS...

- Characterisation is weak and design is lacking in imagination
- Very little thought required to solve most of the puzzles
- You'll be horribly bored before you're halfway through
- Almost nothing exciting ever actually happens
- It's not very taxing. It's not fun, really, in fact it's not anything, really
- Dull, repetitive gameplay
- Dull, repetitive gameplay
- Dull, repetitive gameplay. By now you should be getting the point. This is not a particularly exciting game.

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39%

- Reasonable graphics
- Two gameplay types
- The backdrops are Jetsonian and there's a large portion in the sea.

...AND THE UPpers

FORMAT
Commodore

**INDIANA JONES AND THE
FATE OF ATLANTIS**







JONNY QUEST

Jonny Quest is another Hanna-Barbera character from the huge Hi-Tec pool of cartoon people. Basically, he's not your knobhead Scooby Doo-type idiot, but an intelligent sci-fi genius dad whose scientific-genius dad has mysteriously been kidnapped by the frightening Dr. Zin. Thus, Jonny must go on an all sorts of quests to find him (well with a surname like Quest, what did you expect?).

As well as his dad, Dr. Zin has kidnapped Jonny's mom, Holly, his bodyguard, Rexie Barron, and even his dog, Bandit. Hmm. Something tells me this will Dr. Zin chapter is rather a far of the old kidnap plot.

Jonny must set off on his own to rescue his

Mixed with Jonny's poor life, there often, the health kills him.

ventilate football stadium full of friends and relatives. Being a brave lad, this doesn't worry him too much. So on one beautiful spring day, when he hasn't got anything better to do, he decides to take the plunge and get missing.

Yep, you've guessed it - we've got a platform-style adventure on our hands. There are 100 screens to explore, over 180 frames of animation for the main sprite, and dozens of collectables, ladders, and other, er, things to find, fight and be killed by.

The thing about the Jonny-Quest cartoon on TV is that it's pretty realistic. People don't crap onto each other's heads, or fall thousands of feet on to roads. This realism is

reflected in the game. Hi-Tec could have gone for the wacky Scooby or Top Cat, smooth animations, smooth animations.



Jonny waits for the ladders to appear. One offers him an exclusive timeshare in Sherwood Forest.

but that runs along the top of the screen's into water, but once that gets to zero, you're dead and must start again. That's it. Fido, heads to visit.

Jumping on and off things (which is obviously something you have to do a lot) uses up health from your bar, and getting into fights with the malevolent Dr. Zin's henchmen completely destroys it. So much so that even if you manage to find a weapon to use against them, they'll still kill Jonny stone dead. The only thing to do is rush past them, jumping as high as you can, and hope that they don't hit you.

The game's roughly divided into six levels. There's a probe-digging section later in the game, and various electric doors, lifts and robots to overcome. Yes, JQ's a biggie all right. Hi-Tec really seem to have sorted out how to cram a lot of data into the 64.

If you haven't seen the TV show, you might not care less about Jonny, his dad Rexie or his boomer dog, Bandit. It's a pity



This floating dinner plate isn't the best way to cross that pond.



And a lurch. All I need now is a 24-hour service station that sells Donettes and I'm laughing. Ha, ha, ha, ha!

because there's a big adventure waiting here if you can just hang on to your one life.

But overall, although JQ looks nice and the characters move beautifully, it's a bit lifeless. Many screens don't have much interactive stuff in them, and you spend a lot of time just rushing from side to side. Still, for three quid it's keep you out of mischief for ages.

JAMES LEACH



Name	Jonny Quest
Publisher	Hi-Tec
Cassette	£2.99
Disk	Not available
Reference	Not more
Contact	0742 887888

POWER RATING

THE DOWNERS...

- Slightly empty screens give the game a sort of hollow feel.
- Only one character set.
- Jonny's robotic vents and mechanical car sometimes do a real pain in the bum.
- Sound effects are rather poor.

100

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66%

- Well observed animation makes Jonny a joy to watch.
- Six big levels, all with unique characteristics.
- Backgrounds are nicely drawn and well choreographed.
- Everything runs smoothly with no infuriating delays.
- The level computer retains all items.
- Fans of the show may recognise the characters.

...AND THE UPPIERS



Wow, the door is locked and there's a key underground. My next quest is obvious.



This old house is terrifying. I mean, suppose there's a mouse? Or worse? It's so scary.



Collecting the radioactive symbols is tough, but doing it in the right order to gain the bonuses is even tougher. Avoiding the bad-dies is toughest of all.



Now you've got barrels of toxic waste to deal with. Use your flying abilities to grab them and help save the world (or whatever).



If you grab the right toxic waste you can unleash a horde of death. Please flatten all the bad-dies, leaving you with just the final jumping to do.



SUPER SEYMOUR SAVES THE PLANET

It's a corker!

Over the years, CodeMasters have assembled an army of rats, rabbits, characters who die repeatedly in their games. They've got eggs, vipers, ravens, slants, and now a part of, er, squally thing. It's got eyes and hands, but looks like it's been mugged. And it's called Seymour.

Seymour has decided to save the planet. Fed up with the toxic waste, mutants and holes in the ozone layer, he's on a crusade. Because he's Super, he has to wear a mask and cape. These give him special powers, like the ability to jump fairly high and fall off things. Don't knock it. Apparently he's at that altitude between us and an ecological disaster of pretty large proportions.

Actually, it's time to roll the second draft. The plot for Super Seymour is also nonsense, an excuse for filling the cassette play-card with words. The important thing is how the game plays. And the answer is... it plays magnificently.

Each screen is one level, so if you clear it, you're instantly on to the next. And there are over 50 of them to deal with. The screens are filled with platforms, barrels of poisonous waste, radioactive debris and mutants. The mutants are what you have to worry about. They appear all over the place, and the only way to get rid of them is by jumping on their heads from a great height. This crushes

them, but if left they spring back up. You need to jump in their eyes to kill them. Making things even more fun are some mutants which need to be headbutted from below. You'll have to recognise these when they occur, but jump on them and you'll deal most. So basically you have to make a few-pronged attack - suit around the screen getting rid of the toxic stuff, but keep jumping on the bad-dies who are chasing you. Does it work? Well as a matter of fact it does - eventually! You start off by doing an office, everybody in the CP office etc. In fact, the crew almost breaks their nose-bleeding rule. That's how addictive and frustrating it is.



Seymour isn't related to James Seymour, the man who had his head cut off by Henry VIII.

The trouble is, Super Seymour is remarkably difficult, especially the first screen. Once you've beaten it you'll be well set up to continue the rest of the game as normal, but that beginning is a real pain.

Pardon, though, makes perfect. You'll soon get the hang of it all, and when you do, you'll find Super Seymour to be a most excellent game. It's got everything - addictiveness, frustration, skill and a fair proportion of luck. You'll be hooked.

Having said all this, the graphics aren't earth-shattering. The sound is fun but won't worry Joan Michel-Jans. Both are fine.

Seymour's editor, James, is currently appearing in "Dear Steve, Toby" at the Royal Shakespeare Theatre.

and the whole thing runs at a speed which will keep you glued to the screen as you hammer your joystick, trying to get out of the bad-dies' way.

For four quid you're getting a remarkably playable game that you won't finish in a couple of quick times. In fact, we'd like to hear if you find it easy. You can tell us your secret.

JAMES LARCH 

Game	Super Seymour
Publisher	CodeMasters
Cassette	£3.99
Release	Out now
Contact	0906 814 132

POWER RATING



NEW SUPERIOR DESIGN



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JOHN SIMPSON was the Software Reviews.

They are now the directors of

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Chef End Lane, Luton, Beds LU4 8E2**

(0582) 491949 - (4 lines)

It's a little known fact, but there is a lot of public domain software available for the C64. With demos and games, the graphics and sounds of our favourite machine are pushed to their limits, but for those people who want to use their bit for playing more than the latest arcade conversion, there are also heaps of utilities and applications programs available.

Not only are there PC versions of standard commercial products, such as word processors and databases, there are also all sorts of unusual, but nevertheless useful, tools that cater for specific users.

In this round-up we look at a variety of these - ranging from programs that could quite easily be commercial offerings, to others that are handy but may not be quite in the mainstream.

It may be cheap software, but it's definitely not nasty.

Look up an example of how
LIFE IS PROTECTED BY REGISTRATION...

YOU CAN NOT ONLY HEAR THE SOUND
BUT YOU CAN ALSO SEE THE SOUND!
***** AND *****

PLEASE USE THIS TO PROTECT YOUR
LIFE! OTHERWISE YOU
MAY HAVE TO REGISTAR YOUR

This shows just some of the things that can be done with Mega-Writer.

MEGA-WRITER 6.0

Disk #M302



Kingway Computer Services

This little tool lets you write messages to follow dot leaders, but instead of writing a boring letter or a text file, you can send them a singing and dancing program!

Mega-Writer isn't quite a demo-maker as you can't edit graphics or anything like that, but you can create programs with text and music.

To use the tool, you type in your message as you would with a word processor. You can write your messages in different character sets - there are five to choose from. A few of the keys can cause different animated effects, and if you use these for borders or between paragraphs things can look pretty stunning.

As for the music, the program will let you load files created by the Soundwriter or Real Motion 2 music utilities, which are also available as PC. There are six tunes included on the disk for you to load in and a couple of these are quite impressive.

If you want to impress your fellow C64 chums then Mega-Writer could be the program for you.

So wot's that disk thing mean?

Serious PC games in many different
flavours. For at a glance viewing we've



Productivity programs: These help with everything from accounts to letter writing.



System: Shows which utilities boost your C64's computing power to suit your needs.

PUBLIC DOMAIN GET SERIOUS!

We've all heard about the games and demos that are in the public domain, but there are some pretty amazing serious programs out there too. Tim Howell uncovers some of the gems that can be got for the price of a disk...

SET EDITOR



Utility Disk #2
#DPS0

If you're a serious programmer or demo writer, or even if you like dabbling with BASIC, at some stage you're going to have to edit the C64's character set to create those custom fonts or characters.

Set Editor lets you load the standard C64 character set into RAM so that you can then play around with the characters, doing whacky things like reversing and inverting their images, as well as allowing you to alter individual pixels. All of these options are easy to accomplish as the program displays each function on the screen and the key you need to press to achieve it.

And once you've made all these changes you can save the changed character set to



If you want to edit your character sets, see Set Editor - it's fantastic!

disk for future reference. It also lets you change the colours of pixels in the characters, which is handy for creating 'blocky' to be used in games or demos.

Set Editor works well and is very easy to use - and it loads using BASIC DATA statements any day!

THE DATA BASE



Disk #D14

Kingway Computer Services

The Data Base is a powerful database program for the C64, letting you store and arrange vast amounts of information very easily.

The Data Base is in fact Shareware (see explanation in text) rather than PC, but if you find it useful - and you should - then it's definitely worth paying for.

Not only can you input and store your data, there is also a tutorial program to show you how to use the program to its full capabilities, and you can call up a help function at any stage in the program should you be unsure of what a particular function does. Like most programs of this nature, The Data Base needs at least one disk drive, and it can't support two.

Before you enter data you set up the 'fields' that you are going to be entering data in. So, for example, if you wanted to create an index for your valuable collection of Commodore Manuals, you could set fields for



Keep track of almost anything you want with The Data Base, it's that good!

So then, just what is PD?

Public Domain software, or PD, is software that is basically free. The authors of the programs out of the kindness of their hearts have given up the copyright on their programs. This means that anyone can copy and use the programs as often as they like and don't have to pay the authors any money.

Some of the programs mentioned in the reviews are not Public Domain programs but Shareware. These you can still copy, but if you find that you like the program and use it a lot, you're obliged to send a contribution to the author. These contributions vary in their amounts, but they enable the programmers to make some money at least to cover the time and effort they have made writing the programs, giving them an incentive to write even more useful software. Sometimes paying the shareware fee will entitle you to the latest version of the program plus other goodies.

When you order PD software from a company, though, you do have to pay a certain amount of money—usually anything between \$10 and about \$3— but this is to cover the cost of a disk, postage, as well as any other overheads that the company has. Strictly speaking, you aren't paying for the software but its packaging.

This may seem a bit compared to the price of bought games and all that, but when you get a PD disk there are usually several programs on it, and in the case of this service staff, you probably can't get these types of programs anywhere else. A real bang, eh?

So how should you go about getting hold of this software? There are a couple of things you should do before you fork out your hard-earned cash for a PD disk.

If you've after a lot of software, or you want to see what's available, try writing to the companies listed at the end of this article to get hold of a catalogue. Most libraries stock a wide range of stuff, but getting hold of a catalogue is the best way of seeing what's available. Don't forget to enclose an SAE when you write.

Once you've sorted out what you want, write or call the company you want to get the programs from (and to make sure they have what you want, how much you have to pay and how you go about paying for it). This info is usually mentioned in the catalogue, but you never know. The best way to pay is by cheque or credit card, although some companies aren't able to take credit cards.

And after all this it's just a matter of time before you can enjoy the amazing range of PD software for your computer.

things such as the issue date, issue number, the name of an article and what page you could find it on.

Then, since you've entered all this data you could print it out and have it at the tip of your fingertips, or you could use the program to search through the database when you want to find a particular article at a later date.

A powerful and very capable program. The Data Base is well worth the cost of a disk and first-class stamp.



With the help of Typing Tutor it won't be long before you're touch-typing!

TYPING TUTOR



Disk 0187

Kingway Computer Services

At some stage, most of us have said that we want to learn to type properly. But do we do anything about it?

Now's your chance to redeem yourself — you can use Typing Tutor to improve your typing speed and accuracy.

The program consists of 22 different lessons which you can progress through as your skills improve. These range from simple lessons explaining where the keys are on the keyboard, to presenting a whole page of text to type in, measuring your speed as you go.

Each lesson leads on to the next one, and by the end of lesson 22 — or even before that — you'll be a much better typist than when you started.

DISK LOG



Disk 10

CPUG

Another disk-related program, Disk Log has been designed to keep track of all your files. The program lets you load directories into it, which you can then sort according to their filenames, the name of the disk, the disk ID or the size of the programs.

Once you've tagged your disks you can save the data or print it out. The program also has a search option so you can find down the name of a file — handy if you've got al-



Simply load in your disk directories and Disk Log will create a catalogue of them.

lows of disks. You can store up to 500 entries for each category, so most users should be able to cope with the system.

If you're always worried to sort out your software collection, Disk Log could be the incentive you need...

PEEK A BYTE



Disk 11

CPUG

One for serious users only, Peek A Byte is an advanced memory and disk editor, enabling you to edit the data on your floppy disks or the programs you load into RAM.

The disk-related functions are quite comprehensive — you can read from and write to individual tracks and sectors on the disks; there is a fast format option to format disks much faster than usual, although this fast formatting would probably not be as reliable as if the disks were formatted normally; and there are several built-in copying functions, including a nibble option, which is good for copying some of the more tricky formatted PD disks out there.

As for the memory-related options, you can disassemble parts of your 80's memory and see how the codes out there manage to do their stuff.

Disassembling provides an effective way to 'read' the machine code of your S4 in a form that almost resembles English rather than confusing numbers that the data would otherwise resemble.

Peek A Byte also has a demo program which takes you through how to use the program. This is handy whether you want to learn how to use the program or get the most out of it.



Peek A Byte lets you look at your disk byte-by-byte and even change the data on them.

LYNX



Disk 17

CPUG

One for the connies, LYNX out there. LYNX is used for combining a whole lot of files together into a single file, making disks easy to send over the phone line.

Apart from this, LYNX has several other features designed to make life easier for disk users, including the ability to copy files of any size, editing the order that files appear in a directory and entering DOS commands at the press of a key.

All of these different functions are accessed from a straightforward menu screen that comes up as soon as the program loads. LYNX is the standard file transfer method for connies users as if you've got a modem or you want to compress your disk collection, you must have this.



Link is the best way of combining a lot of files into a single file - see for yourself.

DISK CONTROLLER

Utility Disk 14
ICPUG

If you've got a disk drive, one of the biggest hassles of doing anything is the long commands you have to type in. You know the sort of thing OPEN 1,8,15; WRITE,64;CLOSE 1,8,15 - all this just to format a disk.

Disk Controller has been designed to make a lot of common disk operations, such as formatting a disk and renaming files, easy to do, as well as having a few other handy functions. Some of these are the ability to change the ID or name of a disk, undelete files, compact or decompress files or even merge two files together.

The program also has a built-in disk editor so you can examine your disks byte-by-byte and change the data on them, although if you do try anything like this, always make a back-up copy of any disks you want to edit, so that you don't wreck the disk accidentally.

STORY WRITER

Disk 1620
Kingway Computer Services

Story Writer is a program that has been created for users to write (supplies, surprise) stories. Basically, the program is a form of word processor, the difference being that instead of using it to create letters or type in your essays (although it could be used for that), it is meant just for writing stories.

When you start, the program asks for your name and the title of your soon-to-be-written story before switching you to the main working screen. Just to remind you of who you are and what you're supposed to be doing it scrolls these two pieces of information across the top of the screen while you work on your literary masterpiece.

At the end of your endeavours you can save your text or print it out, just like any word processor.

Reasonably well presented and easy to understand, Story Writer is worth a look.



Once open a file... Use Story Writer to create your own literary masterpiece.



By using Future Writer you can send impressive letters to all your mates.

FUTURE WRITER

Utility Disk 14
ICPUG

Like Mega-Writer, Future Writer also lets you write messages but it does the job differently.

You can load tunes that you create into the program, but you do have a choice of 11 existing ones to load in. And, like Mega-Writer, you can also choose between a selection of character sets or fonts to write your messages in. Future Writer gives you eight to choose from.

When you start typing in a message you can see what the finished product will look like at any stage, and if you can't finish the message in one go then you can load and save it to work on at a later date.

You can also print out your messages, which turns Future Writer into a primitive form of word processor as well - especially useful if you want to print out a file you've been sent from someone.

Once you have completed a message the program will compact it and save it on to disk, saving space and enabling you to send it to all your mates.

STATIONERY STORE

Utility Disk 14
ICPUG

When you convinced your folks to get you your CBA, I bet you said it would be useful or that it would make their lives much better, when all you really wanted it for was to play games.

If you really want to convince them that they made a wise investment then Stationery Store might help to improve relations with your parents. What this program does is print out a variety of forms for different useful requirements. There are several options to choose from, and you can print out anything from a yearly calendar, to names, receipts and envelope labels.

Of course, you'll need a printer to use it properly, but if you need to print the sort of thing out then Stationery Store will do the job.



With Stationery Store you can print out a wide range of forms and sheets.



The Directory Tracking System lets you do almost anything you want to your disks.

DIRECTORY TRACKING SYSTEM

Utility Disk 18
ICPUG

Another one of those 'do everything, including sweep the floor' type of programs, Directory Tracking System is a combined disk catalogue and file arranging tool. It has all the usual file operations like renaming and deleting files, but it's the cataloguing functions that's the best to know of the program.

Once you get a directory of a disk, you can sort through the file names and label the files according to what they do. There's a wide choice of file categories, so you can label the files everything from a utility program, to varieties of Peruvian crops - it's up to you. PD, powerful and precise. Perfect.

Disk, not tape

For the sake of convenience, and despite the fact that some programs could be put on tape, all PD libraries supply their programs only on disk. If you are a tape user, and you really want to try out some of this stuff, you would try contacting the libraries to see if they'll be prepared to put some software on to tape. It might prove popular tape software, someone might collect.

PD Library

To get more info on PD operations, how to set up writing to these companies to get hold of a catalogue of their wares? Don't forget to send an SAE.

Silver Wing Software
165 Colwynbrook Lane,
Fulby,
Birmingham B45 9TE.

Kingway Computer Services,
73 Glasgow Road,
Moulton S1 6SA,
Tel: 0743 759603

Independent Commodore Product Users
Group (ICPUG),
Membership Secretary,
PO Box 1555,
London W8 6UT.

Binary Zone
110 Flatlands Corner,
Westlands,
Orwellton,
Worce W9B 9EX.

HORROR BEYOND BELIEF! CERT X

The Mighty Brain



QUALITY CONTROL

Dear Mighty Brain

Please publish this letter as it is my birthday soon and there are a few questions I'd like to throw at you.

1) Is it worth getting a Mega Drive or a Game Gear? I already have a C64 and bought 'Final Fight' because you didn't review it in time. It made me wonder, is the quality of games as high as it was?



TV size game on TMB. Which do you believe in?

Once again the gargantuan grey glob grumbles into life. In a flash the neurons snap into gear resolving paradoxes in nano-seconds, enigmas in an instant. To harness this brain-power write to TMB, Commodore Format, 30 Monmouth St, Bath Avon, BA1 2BW.

2) How do you compare to the TV's GameMaster?
3) Why are Neo-Geo games so expensive? Matthew Grant, Lancs.

1) No, the quality of games hasn't changed, there are as many really appalling games out there now as there ever has been! But on the question of going for one of those arcade things, I would advise against it. What you have in the C64 is a highly versatile computer, whereas your arcade is strictly a games machine with each title weighing in at £20 plus; and there are still as many skull games

available for them as there are for the C64.
2) Well, it's a bit of a non-combat reality. You see, it actually exists and the GameMaster is just TV astronomer Patrick Moore dressed up with a few white graphics. Besides, he only looks at the stars - I've been there!
3) Ask yourself: "How many people do I know who own a Neo-Geo system?" The price has to reflect the potential sales base and as there are so few Neo-Geos around the price is bound to be high. It would probably be cheaper for the programmers to go round to people's houses and do a one-off job!
TMB

MANGE TOUT

Dear Mr. Commodore (Bride in French)

I have a few lessons for you to think over. I want to be pretty simple (well I can do them, but I've to see if you can) but don't print this letter if it proves you are thick with an IQ of ... Anyway ...

- How are you doing?
 - Do you think you would taste nice if we chilled and ate you - like monkey brains. No offence meant?
 - Is there any game that you can't complete?
 - What do you think of the Royal Family (I love 'em)?
 - Do you have emotions?
 - I find that plugging my C64 into my C64 increases gameplay. If I guess play it gets even better. I think all games are worth 100%!
 - Am I furry?
- Matthew Miles, Carlisle.



Supposed, TMB claims from the bubbling to face his comrade - the C64!

1) Fine, thank you very much - why are you asking?

2) I would taste delicious, but to chill me you'll have to catch me first. It'll be in the car park at 3am sharp next Tuesday, if you want to try it out! And be packing some thick artillery!

3) Yes, Monsieur - my cat (TMB) ate the little alien; you know, the one who leaps into the bucket!

4) See below!

5) It does not possess emotions - that would be illogical. So how can I either love or loathe the family known to your nation as the Wilsons?

6) No comment.

8) No comment needed!
TMB

DISK-GRUNTLED

Dear Mighty Brain
Hi, how are you?

- 1) Silly (don't you make some disk versions of *CP* instead of the tapes) and see how people like them?
- 2) Is there any way to convert your Powerpack tapes on to disk, as I don't have a database and that means that I can't use your database?
- 3) How come CP4 didn't have a poster in it?
- 4) What are the best new release games?
-Archie Muscato, MOW, Australia

1) & 2) We don't have something simply because the majority of our readers are (or have access to) some kind of cassette database. You are however rightly disgruntled about not being able to use the rather spiffy Powerpacks. So, after many thoughts, the bunch of lower life forms I work with can now offer you a tape-to-disk transfer. If you check out page five then the full details can be found at the bottom.

3) & 4) A crack team of international art thieves broke into our printers and stole all 68,000 centre-spread posters.

CP

3) There were so many games that we decided to use the space for reviews. Which do you believe?

4) The ones that say "It's a Carter" on the review pages!
TMB

PANDAMANIA VI

Dear TMB

I'd like to ask you a few questions. Please would you answer them.

- 1) Is the CP/Poke Tape any good?
 - 2) Do you ever get a headache?
 - 3) Have you ever seen a CB4 game that requires Brain power, if so what?
 - 4) I don't like WWF, do you?
- Janis Holby, Leeds

1) The CP Diary (and tape) is absolutely jammed with puzzles - mostly for infinite lives and there's a healthy raft of puzzles that absolutely fire. (Right?) So, that's my sales pitch over where's that five you promised? -TMB.

2) Yes, so write GABTL!

3) Brain power is relative. I've never found a single game even slightly taxing, however, I am led

to believe that adventures and RPGs often stretch human

MAN IN SPACE?

Dear TMB

- 1) First there was *Man On* the game, then *Man On* the magazine. Will there be a third game in the series?
 - 2) Are you bored when you review games?
 - 3) Commodore Format give *Autogames*' World Class Rugby 99% when another mag gave it 98%. Excuse?
 - 4) Who are you?
- Simon Wallington, Hounslow

1) Yes, hot off the press is the news that the *Man On* trilogy will be completed with *Man On* - The Galaxy. It's a little slim on shoot-'em-up weaponry (crafty use of the offside rule *Orbits*, *Hugges* and *Webb* substitute were after waves of low life, multi-limbed aliens).

2) Of course! My habit of collecting large envelopes stuffed with cash and marked 'Bribes' from behind the hot water pipes at Temple Meads station has nothing to do with the outrageously high scores I'd give to games. Strangely enough, though, they never let me review games.

3) Oh, we gave *Rugby* one score and the other mag gave it another. Happy?

4) TMB!

TMB

ended near to breaking point or beyond.

4) I think that the World Wildlife Fund is an outstanding organisation, and the Panda logo is brilliant!
TMB

??????

To Mighty Brain

Oh come on business:

- 1) Is *Rainbow Islands* available on budget?
- 2) There is a new magazine out for the CB4 with the second part of the title 'Power'. Is this from the same group as *Commodore Format* as I notice that Future publish *Sega Power* and *Amiga Power*? Or is this new magazine a rival of yours?
- 3) TTTTT!
- 4) My GAC doesn't work but I can't be bothered to send it back. Shall I send it back or try to load it a different way?
-James O'Leary, Kent

1) Yes, it has recently been released on the Hit Squad label.

2) *Sega Power* and *Amiga Power* are both Future Publishing titles. *Commodore Power* is not.

3) STUPID!!!

4) If your GAC doesn't load in the normal way I'm afraid you will have to send it back. Go on, lift that heavy envelope, strain yourself to lick that stamp, force yourself to walk to the postbox and you'll get a perfect working copy in less time than it takes you to receive.
TMB

Endangered species the world over have the WWF. This new cover has a completely water attack.



Format has it that football's 'Big Legend' Bobby Charlton will star in the new game, *Man On* III.

YOU'VE BEEN FRAMED!

Dear TMB

After mastering *Bubble Bobble* at the arcade I bought it for my CB4. It was the worst game I have ever played. The acids, I have a few questions for you.

- 1) Why is it that your hooked friend Roger hasn't reviewed *American 3D Footway* - I think it's the best (and best) yet isn't?
 - 2) How has *Turles* - The Club Cjs got to number three in the full price charts as the demo was crap.
- Bryan Mollenhain, Manchester

Bubble Bobble the worst game ever? I'm shocked, ray stunned. That's almost blasphemous! How can any game with small bubble blowing dragons be so - as you so quaintly put it - crap? I think we must agree to differ!

- 1) I'm afraid you, friend no. Regardless of my personal opinion of the young scientist however, I must point out that he is ahead of the game, while you are behind. He reviewed *American 3D Footway* back in CP1, it scored 90%.
- 2) There's no accounting for taste!
TMB

CRIME WATCH

Dear TMB

Please could you tell me what has happened to *UD Quest's Murder* as I have recently got a 194111 disk drive and was looking forward to the game. But, shock horror, it was told that it was unavailable. What has happened? Is there anywhere I can get a copy?
A World-Class Murderer.

Unfortunately, with new titles hitting the streets all the time, games are deemed to have limited shelf-life - a software sell-by date if you like! So after a few months,

production shops. You may want to try **3D Gold** direct on 021 8333388, although it's unlikely they will be able to help. Alternatively, look in the mid-order ads, as other games often exist in three or four-disc editions.

However, Miss Henderson, have you ever thought of giving up your life of crime. A five minute slot on *Online Watch* isn't worth it you know!

TMS

LOTUS POSIMON

Dear Mighty Brain

I see you as the most handsome, clever, witty and charming brain I have ever met, so could you answer these questions that have me tuning in my bed every night.

1) Why did you use the picture from the front cover of Autodesk's *World-Class Rugby* to illustrate the review of Comark's *Rugby - The Master Cup*?

2) When will *Lotus Turbo Challenge* fit its spots for the C64?

3) Is there any chance that the Action Playay Cartridge will get any cheaper?

4) What happened to the second part of the secret guide to *Graphic Adventure Creator* promised to come out in issue 17?

5) What do you think of the possibility of Microsoft, Sega and Commodore joining together to produce a single company? My friends and I think that this would result in the best computer/console games machine the world has ever seen!

Kester Gill, Perth.

1) Ah! You noticed! Well, photos of Samson prep forwards being punched are rare you know!

2) Samson have only just started the project so you'll have to wait for a few months yet. Maybe August?

3) That site is up to Dalek and even I'm not jelly to their pricing policy!

4) Ah! You noticed! Maybe, just maybe if you turn to page 48 next time! (But you have to do it fast), then you may very well be in for a distinctly pleasant surprise!

5) Great idea, but about as likely as an extremely unlikely thing! A few years ago a similar experiment was tried with music at a place called Woodstock. All the best musicians on the face of the planet gathered and shared their ideas. Did they write the best songs ever? No, it rained and everybody went home grumpy!

TMS

NOT BORING

Dear Mighty Brain

Please answer these questions - they're not all boring - and if you know the answers, won't you?

1) Could you please ask all the CP fans to write in if they think a quiz page, eg questions, crosswords, etc. is a good idea or not? Do they want one?

2) Have you Powermated Pipemania because I don't think you have? If it is the case what percentage would you give it? Tim Hamilton, Co Durham.

IFHIT GOTO

Dear TMS

Being a 3D Construction Kit User, I was appalled with your answer to Mike Dunlop's letter in CP17. It isn't like it is.

To make a door that you can walk through, first create the inside and outside of your building in two different areas. Create a black rectangle for your door and move it into position. Note down the object number of your door. How go back to the area where the door needs to go and position yourself so you have your back to the door. Go to the menu and select 'MOO ENTRENANCE'. Write down the object number of this entrance too. (Save the lot and reload) It back into your condition editor. You may now program the following local routine: IFHIT (Door Object Number).

THEN

GOTO (Door Entrance Number) (Area Number)

If you now walk into the door you will go through it.

Anyway, while I'm on the subject whatever happened to that extra look at the K1 promised in the review?

Steven Finnegan, Sheffield.

You see I didn't need to bother, I KNEW that you were about to write in and this has saved me wasting valuable time - time better spent on my latest project with the 3D Construction Kit.

TMS

You see I didn't need to bother, I KNEW that you were about to write in and this has saved me wasting valuable time - time better spent on my latest project with the 3D Construction Kit.

TMS

BOB MONKHOUSE IS A PENGUIN

Dear TMS

In response to the letter Chart Attack in CP17, here is a chart based upon how many games different companies had in the Chart and their position.

1 Ocean	18pts
2 Microsoft	18pts
3 Commodore	7pts
4 Virgin	6pts
5 Sega	5pts
6 Atari	5pts
7 Int'l	4pts
8 Microsoft	4pts
9 Microsoft	4pts

PS. Please like this letter Bob Monkhouse is a penguin.

TMS

1) Oh, since you asked so politely, "Do all you Commodore Format fans think a quiz page, eg questions, crosswords, etc. is a good idea or not?" If you do, would you want it to be for prizes or just for fun?

2) Nope, never reviewed it, before our time you see. If I remember correctly, which of course I do - it would have scored around the 80% - 90% mark as it was a searching little puzzle diversity test. But there, I'm not allowed to review games am I?

TMS

3DCK: A TMS Q&A

Dear TMS

Please spare me a few moments from frothing in your formaldehyde solution to answer some questions.

- 1) Which shops would I purchase 3D Construction Kit on?
- 2) How much would I expect to pay for the hard 3D Construction Kit?
- 3) As I only got my C64 at Christmas I have only been making your mag for the past six months. So please, if you haven't already done it, write a letter on 'Player Manager' orders on 'Play Manager'.
- 4) What is The Mighty Brain a brain or a computer chip?

The Brain.

1) A software shop that has 3D Construction Kit in stock of course! If you can't find one of these, ask the proprietor to order it for you - the publishers are Comark and make sure you tell them whether you want the Kit on disk or tape! If you haven't got a local software shop who can order it, ring Comark who do the UK, they're on 081 788 333.

2) The above shopkeeper should charge around 38 of your Earth pounds, not bad for your own 3D world!

3) No, not now, or ever! I'm too insulted by this question! Am I a computer chip, indeed? Outrageous!

4) Hmmm... grumble, grumble, / walk, grumble, grmm!

(A very insulted) TMS

CORKED?

Dear TMS

I read the review of the *Blunt Brothers* in CP18 and the guy who wrote the review said he pretty much liked the game and he had a complaint. In the 'comment' he put "square game-play", is that contradictory or what? But never mind the less the game was entitled a 'Corker', so all I needed to purchase a copy. Two days later I completed it. So come on guys, put your thumbs up will you - by the way the end is pretty nice, worse than *Dragon Ninja* and that's saying something!

300



To quiz or not to quiz? That is the question!

Here I think that you may have misconstrued the meaning of gameplay. It has nothing to do with how quickly a game can be finished but relates to the way that the game actually works. How the rules that it imposes on you are gradually revealed as play develops. In the first few screens a good game teaches you what the rules are - what's fatal and what's not, etc - then constantly develops these concepts. In a tedious game of yours you have to do it with in repeat the same process time after time. While in a game with good gameplay your understanding of these rules and ability to implement them are continually tested. Our reviewer simply meant that while *Blues Brothers* is impressively big, it rarely throws out any new challenges. A test you proved by finishing it so fast.

TMB

DEATH IN VEHICLE

Dear TMB

I am writing in response to the letter from Catherine Johns (CJ18). It so happens I completed *WWF Wrestling*, and here are my answers to his questions:

- 1) No you are not the first person to complete *WWF* - I completed it on 2 Jan 1992.
- 2) I don't think that the Mighty Brain can ring Coen because he has no hands and it's not worth it anyway.
- 3) *Wrestling* games do have the largest arcs in the world and Hulkamania ran wild on you! Mark Hogan, Venice Beach, California

Thanks for the help Mr H, especially with regard to ringing Coen. When they visited Bath recently I granted them an audience and did inform them of Catherine's achievement. They were impressed with how fast thought that you could have done better - leading the class of Broughton, Warford and friends in your job after all!

Regardless of that, there's no need to be get off aggressive. This is only a game, it's not as if he really beat you. As for what he'll do when "the largest arcs in the world and Hulkamania run wild on him", submitting seems a good idea.

TMB

FINAL SPRITE?

Dear TMB

1) In CJ's review of *Final Fight* you said that one of the good things about it were the huge sprites? Compared to the *Arkanoid*s or even the *Space*'s these were minuscule. Come on US Gold get your act together!

2) Would a software pirate write in and tell everyone the point in pirating games because I can't understand why they do it? Neil Miles, Kent

3) When you're dealing with a game that scores a massive 18% looking for an 'Upper' of any kind is tricky. We were going to say "it loaded" but then weren't entirely sure whether that was an 'Upper' or a 'Downer'!

4) A good strong challenge hell, but one that I suspect will fall on deaf ears. There

FOTI SIMULATOR

Dear TMB

I am writing this letter to ask you if or when *Flight of the Intruder* is ever coming out for the C64?

Lee Collins, Essex

It seems a tad unlikely. Microsoft, the software company who hold the license, has changed hands since the game was released on the 16 bit machines, and even on those formats the games were massively late!

TMB

is no point to piracy, just as there is no point to theft - for that is what piracy is. These 'pirates' are too stupid to look beyond their own greed and do not realise that. Hopefully your challenge and my reply offends any pirates out there. And if it does, they are welcome to write in defending their case. Any replies will be dealt with in the correct manner - a telephone call to the Federation Against Software Theft (FAST) on 0633 668873.

TMB

TIP TIPS

Dear TMB

Are you serious bruv, how about

- creating some of my questions?
- 1) What games does the new TMB hard disk drive come with?
 - 2) Are they any good?
 - 3) Does your brain predict loads and loads of games for the disk drive, and if so are they going to be mega-pricy?
 - 4) Why, in your *Winter Camp* review, did you say that it was a 'Yes in the ice cream when it is the one and only Clyde from *Castaway*'?
 - 5) Cameron, Portsmouth
- PS If you don't print this letter I will tell my C64 by playing Dick Tracy for three hours non-stop!

1) Firstly the TMB is still a floppy disk drive and the games come on a TMB compatible disk. The games in question are *Pylarmanica*, *Ninja Rabbits*, *Cluta*, *Pinety*,



The P-4 McDonnell Douglas Phantom, a wonderful aircraft, holder of numerous speed records, an army and naval aircraft and lovely airplane.

Equinox, *Powerbyte* and *Quark*.

2) Some of them are dummers - but they are free after all. *Cluta* is a bit risky and *Allego Rabbits* was popular but not best.

The best of the bunch are the golden ones *Powerbyte*, *Pinety* and *Equinox* in that order. As for *Quark* games they'd rate around the 70% mark.

3) I'm supremely intelligent but I'm not a fortune teller. The viability of games on 3.5" disks depends on the support the drive gets. If millions ask, then the software publishers will support them. They are an attractive format though, as the disks are more robust and cheaper than 5.25" and more can be crammed on.

4) It was not the end world it had James! By the way I do not normally give in to blackmail, but subjecting your innocent C64 to death by Dick Tracy was too nasty a threat. How can you be so cruel?

TMB

THE END

Got a question? Got an opinion? Got The Mighty Brain working for you. Write to TMB, Commodore Format, 30 Massachusetts St, Bath, BA1 2BN. The Big B scans the entire mail sack and picks the official for the best letters page this side of the Protein Central.

Please don't send any SAs!



PHONEY REVIEW

Dear TMB

I was reading your review on *Sanshou Fain* (CJ7) and had to ring the number you printed but found it was unobtainable. Is this a printing error? If not where can I get the right number?

Emma Palm, Suffolk

You've got us banged to rights Mr/ers, it's a fair cop! The wrong number was printed, due to human - note the species - error of our soul. The number should have been 0800 490897 for Sanshou Fain's UK distributors. The offending reviewer, a certain Matt Evans, has been forced to listen to strange Belgian techno dance music for a week to make amends for this.

TMB



Staff pays the price! One mistake and he's made the coffee house 540 at full speed. That should teach him...

is the first installment of his *Graphic Adventure Creator* (GAC) Whyte showed you how to set up a simple two-room adventure - consisting of a bank vault and an adjacent room. It has to be said though that even for the novice this doesn't really rate as a toughie. Now, in part two of 'Getting started and getting good' he shows you how to add extra rooms and conditions that make graphic adventures a genuine mental test.

MY FIRST PUZZLE!

Not only are we going to add more locations to our bank adventure, we will also be adding a puzzle (a locked bank vault door) and even a maze!

First let's add the extra locations -

Room 2 "You are outside the bank. Exits are north and west."

•Connections: R 2 W 4

Room 4 "You are on the the highest level. There is an exit to the east and you can go down to the ground."

•Connections: R 2 D 1

and amend the old locations...

1. Add the message "The bank vault door has opened to the east." (make not-going to allow the adventurer to close the vault, just open it) in Room 1.

2. Remove the exit 'west 1' from room 2 (as we'll be putting a door between those two

The wait is over game makers, the **Graphic Adventure Creator tutorial is continued. This time Stuart 'the' Whyte 'Wizard'**

tells you how to expand your simple two room network into an eight room maze, add some treasure and a key or two - now that should get you thinking.



add MESSAGE 3 "The door is wide open..."

add 'look', 'walk' and 'bank' as noun 3 and add the verb 'unlock' to the verb list (make 3 verb 18).

WHAT DO YOU WANT?

Do you want more GAC material? Some? What? You like to see the complete source files organized into a full blown online paper? Do you want more hints and tips on this - or other game creators like *Shoot 'Em Up Construction Kit* and *3D Construction Kit*? If you're eager to make a game, or already a risk taker at it, and want to share your knowledge, write into the regular CP address and we'll try to accommodate!

Now go the local room conditions and add a condition for room 2 -

IF (VERB 4 AND SET1 3) GOTO 1 WAIT END

If you typed 'Walk' and making this is set for the door is open then go to room 1 (the bank vault).

Immediately, check that you have loaded in the questionnaire file (G5.ADV) as this has all the system messages.

Room not found - commonly caused when you have a GOTO to a non-existent room or a connection that leads to a room which has not yet been created.

Object not found - means that you have tried to pick up, drop or describe an object which doesn't exist.

Marker not found - Means you have tried to access a marker that doesn't exist.

NE:QV

In issue 16 we said that the quick-start file was called G5.ADV and lived on side two of the tape. This was in fact one big file. G5.ADV can actually be found in files G5 and ADV1. On side one the file called G5 can be found, while ADV1 lives on side two and has to be accessed in upper case. Sorry if this caused any trouble, sleepless nights, heartaches...

locations) and add south 3. Also add to the end of the room description "There is an exit to the south and a large bank vault door to the west."

Now let's add a maze - let's have the maze as a secret complex lying beneath the highest level...

Room 5 "You are in a dark corner. You can see daylight above."

•Connections: U 4 N 8 S 7 R 7 W 6

Room 6 "You are in a dimly lit room"

•Connections: N 7 S 8 W 5 R 6

Room 7 "You are in a stinky sewer"

•Connections: N 6 W 7 E 7 S 6

Room 8 "You are in a sewer"

•Connections: N 7 S 8 W 6 E 8

So let's go over what we've got now -

we've added a lot more locations, including a four room sewer maze, which should be good (and could be made a lot harder if you changed all the location descriptions to be the same). Now, we still want to add -

- Start in room 8
- Put a key in room 8
- Add a door to Room 2
- Add a puzzle which lets you open the door with the key...

Starting in room 8 is easy - just go to the 'Begin where?' menu and change it to 8. As to putting the key in room 8, follow the same approach as the bar of gold from last issue - 16.

Items

2 Key

Objects

3 A key

starts in room 8

and weighs 1.

Messages

2 The key looks important...

Low Priority:

11: IF (VERB 2 AND INCLN 2 AND HERE 2)

GET 2 ONLY END

12: IF (VERB 8 AND INCLN 3 AND CAPN 2)

DROP 2 ONLY END

13: IF (VERB 18 AND MOUN 3 AND AVAM 2)

MESS 2 END

Adding the door and the puzzle element is the complicated bit -

ERRORS

Any adventure you write will develop bugs as you go along - some of them more serious than others. There are several errors that can occur from writing GAC and most of them will throw up one of the error messages listed below.

Message not found - means exactly that, you haven't set up the message that the routine is referring to. If you get this



Also add IF (VFR6 4) MESSAGE WANT END to the list (3 type go west and marker is not set then print message 4 (which we make "You can't walk through doors you know").

And finally add

IF (VFR6 18 AND NOUN 3 AND CARV 2) SET 3 WANT END

Which basically says if you typed "UNLOCK DOOR" and you have the key on you then set the door to be unlocked.

Finally we want to add the message about the door being open to the end of the room description, so we need to go to the high priority conditions menu and add -

1: IF (AT 2 AND SET1 3) MESSAGE 3

And we should be ready to run! Put yourself on the back if it works - "Bank adventure" now looks much more like a proper adventure than the test location thing; we created last month if it doesn't look then look at the error box to see what you've done wrong.

Save it as a database called bank - and regular saves are vital for stress-free game designing.

EDITING AND OR DELETING THINGS

To edit something (such as a room location or a condition), follow the procedure to enter it, and instead of empty lines to edit things on, you will get what was there before. To stop to the next part just press ENTER/RETURN. You are free to edit things as you go along, but don't press ESCAPE before you get to the "Which room/objective number..."? else your changes won't be kept!

To delete something, follow the procedure to enter it, but add the first bit of data to be a blank line (ie no spaces) - this can be done by repeatedly holding down the CLR key.

For example, to edit object one from 'a bar of gold' or a key, or anything that you want your adventurer to find is read the mystical lost treasure of Maria-Rene', just press O from the main menu (for objects), choose object 1, edit the line using CLR, DEL, and the cursor keys and then press enter until the "Which object number..." prompt

Counter not found - means you've tried to access a counter that doesn't exist.
Illegal value - Means you have tried to look for a verb, noun, adverb etc with a number greater than is possible or have tried to load a counter with a number greater than 255.

The legal ranges of numbers are -

Rooms : 1 - 9999
Objects : 1 - 255

EXCITEMENT! ADVENTURE! AND REALLY WILD THINGS PT3.



Way back in the mists of time (well CP16 actually - GPH Commodore Format game away) a rather spiffy game making utility called Graphic Adventure Creator (if you missed out check out the back issues on page 57). In the first part of this feature, which ran in issue 18, we ran a contest to write your own adventure to win a rather nifty day of the RPGING - where you use real assets to play real ones. We also offered a full GAC installation booklet, so adventure writers could get the most from their GAC.

appears at the bottom of the screen. Then just press escape and the change will be committed to the computer's memory.

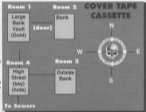
WHAT ARE MARKERS?

Markers and counters (sometimes called flags or variables) are what drive any adventure game, without them it would be very difficult to write even the simplest puzzle.

However due to production probs the said book didn't get sent out until after the compo closed. As this made entering the compo a tiny bit difficult - although some brave adventurers managed to put some pretty spiffy games together - we've decided to extend the date for the compo until April 28. So now everyone has a chance to get GATING and win that day out. Send your entries to Excitement Adventure! And Really Wild Things! Commodore Format, 38 Marston Road, Bath, Avon, BA1 2PW.

something is true or false (ie a door open/closed, night/day, happy/sad etc.). There are 128 counters, numbered from 0 to 127. They are most frequently used to store the number of moves since a particular event (eg in the dark), but could be used for keeping account of how many gold coins you have etc. Counter 0 holds the score and counters 106 and 127 hold the turns count since the start of the game.

When you are testing an adventure, the way to return to the main menu is to press the ESC key, as usual. This gives you the message "Press D for diagnosis or ESC to escape...". If you press the D key, then all the markers and counters will be displayed on the screen. For the markers, a filled circle indicates "SET" and an unfilled one "RESET". The values of the counter are given as you would expect. To get back to the main menu, simply press ESC again, or press any other key to get back to the game (this is very useful for debugging the adventure).



There are 256 markers, which can only be true or false. They are set by using the SET and RES commands (see example of the bank door above) - thus if marker 3 is set (true) then we say that the door is open, else if it is unset/reset (false) then the door is closed. Markers are tested using the SETT and RES? commands. These markers are very useful for puzzles that need to test if

WHAT NEXT?

This working example should help you get started in the intriguing world of game creation. To get the most from your Graphic Adventure Creator though, you really will need a full manual. How about can you lay your hands on such a tome? Simply send £2.99 to cover copying and postage and you'll get the full manual. Make a cheque or postal order out to Future Publishing, and cap it in an envelope along with your name and address and send it to us at:

GAC Booklet Offer
c/o Commodore Format
Freeport
Sawminton
BA11 1BB

The manual contains all the serious info you'll need to put a major quest test together.

Messages	1 - 256
Verbs	1 - 256
Nouns	1 - 256
Adverbs	1 - 256
Markers	0 - 255
Counters	0 - 127
(which store)	0 - 255

Modify an error is caused by a typing mistake or by forgetting to enter a room/objective etc. and therefore is reasonably easy to trace.

ROGER FRAMES

buys
Budjit Games



As Lent starts, Roger's mum hits upon an idea to stop him playing on his C64 all day, and get him to help with some of the housework. She's challenging him to stay away from his computer for forty days and forty nights. Madly, Roger agrees to try.

DOUBLE DRAGON 2

Trade, £3.99 Contact 081 980 2388

Spunky street-violent! Three large and mean parvise (shoots for people who work out their aggression at their computers rather than taking it out on the next-door neighbour!

Here you must wander (you guessed it) from left to right, punching, kicking and fester-arranging as you go. You can use chains or knives and even throw boxes and helicopters at people (well the helicopters are a Df feature to BT).



It's my helicopter (well it isn't the same about the coloured, red, blue, and green are used as positive and I want you).

DOF (as I'll call it to save valuable ink) is one of the old school of beat-'em-ups, where the characters don't actually seem to hit each other. The collision detection is a bit clunky, to say the least. But there is a satisfying number of enemies to bash, so you won't get bored with the 'Waterloo Quilting'.

The thing is, you won't want to buy more than one beat-'em-up on budget, not if you're as careful with your machine as me, so if it comes down to a choice between this and Ninja Warriors, I'd beat DOF in my book (well, maybe).



I thought I'd be easy to give up playing on my 64 for Lent, but I'm already suffering withdrawal symptoms and it's only been 4 minutes 33 seconds. I'm starting to feel rather fed under the skin, but I must be strong. Hopefully the next 39 days, 23 hours, 58 minutes and 27 seconds will just fly by.

DOUBLE DRAGON 2

Not bad, but unlike Ninja Warriors, it won't come right up under the skin and runs off after only three coil-washes.

FRAME RATE



66%

You've been spread into that little duck by a magazine in a chest. Well, as my family always says, better a duck than an even-ready chicken.



GHOULS 'N' GHOSTS

Price £3.99 Contact 021 626 3088

If you're looking for a terrifying trip into the ghost-filled forests of the night, go to Alton Towers or EpcotDisney or somewhere. But if you're looking for a rather superb platform-type bash, with five huge levels and tons of killing, you've certainly got it all here.

Ghouls 'n' Ghosts is bad news for those arcade-game addicts who want to hang on to their incredibly hard-earned cash. The trouble is, if you haven't got it, you're missing out on a vital piece of software.

Basically, you rush from left to right, firing knives at the ghosts, zombies and ghosts you come across. The ghosts and zombies die, but the chests release all manner of goodies (and sometimes a few nasty, alien-type surprises that kill you).

The graphics are quite small but there are a lot of 'em, and they move dead fast (dead fast, get it?). The sound is also excellent, with some synthesizer-type Jean-Michel Jaree spooky music playing. And the playability is completely top. Oh, and before me, it's very frustrating - you'll be lucky to get very far in your first few goes, but then that's what makes the game so good. Well, in fact.

GHOULS 'N' GHOSTS

It's a classic - it's a corner and it's available at a shop which tends to sell C64 software not too far from where you are.

FRAME RATE



91%

EDD THE DUCK

Zappella £3.99 Contact 091 966 7755

Edd is a bit of a hero down our way. I mean, how many other people could get away with appearing on TV at the time without saying a single understandable word? Janet Street Porter is the only other one. I can think of...

Anyway, Zappella has given the little yellow chap his own platform game, set up in a TV studio. The idea is that he bounces around, avoiding Wilson the butler and other nasties. He also collects stars (of the five-pointed variety), and stuns things with sort of bubble-type things that come out of his mouth (bawk - Coo). It's all rather surreal and bizarre.

The whole thing looks like a Coder game to me. It's filled with colour, packed with funny little sound effects, and is pretty big. It does take a bit of practice to become good at it, but so do all of the best games. It's just a pity to get you to waste more valuable electricity, if you ask me.

The game is divided up into different studies and departments at the BBC. Each one looks different (and incredibly unlike any studio that could possibly exist). As Edd travels round these, he has to watch out for the Angletops. Yes, I know it sounds



Where's Andy Peters? Phillip Schofield? Johnnie Walker? What's happened to all the famous? Is Ed trying to take over?

stupid, but come on - did you ever expect the telly-watching public to become fans of a ridiculous green-Mohicanian punk duck that can't even talk properly? He's an all-victim of the media, and even I chuckle at Edd occasionally when I get home from school.

Anyway, this game is a bit of fun. It's not a must-buy, nor is it a must-not-buy. It's sort of somewhere in the middle.

EDD THE DUCK

If you've got a real urge to become your favourite TV duck (as long as it's not Drives), you can indulge for the princely sum of four quid. The game isn't that good, though, so here's a couple of words of warning - be careful.

FRAME RATE



72%

3D POOL

Kixx £5.99, Contact 021 965 8996

It's not fair. I'd got my water-wings and trunks on, and was just diving off my wardrobe when I realised that 3D Pool wasn't a large bath filled with chlorinated water and baby toys.



No, it's a state-bedded table with coloured balls on it. And it's terribly painful when you dive onto it.

Anyway, you can bring your viewing angle around until you're happy with your shot. Then hold down the fire button and away your ball flies. Sounds fun? Well actually it's slow, dreary, appalling-looking and as boring as watching Planespotter.

The adjustable view of the table is not just for effect. You actually need to swivel around to fire the ball in the right direction. This is rather a sad system, because it means that



Finger to Heaven - I am leaning on the surface of the green placard. Some superficial life forms are commencing off their maddening towards me. I'm carrying my cocktail to them.

you rely on chugging around the table in big leaps to play the finest of cuts. I'm afraid it just doesn't work.

Pool isn't as much fun to play as snooker, and when it's as quirky and janky as this, you're not going to have a ball.

3D POOL

It's slow, janky and the computer always beats you. Better to spend your money on a lampoon, than punt it with Flap Kippers about it again.

FRAME RATE



36%

I can't stop thinking about playing both games. I can't sleep. I can't eat and I've started to feel poorly. It's only been 1 minute 44 seconds since that drafted Last business started. I don't think I can stand the agony of separation for much longer...

3D SNOOKER

Zappella £3.99 Contact 091 966 7755

Now this is more like it. 3D views (sort of) and playability. You can't ask for more (but you might ask for cheaper). Here you've got the standard rules of snooker, a top view in which to plan your shots and a 3D view in which to see the balls rolling around like, er, a lot of coloured balls.

3D Snooker, is rather sophisticated. The balls actually behave as they're supposed to, and you can spin, zoom, stare and smash the cue-ball all over the shop.

The program keeps all scores, high breaks and other details, and tells you what you're supposed to be going for next. It's possible to plan your breaks just like a real player. (But unless you practice 23 hours a day (like a real player), you'll be lucky to get more than two or three balls in a row.



If I line up the prompts, just behind the orange, I can zoom into the beige and leave myself in a perfect position.

Yes, 3D Snooker is a great game. I played the Doublet and they told me that snooker tables cost £20000, so you're getting a real bang at £4 for this. Snap it up and start hitting the green balls (whatever that is).

3D SNOOKER

More fun than real snooker (and heaps more fun than that Big Break rubbish they show at tea-time on Saturdays).

FRAME RATE



88%

DIPLOMACY

Virgin £3.99 Contact 091 966 2255

I thought Diplomacy was a large disaster until I played this. In fact, I'm still not sure. The trouble is, this is a difficult game to get to grips with. It's a strategy game set in the 1600s, and you control the Russians, French, British etc. You don't just invade everyone, though. The idea is to be really nice to them and then invade them when they don't expect it.

Yes, I thought it was boring, too. But after a while you get the feel for it, and you end up getting everyone to invade each

50 BUDGET TIPS

other. Then you just clean up the mess, and become the supreme and leader of all Europe! Sounds great, eh?

The game runs fun by turns, and you move your armies, sail your ships and insult your friends until war breaks out. You've got maps, data screens and pictures of the other leaders (who can be human or computer controlled) to help you, and the whole thing is pretty poorly explained in the manual.



It'll tell you what - it's leave Russia and Austria, you can have Germany and France, and we'll let the other countries fight over who has to end up with them.

Diplomacy isn't for the arcade player. It's a long, detailed game which will test your brain (and the history lessons at school), if that's what you're into, you're probably a complete mad with loads of pocket money, so go and buy ten copies of this (you can afford to), it's certainly not bad.

DIPLOMACY

Imposes your choices with your grasp of 18th Century European politics. Fighten your neighbours by declaring war. Peace Treaties end and new. Battle yourself with different rules and tried yourself by killing playing Diplomacy. For hours (and will not finishing it).

FRAME RATE

70%



RAINBOW ISLANDS

Hi! Squard £3.99 Contact tel 800 9800

Ugh. The cuteness coming from this game overwhelms me. If there's a piece of software was written for girls, this is it. You've got five sweet characters called Bob and Fely who jump on rainbows and bog the babies in their quest for treasure and freedom. *Showerright!* I think I am going to lose my lunch.

Anyway, assuming that you're in the market for a serious duff (perhaps you've got a little niece with a birthday coming up or something), you'll get an excellent game for four quid. It's got nice gameplay, bright, pretty, nice and is totally addictive.



Bob and Fely are stupid names for computer-game characters. They should have called them Roger and Harry. The two most excellent names ever. (Harry's my uncle, son.)

Basically it's a platform game which combines luck, skill and great concentration to make it incredibly playable. It's massive: there are seven huge separate islands, and all the islands have different layouts and weird layouts. There are loads of things to collect, helping you with your quest, too.

Another great thing about *Rainbow Islands* is that it's set at just the right difficulty level. You can launch into it, get quite far and, when you die, you aren't too miffed, but immediately die in once again. After you've had a few games at it, even the cuteness doesn't distract you and you don't have to tie to your parents about which game you've been playing in your room.



Rainbow Islands is simply a brilliant game. Time to pull your birthday money out from under the bed and get the nice bits off. At this price you can't afford to miss it.

RAINBOW ISLANDS

Better than seeing a Caillou's long cartoon outside your house - and so cute that it'll make you feel as if you've scuffed the lot! Creaking stuff indeed and well worth the wait for it to come out at a price even I'm prepared to pay!

FRAME RATE

92%



RICK DANGEROUS

Wow, £2.99 Contact 021 803 2388

He's tough, he's tough and he's stupid enough to go to the world's most dangerous places and get lost there. Yes, it's old Ficky himself, back from the nasty land of the expensive games.

Everybody has heard of *Rick D*, so I won't bother with too much detail, except to say that it's still a classic platform jobbie with more tricks, traps and nasty surprises than *Paul Daniels* is a rather bad mood.

No other platformer has got the smooth graphics, the large levels and the excellent set traps of *Rick D*. Indulgences!



Oh Rick, You Suckle, You Goo. So long, and thanks for all the platformers.

RICK DANGEROUS

Yes, I know you've got a copy of this already. But if you're one of the five or six million who hasn't, you should get it at this price and go to all your friends who forked out for it in the days when it was brand new. Remember, kids, cheap is good.

FRAME RATE

90%



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When back at the Welsh cottage's stable-door and almost immediately the writing hand of Jeff Minter gallops out through the top half. James, awestruck by the presence of the "real" Godfather of the C64, goes into a catatonic trance and is unable to speak for the rest of the day. Jeff, who's used to having this kind of effect, grimaces as it is and makes up an off-the-steering-coupe.

Over the years, I ask Jeff why his games are all very similar in style to old-fashioned arcades, like Defender, Tempest and Robotron. What was it about those games that was so great?

"Control," says Jeff, with a desperate grin in his eye. "You're really gotta learn how to fly the ship in Defender. There's also the enemy intelligences," he adds, tapping the side of his head. "Defender was one of the first arcade games to make the enemies doable where they wanted to go. No pattern-learning there!"

It seems that the secret of a successful game, at least as far as Jeff is concerned, is it should make you think, and not just react. "The best part of Defender is watching yourself becoming stupid - since you can handle it, it's a really good rush, and so satisfying."

Robotron, the game which inspired Jeff's Llamatron, is another one guaranteed to get his learning of the mouth. "Again, it's control," he says, wig-wagging his hands in front of



THE MINT

When the C64 was but a newborn babe, this serious weirdo wrote even weirder games for it - you'll find two examples of looney Llamasoft on this issue's Cover Tape. Join us now, for the 10th Anniversary of the Mutant Camels. Neil Jackson and James Leach visit Jeff Minter for tea and shoot-'em-ups.



There are 10 million camels in the world. Jeff knows them all.



You could look this stuff up - if you were quick.

The man himself concentrates on Attack of the Mutant Camels of his next, more colorful (and deeper) Defeat Robotron. Although there isn't much room, he's got every computer known to man (and general which forever) officially crushed this part of the galaxy with.

When it comes to steering his imaginary carriage boards, "There's lots of control in Robotron. It had two separate joysticks to move your flyer and the firing direction around, and that was a new thing back then. You really had to work at it to get anywhere. But with a bit of skill," he continues, obviously thinking of his long-gone robot-battles, "you know

you could look this stuff up - if you were quick." But, most of all, Jeff is a sucker for the graphics, which ten years ago were still at the dawn of computer-ness. "Defender was an explosion in a control factory compared to the other soft games around at the time. Robotron was complete sensory overload - a real Llamatron rush. Some of the explosions were so sudden and spectacular, they were really frightening!"

Jeff cut his teeth on games like these in the arcades, and soon clicked on to the idea of making them himself. But he wasn't about to jump on to the software house bandwagon that was just getting off. Why did Jeff turn his back on the commercial advice and go solo?

"Mainly because I have more artistic control working for myself," he explained. "I really

Two years have passed, empires have come and gone and the oceans have risen and fallen since Jeff first set down and programmed ARE. Here.



only ever intended to write games for 'me', and it just snowballed into Llamatron. I have occasionally been asked to do things for other software houses, like APC, Mission and Androsoft - but then I usually have to conform more."

But it's not just the fact that Jeff enjoys his artistic freedom. He also believes that big software houses

INTERVIEW



Wow, I suggest to know Jeff's love birds - **Phobos, The Soap Dispenser and Mirvans**. Interestingly, Phobos all looked as architects.



aren't actually all that great. "None of the software houses that we've dealt with have done spectacularly better than we could have done on our own," he says tactfully. The 'we' he refers to is actually him and his team - they are Ultrasoft. The darker truth is that some software companies gladly took Jeff's games on board and then didn't advertise them, didn't get their reviews and generally didn't do anything with them at all. "Consequently many people never

"If you have an obsession, you may as well use it," he says, fondly. "People remember you." That's probably true, but it can't help wondering which obsession Jeff is referring to - the computer games or the games and sheep? Both are obsessions - the back room, no, all the rooms. At Jeff's cozy Wash cottage are lined with all manner of hardware, ancient and modern. It's like a ten-year-old's bedroom, but with much more money thrown at it. There's a brand new HDD rubbing shoulders with sev-

er comes in a Tempnet machine that looks like it's spent most of its life being locked by horses. "It doesn't work, you know," says Jeff, solemnly. "I'd love to get it fixed but the bloke I know who repairs them hasn't got round to doing it yet. Maybe one day."

And what of the other obsession?
Outside in the garden (which is in fact a small field), you'll find two of the sweetest, softest looking animals you'll ever meet. Phobos and Molly are sheep of the loveliest kind - they'll never go missing (or die which would have Jeff gasping in horror at the very mention) and they've probably only ever been to the barber's (or wherever it is sheep go) about once in their entire lives.

They look for all the world like two giant candy flosses on legs.
Jeff loves his little sheepdog friends - particularly, of course - in a way that only a confirmed floppy can. So much so that they've become his world-famous trademark, appearing in various forms in most of his games. And they obviously love him too. You can see it in the way they run across the field, happily being their 'Deliver Me, Plasma Phobos' into the air, whapping with joy as Jeff appears at the back door. Yes, Jeff Meyer is still unique.



JEFF'S FIRST LOVE

Jeff started out on one of the world's oldest CPUs - an American machine which didn't have as much internal hardware as today's version.

"I didn't even have any monitors," he told us. But he was still able to create from scratch *Attack of the Mutant Camels* (which you'll find on this month's Powerpack) in just one month.

These days, he uses a Commodore 1280 to write C64 stuff on. "That's my workstation," he says, after fondly patting one of the laptop-looking monitors you've ever seen, atop an ancient, battle-scarred 1280. "It's given me lots of good times, lots of years over the years, and I feel ready to leave in front of it. It's a respectable fuck of just."

It's about ten years old and it's still a stunning creation of a game. *Attack of the Mutant Camels* is written totally in machine code, and was based on the design

Attack of the Mutant Camels



Score: 100 | Enemies: 1000 | Score: 1000000 | Level: 10



Word alerts are another of Jeff's specialties. Here we see some of the best mutant creatures from *Attack of the Mutant Camels*.



board of their", he told us, looking back with a pleasantly surprising lack of bitterness.

"I had a real nice case, though," he says, a little more fondly. "One company did conversions of one of my *Camels* games in other computers - and altered the graphics and bits of the design." This is fairly normal these days, but the bit which niggled Jeff was the fact that they released the conversions without even showing them to him first. "I ended up buying them in a shop in Basingstoke. They were hopeless."

It hadn't escaped our notice that Jeff was, erm, a little out of the ordinary, and so was his family. Even James, in his puppy-eyed state, was looking around at the almost-erected penis which fitted Jeff's house. After another sip of tea, I ask him why he cultivates his weird, false-fingery floppy image.

and well-worn C64s. Amongst the dozen, and something weird and experimental being in a PC's case which Jeff jealously guards. "It's a secret," he says, and so it shall remain.

As if this catalogue of electronic gutters isn't enough, Jeff fills the rest of his available space with arcade machines. All the best ones are here - *Defender*, *Star Wars* - all looking the worse for wear. Sitting neatly in

Phobos, Molly and Jeff in their field.



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CF18 SPEED THRILLS

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Zeppelin has finally figured it out: the plot of *Titanic Blinky* is anything to go by. Listen to this: "Arthur J. Mackensack, power-mad oil tycoon, Texan landowner, chairman of several major film studios and proprietor of the *Big Blinky* mail in Missoula, invents word domination."

Happy so far? Well it gets better. Arthur has kidnapped a scientist who is designing a weapon based on ghost-power. It's so powerful it has been used to change the fate of *Titanic* into a large custard slice, the *Bliff*. Tear into a hard-rock and from *York* into a



If you're going to stick about on the *Titanic*, a *Bliff* is certainly the place to do it. Here, *Blinky* takes a breather from his quest.



The *Bliff* screens are the key to the game; this might have something to do with those funny whistles sticking out of their sides.

TITANIC BLINKY

both sponge. This so-called 'plot' has to be the product of stressed minds at Zeppelin.

Anyway, *Blinky*, a rather silly character under a white sheet, is the only person capable of saving the Universe. He is parachuted on to the newly raised *Titanic* to deal with the armies of Mackensack's ghosts who have congregated there. The idea is that you explore the ship from stern to, er, pointy end.



Oh, excuse me: I think there's a large iceberg in front of us. Go left a bit. Left a bit more. Mean *Steady Hand* left! Right! (joke)



Connect together a load of screens and you can see how the platforms link up. (Mindboggling)

Along the way you'll have to blast all manner of badies with your gun (this is hidden under your sheet until needed). You'll also have to shoot coinball-type things.

There are loads of these dotted around the screens, and when you hit them they either explode, injuring you if you are too near, or give you a letter (like E or A). Collect all the letters and a secret door opens, enabling you to access more of the game.

It's all a completely ridiculous way of getting you to play a platform game. But if you ignore the nonsense and get stuck in, you'll find it pretty acceptable under-sheaf.

Titanic Blinky takes a nice while to get into, especially because the movement isn't as simple to master as it could be (*Blinky* isn't number one - get a decent, responsive joystick before playing). But once you get the hang of it, the game becomes easier and more fun.

It's one of those games that, in best platform tradition, is incredibly frustrating. If you don't put both your feet (and some creativity)

through the TV after *Blinky* falls off the rigging for the hundredth time in a row, you're a better person than me.

The graphics aren't bad. *Zeppelin* has gone for the cutsey look, but early *Blinky* states around rather than walking, and the collision detection can be a bit dodgy. You can learn to love these shortcomings, so it's not a big problem (and it *is* big because it actually *blinks* occasionally). There are plenty of full-price games that look worse. The sound is a bit repetitive, though, with beeps and bleeps for the shooting and destroying of nasties. And if you manage to collect all the corny, stinky things, it's your privilege to hear the worst rendition of Peter Dinklage ever in the history of the world.

Despite these little niggles, at £3.99 you're getting a classic game which will take some beating. And, it's original (well, as far as any platform game is anymore).

JAMES LEACH



Game	<i>Titanic Blinky</i>
Publisher	Zeppelin
Cassette	£3.99
Release	Out now
Contact	081 385 7763

POWER RATING

THE DOWNERS...

- Poor collision detection and quirky movement make things unnecessarily tough.
- The nasties regenerate in incredibly awkward places.

100

70%

- Plenty of screens, all with *Blinky* puzzles or dangerous jumps to get past.
- Secretly revealing of badies allows you to plan your moves much more easily.
- You must find all the color chest things, so you'll need to explore all the screens, rather than just move quickly in one direction.
- It's a great feeling a gun will destroy bullets (even though it can't kill everything).

...AND THE UPERS

0

WINTER SUPER SPORTS '92

So, as another Winter Olympics draws to a close, we look back fondly at our favourite memories of the Games: sounds of swelling Vangelis music.

Remember when that Italian fell over on the snow? Or what about the Swiss guy who took a tumble? Or even that classic moment when an Austrian lost one of his skis? Great times indeed.

But remember too: now! Now you can recreate the thrills and excitement of various Europeans getting covered with snow in your own home. *Winter Super Sports '92* contains eight events, guaranteed to make you feel cold and to cover your brightly covered cut-out with ice. In order of interest, they are: sleep breathers; downhill skiing; ski slalom; go al! challenge; slider racing; toboggan; luge.



It's the fastest moment as you wait for the downhill to begin. Were you get clean underwear on? Ready, set, commencing!

ASK AN EXPERT

We showed *Winter Super Sports* to Alberto Tomba, the famous Italian skier and playboy. This is his judgment.

"Don't you make who you're talking to? I am Tomba, the greatest living skier. My nose is gorgeous and I have a Ferrari. See this watch. It is a Rolex, water-resistant to thirty atmospheres."

"I, er, deliberately don't win the Gold medal in the slalom because I'm generous and wanted a pass to get it. Now go away and stop bothering me or Vancouver and Franco will escort you to the top of the slippery slope."

We weren't satisfied with his views on *Winter Super Sports*, but we left anyway.



"Did you notice?" Skating obstacles won't break your lines, but it'll show you right away, so it's best avoided.

speed skating, bobsledding (7).

The format for competing in these is pretty simple. You can either race separately and try and get the best times, or you can race other people and try and slice their hands off with your skateblades. Guess which is more fun?

Up to us humans can play the events, and if less the computer is happy to join in too. You (and the other humans) set up a character who will play through the whole game, accumulating scores, points and, hopefully, major model-type credit hardware.

A lot of the games are viewed in a sort of 2D above-the-action mode. This works well, especially with events like skiing. Here the attitude scrolls up around you, and you've got to make your directional changes as soon as you see the obstacles (like rocks, gates and the other competitor) looming up.

Of course, speed is the essence of all the games. And *Winter Super Sports* certainly delivers speed. It's as smooth as the real thing (well, nearly), and you can control your character with some degree of accuracy as he whizzes around.

Unbelievable amounts of skis-related content! These babies are fast, dangerous and make for great collisions. It's like *skis* on rails on ice.



The multi-player events are either split-screen affairs or both-players-on-one-screen jobs. Both of these look good (and are playable), but personally I prefer the single screen with both characters on it. Events like slalom, though, need to have a split screen, because one player always knocks the other into the hay bales at the side of the circuit, then disappears in a cloud of kicked-up snow and diesel fumes.

Overall, *Winter Super Sports* is a bit of fun. It's a varied selection of games, but the money link between them is strong, and the two-player modes are dead exciting. It's not as cute as *Winter Camp*, but it's not meant to be. This Olympic challenging is a cut-throat business, and it is in the that status *Winter Super Sports* '92 has to be.

JAMES BARNES

Game	Winter Super Sports '92
Publisher	Flair
Cassette	£10.99
Disk	£15.99
Release	Out now
Contact	0667 880 260

POWER RATING

THE DOWNERS...

- A multitalent which will cause you to eat humble.
- The computer is a very mean cut-throat sportsman, ie, thing.
- A bit later!

100

78%

- Bags of atmosphere, with bits of static screens depicting Christmas card shots.
- Chilly music tends to suit well to the whole scene.
- The characters are exciting, as the sticks fly away from above-the-action of a process.
- But the two-player bits are certainly the best feature.
- Very playable indeed.
- And there are plenty of events to choose from, too!

...AND THE UPPIERS

0

FUN SCHOOL

Teddy, Freddy Frog and Sammy the Spy are the stars of the new Fun School 4 educational packs. Fun as this all sounds, as I leaptfrogged from program to program there was more than the odd crocodile lying in wait ...

under 5s

Based on *Teddy's Busy Day*, this pack works through addition, Teddy's Paint, Fun Train, and Teddy's House, Karaoke and Books, placing heavily upon parent/teacher participation. It focuses on counting, simple addition, introducing a basic vocabulary and the ability to recognise colours and words.

Use the spacebar in *Addition to count* how many objects can be seen on the blackboard. Each correct answer earns a red from Teacher Ted and one of the pupils goes out to play. When they're all left, Teacher Ted nips out too, and the program plays again (and again, and again) until you decide to move up a level. This establishes a trial and error, level by level progression system, used throughout the entire Fun School 4 range.

Although there's a high level of interaction between child, parent and computer, through Teacher Ted, on-screen messages and music, more feedback would be invaluable. An on-screen 'wall done' or 'try again' message from Teacher Ted might not be enough to hold the interest of any under 5s who are unable to read.

Create a picture in *Teddy's Paint* using the selector of objects attributed to certain keys. The ability to change the colours, size and

reload a picture, and the three sets of objects to choose from makes this an intricate and appealing program. A help menu is available to guide you through the key controls, but as it isn't displayed at the start there is inevitably some key confusion.

A simple reading vocabulary is the subject of *Fun Train* where pictures must be dragged until a matching word and/or poety is found. 'Choose a colour in *Teddy's House* to paint a piece of Ted's home. Then name the part of the house and the colour it has been

Painted in the latter levels *Teddy's Karaoke* is as enjoyable as it is educational. Select a tune, and sing along a Ted to your favourite nursery rhymes, tapping out the beat with the spacebar.

'There were five in the bed and the little one said roll over, roll over', or in this case go to sleep. At the end of an extremely busy day (quite enough for anyone!), all the beds and up in bed listening to clearly bear reading (no not Goldilocks) a teacher's story. It's a

counting game and children have to work out what number book *Daddy Bear* is reading from, by seeing which one is missing from the bookshelf. With each correct answer a ted rolls over and goes to sleep. And when they're all rolled off, sheep jump-over a fence - *ahhh!*

POWER RATING



5 to 7s

This pack is based on a week in the life of Freddy Frog. In the first program, *Library*, the idea is to sort books alphabetically. 'Sound easy enough?' Well, the instructions don't indicate what the movement keys are, and tell you to use the *Flamingo* key to select the book since you've landed on it - which of course quits the program! (However, you can now get hold of an addendum sheet.)

In *Basketball* five spectators each hold up a card forming a sequence of numbers or letters. One of the cards is blank and the missing symbol must be typed in. If correct, Freddy scores a goal. If not he misses. As *Basketball* increases in difficulty, it demands a basic knowledge of the times table and familiarity with numbers up to 100. It's very stretching for those at the lower end of the age range, but a challenge nonetheless.

In *Shopkeeper* select the correct value coin for an item in the shop window. The first level is fairly straightforward, but subsequent levels become tricky, using a wide range of coins to make up difficult amounts. In levels three and four, you have to work out how much a customer has spent and the change owed. While lacking in fun, *Shopkeeper* teaches fundamental skills with its disguised use of addition and subtraction.

In *Log Cabin* sums must be worked out so that Freddy Frog can finish building the cabin. The quaint graphics show an impatient Freddy Frog tapping his foot while waiting for you to work out the answer and winning each time a log is put in place. Again, the graphics somehow make an imposing math's test appealing.

Opposites provides a novel way of teaching children the relationship between certain words. Set around a fly pond,

For the under 5s



Here's one I prepared earlier (but without the extra objects provided). Select objects with the keyboard to create a work of art.



Spot the difference! Press the spacebar until the corresponding picture appears. Then hit return.



OL 4

Freddy Frog has to jump from pad to pad until he lands on the correct opposite. Every time the right word is chosen, little Frog climbs a rung up a diving board and finally takes a dive. As many opposites are repeated it's nice and easy, and more fun than most.

In Typing, initially type any letter to help Freddy jump along a keyboard, until he reaches a fly pond and safely. Misjudging makes Freddy leap backwards towards a waiting snail's traps, and if too slow the snail sneaks up behind him. The graphics are rather naff, and the detail makes this program particularly effective. Some keys are hard to distinguish though, especially 'H', 'M', and 'N', but overall it's a great way to teach basic typing skills.

POWER RATING

THE DOWNERS...

■ Inexhaustive word list and not all straightforward enough for the computer novice

100

68%

■ Small graphics and lots of detail make this program particularly appealing

...AND THE UPPIERS

7 to 11s

Sammy the Spy, codenamed CO, is on a mission to find some stolen secret papers. Players must help him on his travels by color-coding and placing together the clues filtering his path, undergoing a series of tests.

In Progression, you have to identify the double agent who can help in your quest.

For the 5 to 7s



How do you rate little Frog's chances of getting on the third Olympic diving board at Barcelona?



How, Freddy, how Freddy, how can you do, like ever's going to help you for your own, um, um.

Racing against the clock, you have to pass three tests. From a given number of items, you must work out, for example, how many agents are wearing red hats.

Help Sammy scale the wall of Castle-dome to enter in the Spy Club. To do this, you must identify correct spellings and answer general knowledge questions. For each wrong answer a giant pot is dropped on Sammy's head and he falls to the bottom of the wall. Once a series of questions have been correctly answered, Sammy can tackle the next part of his dangerous mission. It's great if you get all the answers right, but painfully frustrating if you keep getting outscored by Miss Gled.

Sammy has to go ahead and needs a disguise. In exchange makes you must answer questions to help him get his new outfit. Flags at the top of the screen show the exchange rate against the pound and you have to work out, for example, how many Lira can be bought for \$2.08. Get two questions right and Sammy can put on one piece of his disguise - luckily, you can use a calculator to work out the more difficult questions. This is a useful educational tool, but lacks inspiration and becomes tedious on the later levels.

Answer some addition and subtraction questions in 'Theftable' to work out your mystery location. Lightly disguised as a travel test, this works well. Like a typical James

Bond film (but without the high price), various modes of transport are on hand to help Sammy reach his secret destination in 'Spy Travel'. You must identify different continents, oceans, cities, etc. An interesting geography lesson, not just for children but parents too, and it's a toughie.

At his final destination Sammy is greeted by a mysterious camel rider. You hitch a ride (a bit sticky to fit three people on a camel and not very comfortable) to the pyramids of Westborough - land of the history quiz. Dates are carved on the pyramid stones and at the bottom of the screen is a question. Based the right stone for Sammy is hit with a mallet and he uncovers a piece of treasure. A challenging quiz for children and parents alike.

Fun School 4 provides a good way to reinforce teaching at school and introduces 'pupils' to the keyboard. Apart from the odd silly, music could be more prominent, to add to the sense of play and not school. As a diverting top-up to school work, yes, but the non-computer-iterate parent could well learn as much as their 'pupil'.

—GARY PUGHMAN

POWER RATING

THE DOWNERS...

■ Progression can lack to think on eye in certain bits of time

100

70%

■ James Bond style disguise levels change with education

...AND THE UPPIERS

Game
Publisher
Cassette
Disk
Release
Contact

Fun School 4
Emergence
£12.99
£18.99
Out now
0825 859333

For the 7 to 11s



You'll need your wits about you for a challenge for this challenging theme quiz, and what's more, it's a race against time.



Sammy the Spy has either stolen a list of bank names or he's hit the agent button in true James Bond style.

Wellington out for the count



Wellington visits the park. When he gets there he finds a series of large dominoes on a seesaw. Click on a block to realize that the team of this problem lies in counting the dots.



Yes, as Wellington, you must choose the right number from the list below. If you reason right, the seesaw balances and you jump to a puzzle.



If you're wrong, the seesaw tilts over to under-balance, letting you know whether you counted too high or too high enough. It's a simple system but it works well and is enjoyable enough to retain your interest.

THE SHOE

Gremlin Graphics are well known for their arcade games and simulations, but they now have an educational side. The Shoe People heads the launch of their new label, First Class. James Leach dons the persona of a hyper-active five-year-old to find out how useful it is.



Being Mergol's Colouring Book, you'll see quite a useful way of finding out if members of your family are colour-blind. You can also recognize any potential Andy Warhols, and take pre-emptive action.



PC users aren't anything to do with starting up an IBM compatible. It's the name of Shoe Town's very first fun educational opportunity. Here you see how entertaining it is.

The Shoe People is a series of games and puzzles aimed at four to six-year-olds. The software is a series, written in conjunction with the ITV series. It aims to give children the opportunity to practise many learning skills essential for success at school.

The program is divided into interactive activities, which have been developed in line with the latest educational research. Most notable of which is the National Curriculum, first used in schools in 1989. Apparently, children in the four-to-six-years bracket fall into the Assessment Targets 1 to 3, and it is to these that The Shoe People addresses itself.

The other joint author of the manual is that the presence of adults greatly enhances the learning process. It makes it more fun for all concerned too!

The Shoe People is divided into five games. First is Trampy Visits His Friends. Use the joystick to select who Trampy is to meet. Each character results in a slightly different word game.

Trampy sets off and encounters various well-known objects in his path. You can either select the object's name from a list of four, or, on the harder levels, you must spell the object yourself. If you're successful, Trampy jumps in the air as a reward. If wrong, the corrections are displayed and Trampy finds his friends are out when he visits.

In *Big Mopie Starts It Out* the second game, Naughty Baby Brookes has knocked

everything from the shelves in Big Mopie's store. You must place different coloured, patterned or shaped blocks on to the four shelves. Each shelf must contain only blocks of the same sort. The colours, shapes and patterns are sufficiently varied to be easily distinguishable from each other, so it isn't a trick. You just have to work out which shelves contain which items you get a placement correct. At the end of the exercise, there is another reward scene, which varies depending upon how you have fared overall.

In game three, The Great Alphabet Robbery, PC user, Shoe Town's law enforcement officer, has become concerned about the theft of various letters of the alphabet by the evil villain Sneaker. The game therefore concentrates on the spellings of words. The name of an object (its value in length depending on the level) appears as an anagram. Letter by letter you have to decipher it until you've correctly split out the word below.

This is a much more advanced game, with words of up to six letters or the hardest

Teaching



Clearly the cinema has got a wide variety of tricks to use in its act. Although they're all fun to watch, you've got to pay attention to the order the shoes throw in, if it's for a simple programme and to be repeated it a few times...



Colour me badd



It's an invitation to combine the words and numbers on the screen of this game. The Show People includes a colouring book which is easy to use and provides a lot of enjoyment for stressed-out little brats.



Using it couldn't be easier. You just select parts of the screen, choose a colour and hit return. None of that fiddling with the little buttons that throws so many little squawking brats.

Name	The Show People
Publisher	First Class
Cassette	£10.99
Disk	£15.99
Software	Mid April
Contact	0742 792622

POWER RATING

THE DOWNERS...

- Drawing program is a bit tedious.
- Combination of joystick and joystick is a bit complicated.

100

87%

- Nice, with animated graphics make it a lot of fun to watch and participate in.
- The characters are really nicely the same as those on TV, being it is really with the 110 long running series.
- My littlest sister says she really enjoys this as you speak.
- It's nice to get out of my traps and start attack.
- The playing screen is a lot of fun to use, and it is good reward for those who are successful through the letters and numbers sections.
- It's got some fun bonus too.

...AND THE UPPERS

level. Uppier and lower case words are used to allow familiarity with the alphabet in its entirety. Gordin says that it's wise to have a pencil and paper at hand.

In the fourth game, Wellington Goes To The Park, Wellington is gurreted, naturally, goes to play on the see-saw. In this numerical game, a number of objects (toots, for example) appear on the see-saw. You have to count them, then select the correct number from a menu at the bottom. If you get it right, the see-saw balances properly and Wellington jumps up and down joyously in a stubby puddle. If incorrect, the see-saw over-balances in the direction you'd expect mathematically (if you see what I mean). With each wrong answer Wellington suffers a cloud-burst above his head, trating him clear to state he apparently detests.

The last game is called Charlie's Big Day. It's similar in format to the personal children's favourite game Simon. In other words, Charlie performs a magic trick.

PEOPLE

you want to draw, only when the fire button is held down.

You simply click on the trick he did at the bottom of the screen. He will then repeat the same trick, but add another to it. You must click on both in the correct order. Another trick is added and so on.

A variation on this is the repetition of a simple sequence. For example, three tricks will be played in order. This sequence is then repeated, and on the third repetition it is halted. You then have to repeat the trick that



Top: Jack Bost explains his Jordan of being a toots. "But I'm completely bespoken, and living on a showship. Eyed it all elpian away!" he says.

would naturally follow. It's easier than it sounds, but requires an understanding of sequences and a good memory.

The Show People also contains Maggie's Magic Colouring Book, which is divided into Drawing and Painting. Both are more creative than the words and numbers games, and can therefore be seen as a reward for completing one or more of them.

Painting is the most fun. You fill large areas of pre-drawn pictures with a colour of your choice. The pictures start off blank, and all you do is move a cursor with the joystick until it's over the area you want to paint. Next choose a colour and away you go. It's very satisfying, and you get a lot out for little input.

Maggie's Draw isn't as good. Being joystick controlled, it only draws straight or 45° lines. It also starts up with the continuous draw enabled. You must select the correct option if

Down. The Show People is good value for money. It successfully combines learning with enjoyment. The presence of an adult is certainly required, but the program will lead a child of four to six years through, as long as he/she understands the nature of joystick and keyboard commands needed.

Each game steadily builds on what is being learnt, and there are no confusing leaps in difficulty. The very nature of The Show People means that it's designed for a variety of ages and learning levels, so it's unlikely that a child could play from beginning to end, learning all the way.

Presentation is fine, with attractive and easy-to-recognise characters (true to the TV show) and little plots to explain what they're up to. Gordin has obviously thought out their approach to educational software very carefully, and it certainly shows.

JAMES BRACK



yourself new tricks...



You have to recognise Charlie's tricks from the view of these letters. It's not reward in itself, although because of this skill you should be grasping it as of understanding the sequence Charlie employs.



Get the sequence wrong and a basket of water is dumped over Charlie. Even-Ming in The Show People works by a system of reward and body-price systems. So the rewards are what you strive towards.

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July 1982
Average of 1981-82

NEXT MONTH

Cross my worried pain with silver and I, Madame Robidou, will tell you what lies in the future! How true about copper? Well okay, how about I tell you what's in CP 20 now, and you get back to me when you've got some more changes? The winds are clearing...

I can see a special Cartridge feature that will tell you everything you ever wanted to know about Action Replaytridges and Power editors, and how to get the best out of them. I can see a tall dark stranger, called

Stuart Campbell - the most feared games journalist around - he'll be taking a gender at game heroes. There will be something called a Powerpack, crammed with the working demos and full games. There are all the latest reviews, features, news and adverts. And what's that? A wonderful story longer that will keep folks at bay when you're at play. The mobs are closing in. I can only see a date - 16.8.82, when this wonderful tome will be available...

WHO DAT?

Adorning the rather wonderful Super Express review is Professor 'Whyte' W's 'Contra'. Will do you recognise him? Well we don't know who it is either, as you find that for you. We would however like to know, as if you fancy helping out your beloved CP column - there are a couple of reward tokens in it for your trouble - send us a postcard marked with your name and address to 'W's (name of person here) your eternal comrade', Commodore Format, 39 Monmouth Street, Bath, Avon. Oh yeah, get the entries to us by April 30 - and we think he might be Franco!

IAN CYCLOPEDIA'S
FASCINATING
FACT LIST

1. Kenny Everett's real name is actually Winston Cole.
2. The deepest well mine in the UK is at Stockport Colliery in Lancashire. It's a stunning 4,374 feet deep.
3. But the deepest ocean trench is the Mariana 56,026 feet. If you went there, the pressure would crush you to a thousandth of your normal size.
4. Interestingly, the tallest midget is in Cornwall - was 120 feet tall.
5. So your next 100 of them on top of each other is about one of the Starline Transits before you get crushed.

ARGGGH,
DON'T TELL
ME I KNOW IT, I DO:

No prizes, no entries, just a fun quizette to test your PC knowledge. And inspired by the July arrival and Colony, this month's subject is movie pets. So what were the names of 'Red James' dog, Marlon's cat in Apple Mac's 'Play of Thrones', Sarah Connor's lizard in Terminator, Dorothy's dog in the Wizard of Oz, Clint Eastwood's son in Every Which Way But Loose, and the dog in Chapeau the Wonderhulst? The winners can be found in this exact spot next month. Until then, if you do know the answers, or haven't seen the movies, or can't see the movies, why not annoy a local film buff?

THE HORROR, THE HORROR - THEY'VE ALL SOLD OUT!

Please Miler (or Miles) newspaper, kindly reserve my copy of Commodore Format each month, starting with the May issue, on sale from Thursday 16th April 1982. To very much!

MY NAME _____

MY ADDRESS _____

After receiving this stunning issue of Commodore Format you'll obviously be wanting to get your hands on the even more stunning CP28. Don't risk getting to the shops on April 16 only to find that they're all gone. Cut out this coupon, fill it in and thrust it boldly into the hand of that nice newspaper person to make sure of your CP28.

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