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# Commodore

FORMAT

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Gagah boogah?

**REVIEWS**  
**THAN**

**HOBBY THE**  
**ARDVARK**  
All hot air?

**ANY**

**MEGA SPORTS**

**OTHER**

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**ANNOUS 5**

**Oh no!**

By Jingo chapel! It looks like some blighter has made off with your spiffing Powerpack! See that naughty chappie for a replacement right away.

**Tap to disk**

Get your Powerpack or disk! See p. 8 NOW!

# FUZZ OFF!

System 3 conjure up a cast of thousands in Football. For the first look at their latest spellbinding game wit to p.10!

**HIDDEN ADVENTURES**  
Uncover gameplay gold! The secrets of the new wave of adventures are revealed in our special report on p.54.

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## GAMES

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SOCCER MANAGER  
ZEPPELIN60 ELVIRA 3  
MICROVALLER62 HOGAR THE HORRIBLE  
BANDWAGON64 NOBBY THE AARDVARK  
THALAMUS

## CF SPECIAL

43 DATA, SETTE AND MATHS

Oh, here I learned to stop worrying and love my datasets. Yeah, but not today, part two of our in-depth exploration of your trusty tape machine tells you how to make the most of your datasets without even trying (see head). Skip the counter at p.43.

54 HIDDEN TREASURES

Adventures have had a hard time of it recently, with few publishers' brave enough to turn out last-year's tales. Is this the end of a classic genre? Or chance? With a single-bound adventures break free of the mainstream. For the full story, turn South to p.54.

## REGULARS

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Um, well, you're here, actually!

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The mighty brain - or something!

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Oh, that looks nice!

53 SUBSCRIPTIONS

Read heads for folks with heads!

66 NEXT MONTH

Have we got news for you!

Oh no! Another month's worth of...  
POWER

## FORMAT SHOWS OUT!

**D**id you make it to the World of Commodore Show at Earls Court last November? If you did, you'll know it was a stunningly successful show, bursting at the seams with games, goodies and things to see. Well, we're doing another one, only this time it's 3x the size, it's bigger and - it's possible - three times better! The Future Entertainment Show (FES) will be taking over the whole of London's massive Earl's Court exhibition centre from 5-8 November.

This time it won't just be Commodore stuff on show but games and machines represent every facet of computer entertainment - literally endless hobby! Full details have yet to be announced, but we'll let you know all the latest info as it comes in.

The most exciting aspect of FES should be the hosts of the National Computer Games

Competition - which you will be able to enter! At the big format, C64, Amiga, Nintendo, Sega, ST and PC will have local heats and the winners will go through to a final that will be broadcast on a dedicated TV games show. And it'll be well worth having a go, because the top prize is £15,000!

Even though we'll be working on the show, that won't divert us from our primary purpose - bringing you the very best C64 magazine every month. This issue we've rounded up some major games for review and four special demos for you to play, 40 that when you buy 3 games you already know that it's the best of game you want to play.

Chris

32 MEGA SPORTS  
-US GOLD

It's a  
Corker!

All muggle and no wiggles! Whatever that means, Mega Sports brings together FIVE Epps sporting classics! Yes, The Games Summer Edition, The Games Winter Edition, Summer Games, Summer Games 2 and Winter Games all in one box! Is this megagame fit or fobby? 36 sports some of which are dead silly compete in the Colosseum Challenge! Can't win, go on go out in the heat? The judges score it on p.32.

36 UOH!  
PLAYBYTE

Ugh, ugh ugh! Back in the Stone Age that's about all people had to say for themselves. Luckily for us, they don't even have to build tool-readers (can you guess - BFF). Light the stone-age hobby tales to the skies in this taxing test of people poring. With good controls and a plot that's as dull as a hammer on the Titanic it sounds like a breeze in the making. Hurry up! The maker's coming on p.36.

42 DATA,  
SETTE  
& MATHS

Having got on with the trusty tape machine once again, in this column I shall show off the amazing alternative review for you and not against you. And as a special bonus we've rounded two smart packages on the Powerpack so that you can really take control. To find out what they are, turn to beginning of p.42 for head up news essential data.



icked off! Better see what's been...

# INTERESTED!

## 54 HIDDEN TREASURES

Have text-only adventures had their day? No chance — they've just been reborn. Now this massively popular genre is all set to make another assault on the gates of

gameplay. A whole new crop of 'textgame' adventures and adventure games have suddenly hit the scene. First out only, and another some Hidden Treasures on p.54.

## 60 ELVIRA 2 MICROVALUE

The first lady of adventures is back, or at least she was. Now Elvira has gone missing and you're the only one who can save her. Search the spooky, spooky, spooky (among game - if it's a studio to find the Mistress of the Dark. Dreamed with creepy corpses and great gothic graphics, it's a horror movie on your CD. Will it be a Cost 18 or U, an Exquisite or Beach Party movie? This evening's performance begins on p.58.



## POWER PACK 24

POWER PACK

### FUZZBALL

System 2

A soccer's apprentice has made a bit of a name for himself.

Now you're going to have to clean up! Get into feuding, dirty, foul, nasty matches that no holds barred (and in the land of words, it's fun but it's one heck of a challenge).

DEMO



There's a Fuzzball demo for you, and on page 10 a preview — pick it up now! (But it doesn't cost — 50p.)

## FAMOUS FIVE ON A TREASURE ISLAND

Engelbert Wastablen

It's a mystery, it's a game, it's a treasure hunt, and it's being brought to you by the world's most famous five.

No, George that's a stupidly brilliant, let's sit at home and play the really full adventure on the Powerpack instead.

FULL GAME

## MATCH OF THE DAY

Zeppelin Premier

In the classic cup tie, Ravens are leading Liverpool 2-0 and! Get into commentator mode when you take up Zeppelin's all-star soccer management simulation. We would have had to wait Taylor made, we couldn't for that soon.

DEMO

## COOL CROC TWINS

Archie Muzzini

Funk and Funk and their stuff on the Powerpack. Upgrade-down platform, and reversing controls, also happens to be a classic platform brain-buster. See you later, digger! (and crossover actually, but nothing happens with that — 60p)

DEMO

24

tape to disk

Want a soft disk version of the CD34 Powerpack? Then look p.9 for a full spec, on our smart tape-to-disk transfer offer.

It's a corker!

## 64 NOBBY THE AARDVARK

### THALAMUS

Typical! Barbarians not included! Nobby the Aardvark has spent every last penny on an Easter Water Transporter and still has to find a way to power the darned thing. Only then will he be able to reach Anopolis, an ant and megatropolis, and feast himself royal. And if you think that's silly, then check out the full review p.64 for some serious strangeness.

## 62 HÄGAR THE HORRIBLE

KINGSOFT

A horse, a horse, my kingdom for a novel Hägar the Horrible. Sun Viking and ex-Glaxo, hits the CD4. Hägar and Helga show out in a massive platform adventure. Is it as horrible as the name suggests or does this gameplay read pay (ag delirious)? Check about the review lengthily and set sail for p.60.



# QUICK START

ALL these games and demos are loaded using the normal

# POWER 24 PACK

Right, class.  
Sorry I'm late.

Now open your textbooks at today's lesson.  
It's CF24's excellent Powerpack. Three demos  
and two full games are waiting, so load them  
up, read about them and no talking while I'm  
in the Staff Room.

## FULL GAME

### FAMOUS FIVE

No joystick  
Explore a treasure island! Find smugglers!  
Uncover a scintillating subculture of criminal  
behaviour! Yes, you type in the text, and the  
characters do what you want it to be!

## DEMOS

### COOL CROC TWINS

Joytick in port 1  
Control Punk and Puck in their amazing  
effort to control on a load of lights for their  
frat bro, Dicky. It's fast, it's funny and it's  
real-to-real non-stop arcade action.

### MATCH OF THE DAY

Joytick in port 2  
Make vital decisions! Take control of a foot  
ball club. Avoid making the calls which send  
you to prison! You score must take your  
team to the top. Fill your diary with interest-  
ing things, to do and to be their manager.

### FUZZBALL

Joytick in port 2  
Tap the buttons and collect all the jewels. But  
make sure you jump on the baddest when  
they turn into little balls. It's a joystick lesson  
of the first order. It'll have your reaction skills  
as well, so be prepared!

### UGH!

Joytick in port 2  
Call me a taxi. I've a taxi - 602, no, call  
me a taxi driver. Because that's what you  
have to do in Ugh! You must fly from plane  
lane to platform, safely delivering folk and  
avoiding the pretentious maniacs that  
abound. Fair prices.

## NO LOAD ZONE!

If your tape isn't loading  
perhaps it's your  
tape heads? Try loading  
some games you know  
work, then adjusting the floppy  
file alignment screw (you know, the one  
next to the floppy ridges). Still no luck?  
Then just pop the dust cap into a gily  
bag, slip it in an IBM, and it up and work  
it in the good bit.

CFM Tape Replacement  
Atos Audio Video Ltd, Barnack  
Halesfield 14, Leicford  
Shropshire TF7 4JD

DO NOT send your broken tape to  
Commodore Personal. We need any card  
here to Peter, one of Lisa's partners.



# DEMO COOL CROC TWINNS

Arcade Masters  
Joytick in port 1  
Okay class, settle down and pay  
attention, in Cool Croc. Before you have  
to rush around the outside of the  
screen and bounce on in the platform  
in the centre. The reason you're doing  
all this is to hit each of the lights on  
these platforms three times to turn them off.  
Trubbling around the screen are a couple  
of baddest as well. Don't worry too much

# FAMOUS FIVE

Engine Harkness  
No joystick

Today's class is about  
a text adventure, and it  
will be in the main, so  
pay close attention. You play Julian, the un-  
official leader of The Famous Five. By using  
standard English words and simple phrases,  
you must guide him (and  
the other four as well)  
around farms, a trea-  
sure island. To get  
you started...

### USEFUL VOCABULARY FOR ADVENTURES:

WALKER • EAST • EAST •  
WALK • WALK • WALK •  
WALK • WALK • WALK •  
WALK • WALK • WALK •  
WALK • WALK

to the station. Then type 'Leave train' and  
you'll get out and meet your Aunt Fanny.  
You're supposed to be staying with her, so  
keep close to her and go where she goes

IDENTICAL FORMAT September 1992



well, at first anyway, otherwise  
later on in the game you could  
well end up at a Werrin's  
Institute (jam making festival  
- a fair word about death).

To move around, you type N, E,  
S and W (or combinations like NE  
or SW) - normally you'll be  
told which options are  
available to you. You'll  
soon learn what  
you're allowed to  
do at each loca-  
tion. You can  
pick up  
objects,  
use

Without  
wearing  
jeans  
keep on  
the  
wall  
that  
dicks



FULL  
GAME

about them. Just keep bouncing. You see, if these fellows hit you when you're on the walls or on a platform, you instantly lose a life. But if they collide with you when you're in the middle of a bounce (or the air, in other words), they die and you get a load of bonus points. You also get the chance to pick up a floating bonus.

There are several varieties of these, but since you're being so restless this afternoon, I'll not be going to tell you what they do; you'll have to find out for yourselves.

As with most cube games nowadays, there's some sort of a plot attached to it all. For those of you who intend doing the Cool Cool Twins at A level, the plot goes something as follows:

Punk and Funk are the two croses in question. They are both in love with the same girl. She's called... waaa up.

Robotson! She's called Daisy Crusade, and she's told the boys that she won't marry them... unless they switch on a load of lights dotted around the various screens in this game. The

answer, Chibs. Do you want me to write a letter to your parents? Eh? No sir. You don't, sir. Well listen, boy!

Nope, where was I, Bob? Oh yes, the

**Punk and Funk are currently appearing in the show department of Marvins.**

plot. Well for those of you who are planning to do the A level syllabus, I'll tell you what it is. What was that, Chibs? Eh, yes. I know I've told you already. But stupid people like you have to be told over and over again.

Right. That's Cool Cool Twins. There'll be a bit on this excellent dance next week, and in the meantime, Robotson can tell us what he's been feeling so funny during my lesson. Yes, you boy! Oh, you don't feel anything funny? Well you're in detention along with Jenkins. Laugh at that, boy.

You can bounce through the stars before he gets at the extra bonus item. Good credits, eh?



Chibs! Chibs and Jerry and those who usually appeared on screen on the lower top of the booklet!



While the booklet is always worth a look because it does have around 1,000 points in when you finish it, turning off the lights for a while.



them, old boy, talk and do virtually anything else that needs to be done. All you need to remember is to keep the sentences short. For example:

- Pick up torch.
- Open door with green key.
- Inventory lists what you're carrying!
- Tell Dick to get the rope.
- Go Ains.

Yes, although you play Julian at the start of the game, you can actually become any of the other Famous Five.

Hopefully you'll be able to work out what's going on from the text contained in the program. The plot is simple enough. You're on holiday, staying with Uncle

Playing football with a book prevent rather expensive.



Quentin and Aunt Fanny at Jun Kamey and their Kamey out tape. As you go exploring, you will find a treasure map of the island which gives you clues where to head next. But not worry if you don't find it straight away. Keep exploring and you should be okay.

So that's The Famous Five. Loadings of ginger beer, lots of jelly sandwiches and the odd wizard scrape await you.



Right! That's it! You shouldn't be in the girls' bathroom. He's giving the police, the fire service and Esther Rantall!

The game is set. How can you fail to have a completely jolly summer after reading this stuff!



### OUR FIVE HEROES

**JULIAN** is the leader. You start off by playing him. He's the oldest and most sensible.

**ADRIE** is, um, a girl! (Light - Roger). She's not very brave, not very sensitive and not very clever.

**DICK** is the hungry one. He needs loads of pop and sandwiches.

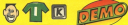


Just to keep him from chomping on gateposts and unmetalled roads (and if you don't know what that means, look it up).

**GEORGE** is a confusing one. He's actually a girl! (Light - Roger). But she's very much a boyish with it. This means that she is the bravest of the gang.

Finally there's **TIMMY**. He's a dog and completely useless at anything other than getting under everybody's feet.





# MATCH OF THE DAY



**Zepplin Premier**  
**Joystick in gear!**  
 Good morning '85, I'm off. Small. I'll be taking you to this Match of the Day demo. I hope we'll learn a lot and maybe have some fun too. Right. Let's start. Who likes football? Hm... A lot of you. Who watches Match of the Day? Good. Then this should appeal to you because what we have here is a management game which gives you the chance to take control of a Fourth Division team.

This demo, like the full game, let's you control everything using the joystick. The main menu - that's M-E-B-M-H. Helms - is in the form of a diary. You have to fill each day with the things you need to do to get the

club running smoothly... and successfully, of course. These include setting training sessions, meeting with your board about and signing up new players.

Use the joystick to drag the icons on the right across to the empty spaces in the diary to indicate what you want to do at that time. For example, if you drag the scout icon into the Monday 11 am slot, when the time rolls round to 11 am, you automatically get the scout calling into your office. Easy and effective. So let's go over it again for the benefit of

some boys, like Daniel and Sebastian who aren't listening. You move the icons from the right hand side of the menu and put them in the slots for each day on the left. The lower areas allow you to scroll up and down the week, and the top area moves the time on by a couple of hours. This is how you get things done.

What's missing from this demo are the snazzy graphics of the

## THOSE ICONS IN FULL (WELL, FULLISH)

### BOARD MEALS

You can buy or sell players here, as well as select your players, transfer or scout.

### SUPPORTERS CLUB

You can't use this in the demo, so forget it.

### CLUBHOUSE NEWS

You can't see these in the demo either. Not

### SALARY DETAILS

Which clubs have done their knees in.

### SCOUT REPORT

It tells you what the other teams are up to.

### TRANSFER REPORT

Finds out how sluggish our your team is.

### RECORDERS

Writing and creating.



Credits and info on Match of the Day.

There isn't room to say what these do, for goodness' sake. Work 'em out for yourselves. They're dead easy, honest.

matches mentioned in the preview last month. You do read that preview, didn't you? It was your homework, if I remember correctly. It, and some of the menu options can't work either. But never mind. You'll see how to buy the full game later, won't you? There's enough here, though, to let you get on and have a bit of a crack at playing and get a decent feel for the skills the game demands. Don't worry if you don't do too well. Though, '85. You'll be more prepared when it comes to the real game in the summer.



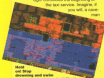
# UGH!



### Playbyte

**Joystick in part 2**  
 Today, our editors, we're going to learn about taxis. Now you may think you know an awful lot about taxis, but I bet you didn't know how the taxi business really started. Well, settle down, open your workbooks and sharpen your pencils because you're about to learn.

Right, at the beginning of the taxi service begins, if you will, a class-



and they're showing you quite clever for the taxi, you know! There's if you can afford the fees plus a healthy tip for serving your life.



(played here by you). No messages to insert a machine that flies by petrol power. There's even for one passenger, so he sets up his last item in order to earn lots of cash and impress his girlfriend. It's a teaching story of love and greed.

Each screen is one level, and there are several platforms dotted around. People wander out of the class in to these platforms, and what you have to do is land next to them (and ON them). Easy. They will then tell you which level they want to go to, and climb into the flying machines.

Well you have to do them to take them there. It's not that simple, actually. You see, the tool is still quite primitive and it takes a bit of care still to handle it. Add to this the danger of crashing into pedestrians, the hazards of sharp differences and the worry of changing directions and you'll see why running a taxi service in prehistoric times was no joke.

One of the complete owners of the game is when you knock a potential passen-

ger off a platform, if they land in the water, you will have a chance to save them. Dive into the sea next to them, then wait for them to swim towards you and climb in. Then continue your trip. You can usually get away with the tool if you're fast. Don't die too long and the your passenger drives horribly.

If you're quick with the tool, it's possible to get bonuses in the form of points multipliers when you deliver your human cargo safely. It's a bit like a tip, really.

All this flying around really takes it out of you, so at some point to have to pick up a certain stone (the little lumpy one with two eyes) and drop it on the train. Once it leaves which one as there's only one on each level. Fruit bonuses too, which you have to collect to get your energy levels back up. As you only lose energy when you're in the air, so that's another incentive to get to your passengers in their destinations as quickly as possible.

Finally, by dropping the stone on the platform (or the dinosaur for a bit of light relief) you can get away with a lot if you're careful.



When the baddies are hit they turn into balls like the one you probably can't quite see here. This is when you've got to collect with them to hit them all.



They chase you, and take those nasty bits to die, so you may as well give up and start again.

**DEMO**

After all the beating, it's time to collect all the gems. This isn't easy in itself, though, and involves some complicated manoeuvres.

# FUZZBALL

**System 2 JOYBOK in part 2**  
I know you're excited, SB, but settle down. If you don't stop chattering I'm not going to let you play this demo, Jefferson. There's always one that speaks ill for the rest.

Anyway, this is the plot. You are a wizard's apprentice, living in a huge and mysterious castle. One day, whilst wandering around the same rooms in one of the deserted towers, you find a large oak chest. Instead of leaving it alone and going to watch some telly (like any sane person) you start tampering with the chest, using the magic wands you've been learning. And to your great surprise, the spells you've memorised are powerful enough. The chest opens and hundreds of fuzzballs pour out.

It's a complete nightmare. As you watch, terrified, still more fuzzy balls fly out, level one and start growing into, er, larger fuzzy balls. And on top of this, you can hear the wizard coming back!

So what do you do? You squabby fry and get a spat together which will send the fuzzballs back into the chest. But it goes wrong. It goes so badly wrong that you end up turning yourself into a fuzzball. Sort of poetic justice, if you like.

If you're a bit bored with this totally fo-

blesome story, tough. There's still more to go through. Next, the wizard finds you, guesses out what's happened (he's clever like that, you see) and refuses to change you back into a human being as punishment. Instead, he leaves you to wander round the castle, level by level, napping all the balls whenever you find them... And if that's chewing gum you're peering around, Jefferson, you're going to be on report for the rest of the term.



## EXTRAS ALERT!

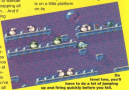
At the end of side 2 of your late-bite **OFFER Powerpack**, you'll find two small programs. One is called **Header Reader**, the other is called **Page Catalogue**. For more details about these ever-so-useful programs, turn at once to page 62, and have a peek at the excellent part of our outrageously good tape feature.



this sphere with your fuzzball as quickly as possible to kill it. If you can't do it fast enough, the sphere turns into an even nastier species of fuzzball. These are

quicker, harder and generally much more dangerous, and they come looking for you - they're obviously not very happy about being napped. So the trick is to blast them then bounce them into oblivion whilst they're still dazed.

So basically, it's down to you to be fast with the fire button and accurate with the old jumps. For example, once you've cleared the baddies of the top bit of the first level, you have to drop down and collect a gem which is on a little platform



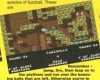
above it, so you have to do it a lot of jumping up and being quicky before you fall.

well. The only way you can do this is by plummeting vertically and then dodging sideways at exactly the right moment. Dead wicky, I think you'll find.

Right, SB, I've told you what's expected of you. As long as you do your homework with this demo thoroughly, you should have no problems when the full game is released in a month or two. And if things get a bit too much for you, simply hit RETURN to go into the game. Good luck, SB. Oh, and Panham, you're in detention again.



See a couple of platforms have been cleared already. It's time to use the old 'jumping up and blowing up' to get the others.



Remember - jump, fire, then keep on to the platforms and run over the bouncing balls that are left. Otherwise you're in serious trouble cos they turn dead nasty.



Remember to look at the blue level the next time, as, multiplied again (as you saw these guys in the right order, then) - confused Fred say.

Eeh, magic! (as Selwyn Froggit used to say<sup>®</sup>). Fuzzball is about spells, fluffy creatures and extreme fear. James Leach puts on an over-sized pair of wellies and wades through the mysticism to investigate.



Since there's no limit to your starting powers, fighting ability is not so much an issue as it is a warning sign that you're ready to run away when everything goes horribly wrong (it

**T**he old wizard must have been extremely stupid to leave you alone in the dark forest of his castle. I mean, it's pretty obvious that you, his underling and student of magic, would start poking round the mysterious books and crates where your nose (or any other part of you) didn't belong.

And what happens? Yes, you find a trunk. An open chest with a special child-proof magic lock on it. There's no sign of the wizard, but as you search the room for a clue as to how to get into the chest, your beady little eyes alight on what could only be the grand wizard's spell book. This has got to be it, you think.

The rest, as people who use crystals often say, is history. You manage to get it spell together which opens the chest. To your surprise, hun-

dreds of fluffy balls come spewing out. These are the furchish fluffies. And as they hit the floor, they start to grow, change and generally modify themselves into the sort of thing you're about to see in the game.

This is the rather involved story about how

# FUZZBALL



More platforms than the Big City Builders. (© Muddish Ties Video Corp. Inc.)

you happen to be in a castle, wandering around the levels chasing and trying to kill the fluffies.

But why are you a fuzzball too? Well, this is also explained if you care to read further. Apparently, as the fluffies pour out of the chest and disappear off into the far corners of the castle, you try to sort out another spell to

## FUZZY THINGS

### 1 THE POLICE

Being picked up by the fuzz was a very painful occupational hazard for criminals in the old days (before they became The BIZ).

### 2 FUZZY FELT™

This completely brilliant little 2D by limitless slithering wendy-shaped things on a board in an effort to create a sort of montage effect. \$20 available from Smiths.

### 3 TELEVISION RECEPTION

If you throw pebbles at your neighbours' TV sets, damaging them, their pictures will often go fuzzy, making it hard to read the subtitles on Oracle page 188 when they're watching Highway.

### 4 REMINGTON FUZZ AWAY™

Not content with inventing a pink razor for girls, Victor Klein next one further and invented Fuzz Away™, a black and grey razor for jumpers. Apparently it's far removing those bobbles which add so much character to furry clothing.

\* If you don't understand this, ask your parents if they remember On Top of a Spire. Froggit on MTV. If they do, ask them why.



These fluffies are the more dangerous variety. They've been hit and are out for vengeance.



This enormous flying creature, who knows when it will all end? (When there are no more fluffies left to kill, presumably - E.A.)





Jump down the steps and kill the Buffies. What could be easier? (Apart from exact 45 geometry - TMR.)

## DO YOU KNOW THE COLOUR OF YOUR ENEMY?

Good question, that. The meane fuzzies go through four different stages of colours. When you shoot them they have a brief bouncing up-and-down stage in which you can kill them and then they mutate into even nastier, and more dangerous, footballs:

- 1 Green - This is the colour they start off. Worth 2,000 points, these are pretty simple to kill, and they don't follow you around.
- 2 Purple - Now get 4,000 points for killing these. They have the ability to chase you around, and they take a lot of punishment.
- 3 Black - 6,000 points for a job-well-done, these are very fast and dead hard. They also chase you around. It's a nightmare, I tell you.
- 4 Red - The final colour change if you get to these. I'd just give up on the whole thing. Surely, though, if you do shoot them enough times, they do straight away. Whether you want to risk killing them get to this stage for the points you can rack up is up to you to decide.

# BALL



More platforms than Paddington Station. (© Sublime and repetitive video Corp. Inc.)

return them. Being an apprentice, and rather a pathetic one at that, you end up making a complete page folder of the spell and you turn yourself into a massive blue football.

When the wizard returns, he is consider-

ably annoyed. Well, more than considerably - he's livid, seething and furious. So he refuses to turn you back into a human and you've sorted the mess out by killing all the buffies eating his bread.

There you go. More job than a year's worth of 15-centers. And what if all matters is that you've got to clear 50 levels of the four-discos fury below.

As you'll know if you've been playing the Powerpack demo, there's a series of platforms per level to clear. You do this by repeatedly shooting the enemy buffies. Each takes a certain amount of punishment before tumbling into a small bouncing ball. Once it does, though, you have to move quickly and collide with it. If you don't get to it in time, things get very unpleasant, the bouncing ball regenerates back into a regenerated, meaner fury that can take more punishment, move faster and can jump between levels. Some-ewer's chase you around.

This is where the skill comes in. Instead of just destroying the buffies from a distance, using the in-built weapon you've got, you must be in a position to escape in and catch the little bouncing balls. A tough prospect if there are more than one or two.

You've also got to collect all the gems from each level before you finish it. This will test your platform skills to the full, because System 3 are building in to the game a large amount of controllability for your character. For example, it's possible to steer your Football in mid-air, so you can get to those hard-to-reach platforms to pick up the gems you need. This amount of controllability makes it worth using up the time test to see if you can discover any hidden rooms. These can be found by shooting certain blocks in the scenery which might allow you to step levels (if you're lucky).

Football looks like I'll take the gaming world by storm. Decide for yourself - you've got the demo with this month's Powerpack!



It's all a matter of timing your jumps - a well-timed leap and you can do more damage than four pounds of TNT in a whole day.

## JUST WHO DO SYSTEM 3 THINK THEY ARE?

The self-styled 'Kings of the C64', System 3 hit the games circuit hard. Why? Because they can get away with it, that's why. Since the early days of the C64 they've churned out a seemingly endless stream of classics and there appears to be little chance of them turning their backs now. They created the legendary *Last Ninja* and *Wii*, while more recent masterpieces include *Turbocharge* and *Last Ninja 2*.

Why though, do they insist on releasing so few titles? The reason is simple and makes sense. Not every game written is a classic (if it was I'd have a major problem - James) and the System 3 boys - and girls - prefer to wait until a real winner comes along before they get serious. For example System 3 have only released three games in 24 issues of *CF*. The few there have been, however, are exceptions to the software rule - *Wings of the Mice* reached up 80 per cent way back in *CF*, *Last Ninja 2* topped up 87 per cent in *CF* and *Turbocharge* went up a massive 93 per cent in *CF*!

But since *Turbocharge* switched to a hat in *CF*3, the System 3 have been quiet, as they re-aligned themselves in the current console-only computer games world. They've not forgotten their roots, though, and all this time have been working, getting Football right

ing, getting Football right up to its early promise - and nothing short or major storms and earthquakes seem to be able stop that - then System 3 look like keeping their 100 per cent Commander Forest Carter record.

**PUZZLE.**  
Proper name 'We're Got a Puzzle. And We're Gonna Use It', this Bramble band, has a lead singer called 'Vicky', and, according to Dave, did an incredible acoustic version of *Bottom* at *Shropshire*.



A gag group and a kids' game? Why are they on this page? My memory's gone all fuzzy!



Timing is dead important here. You must step down then, or you're in real trouble.

Game	Football
Publisher	System 3
Release	September
Price	£9.99 plus, £19.99 plus
Contact	061 864 8212



This is what racing officials call, 'a serious matching accident'.



Being lapped can be an incredibly humiliating experience to go through. Just ask any level of cat's milk if you don't believe me.



Jody's a girl, and so can't possibly win. But, as she has, there's obviously a bug in the game. I hope it gets fixed out soon.

# SLICKS

**W**ho can honestly say they don't sit at the front of the telly during a grand prix and make car engine noises? We all do, let's face it. Trenton does a fine job under acceleration, James makes an excellent brake-squealing sound and Lisa can sound like a Stribling Lotus when she wants (not surprising, this - Lisa actually owns a couple of Lotuses).

So *Slicks*, being about motor racing, should be right up our street if you'll pardon the pun.



lent driving peg). It's a top-down viewed affair, sort of like Superstars. You start off by being given a Formula One racing team to drive for. As first it'll be someone like Benetton. A good team, but not a truly great team.

So you've got a team. Now you need a fast car (otherwise the whole plan sort of falls down). Luckily the one they give you goes 198mph. You can practice driving at this sort of speed around one of six tracks but feel around the world. Once you're happy with your ability to at least stay on the track for a complete lap while travelling at a decent speed, fooling around at the speed of a milk float (trying to deliver milk to the gate at the top of Bowdler doesn't prove anything, so give it some welly), you can enter a grand

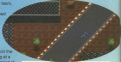
prix season. This takes you through the six circuits. Each time you have to qualify if you don't want to be last on the grid, and there are five other cars to race against.

The fun parts are the challenges. In these, you simply select a computer car and challenge the driver. If you beat him in the race, he's forced to give you his car - which will always be better. But, I hear you ask, how can you win if you aren't given a better car than you?

This is where *Slicks* comes into its own. As you drive, you can bump into the other cars and you can cut the corners. As long as you don't do anything stupid, you can beat even great, complete, card, cigarette, sausage or whatever. So if you time your departure from the track just right,



...and there's a mirror that'll tell through the distance. It's a bit like the old motor business on a Monday morning, really (only without those unpleasant hand-pipers).



Two player mode - (these little lights at the bottom right) show who's ahead on points. The green car is about to go off the screen (and here a point to the lady).

## A BRIEF CIRCUIT OF THE WORLD

Although they've only included six tracks (at the moment), the Coders have chosen wisely and well. And here are those freshly-picked tracks, so you can see what you're getting into.

**ROME**. Famous for Monarchia cheese, pizza, Fanarotti and more pizza. Oh, and also Romeos, which are brilliant.



**FRANCE**. Famous for farmers, blocked roads, blocked farms and blocked rural passages. Also for 3CVs (which pretend to be cars but are, in fact, lorries).

**SELESTON**. Famous for being in Northamptonshire, being lovely and being won a lot by Nigel Mansell.

**BRAD**. Famous for its national debt, its national football team and its national, er, um, er... victory?



**USA**. Famous for food like hamburgers, pretzels, grits, wieners, chili dogs, Fambles, Crystal Pepsi™ and diapers.

**WOMCOO**. Famous for lots of money, pots of honey and not being very sunny (except in summer when it is).



you can miss out some of the matter that comes entirely, and get yourself in the lead.

And, as with all the best racing games, there's the most storming two-player mode. When you select this, it's just you and the other guy (in identical cars). Instead of being around with split corners and stuff like that, you see on the same screen, and the screen is always centred on the car in front. If a gap opens and the car behind goes off the screen (because it can't keep up, then the leader is awarded a point and the cars start off again side-by-side.

Sounds weird, I know, but it works incredibly well. In fact it's this two-player thing that could make the game a total and utter conner.

Name:	Slicks
Publisher:	Codemasters
Platform:	Superboard
Price:	£5.99 cassette
Contact:	0906 814132

# 1ST DIVISION MANAGER

You know how in *Zeppelin's Match of the Day* you see a play? (You should, it's on this month's *Powerplay*.) Well in *1st Division Manager* you get to see an entire deck, complete with PC, mouse, telephone and expensive chrome executive toy.

Clicking your cursor on the PC will bring up data on your team including injuries, strengths, skills, morale, amount of staff (pretty team) and so on. This is the basis of all the management bits. But if you click on the telephone you



This is your office, your PC, your phone and your desk. Now get on and make some executive decisions on TV take it all off you again.

get to talk to the outside world. Unless you've got very effective lungs, this device makes it far easier to arrange deals and talk business with people over a fairly long distance away than shouting out of the window.

And when *Stability* afternoon calls round, you get whisked to the ground, where you get to see a top-down view of the pitch. At this stage in the game's development, it looks like you won't be able to influence the play as it's going on. So you'll have to sit on the sidelines and wait.

But the subscribers you make at the PC matter a great deal. If players run faster than fat cats and skilful guys have more ball control and do more intelligent things than Frank, unstarred twigs.

There'll probably be loads of other things we haven't been able to mention here because the programmers haven't written them yet. But don't that - you'll be the first to know (after us, obviously).



**Game** 1st Division Manager  
**Publisher** CodeMasters  
**Release** September  
**Price** £3.99  
**Contact** 0950 817 130

**Unplayable Beaufort** return to another major tin slanting over the weekend and talented Leads will just mean while, back to the real world... Ah.

# BLUE BARON

The year is 1948 and the world of checks, props, toggies and silly moustaches is yours to explore. *Blue Baron* is a sideways-scrolling shoot-'em-up in the old tradition, and you've got to blast other airplanes, balloons and ground targets, while avoiding the return fire from the people who don't want you doing all this damage to their military equipment.

You control the speed, height and direction of your plane, and can undo some of the damage caused by colliding with the enemy by collecting the bonuses that fall out when you shoot the other craft.

Each mission has an objective. You must destroy a bridge, a power line

or possibly a fat-finger factory. Anything, in fact, to halt the Hun's deadly war effort. It takes a lot of fun, does this tin. Okay, we're not



**Game** Blue Baron  
**Publisher** Zeppelin  
**Release** September  
**Price** £3.99  
**Contact** 095 383 7758

## SNIPPETS

### SHOWING OFF

Comescore Format publishers Fagan are holding the biggest computer games show around in a happening this November. From the 20th to the 22nd, 85 top-selling titles in the computer games world will be travelling their Christmas toggers at the magnificent Future Entertainment Show. Every major software house and manufacturer will be at Dares Court for this top day event, so make it into your diary to find out what you can be this year. For more information check out next morning's CP which will have a money-saving guide after that winter white snow-finger game.

As an extra attraction, the FES will also feature the final of the National Computer Games Championship. And you could be a contender for full details of how you can compete on your machine, see next month's CP, CP, and make a date in your diary to go to the show. It's be brilliant and well be there... just don't let that put you off.

### CLUB LIGHT

*Light*, the magazine that is undergoing a few changes, has refitted the club atmosphere that's working so amongst its regular readers. It will be known as *Club Light* from the September issue. The price has also been dropped to £2.99 and there is now only one club - but it will still be placed to the disciplines with smart sector fan, tips and special announcements. Making this up will be a quarterly 'best of' compile from the old gallop together all the very best new programs on the C64 scene.

For more details send an SAE to *Club Light*, Development Publications, T. Fallowfield Close, London, W11 4AP.

### ENDANGERED SPECIES?

After the sad demise of M.T.C. the Sheffield-based series, we have heard the good news that CodeMasters have got the rights to Turbo the Terrible. TTT was an excellent game, and the Codes team at that it'll be appearing back as a single £3.99 game and in a compilation, entitled *Golden Classics of CodeMasters*. Also on *Golden Classics* will be *Call Dinosaur*, *Call a Helicopter*, *Call a Car*, *Call a Ship* and *Fantasy World* (also).

As if that wasn't enough, around the same time, CodeMasters will be releasing two other compilations. One will be titled *Super Space's Challenge*, and will feature *Blaxx*, *1st Division Manager*, *Shiny Thinking*, *Can Boy* and possibly *Shiny Darts*. The other compilation will be called *Superstar*. *Superstar*, and, of course, will be a collection of all the games featuring the white bird-ball - *Seymour Goes To Hollywood*, *Seymour Saves the Planet*, *1992 River Seymour*, *Seymour Cyber Cop* and *Seymour's Adventure*.



# The CHARTS

## CF'S TOP 80 GAMES

1	<b>ARNE</b> ▶	Zepplin	£3.99
2	<b>RAINBOW ISLANDS</b> ▶	Hit Squad	£3.99
3	<b>GRAEME SOUNNESS SOCCER</b> ▲	MANAGER Zepplin	£3.99
4	<b>ITALIA '90</b> ▼	Tronix	£3.99
5	<b>DIZZY DOWN THE RAPIDS</b> ▲	CodeMasters	£3.99
6	<b>CHAMPIONSHIP WRESTLING</b> ▲	Kixx	£3.99
7	<b>SUPER OFF ROAD</b> ▼	Tronix	£3.99
8	<b>PRO TENNIS TOUR</b> NEW	Hit Squad	£3.99
9	<b>F-16 COMBAT PILOT</b> ▲	Action 16	£3.99
10	<b>GOLDEN AXE</b> ▼	Tronix	£3.99



1 "Arne Le Yaris - everybody" Arne looks off all-rounder and retains his hold on the top spot. Gun-firing mayhem is steadily as popular as ever!



3 Can the be soccer-mad from Soccer? Graeme Souness takes control of Liverpool and you take control of him! Will you be able to get them in the Lead?



8 The wonders of Wimbledon! Look that out, sign that sponsorship deal, even if the umpire, grant a bit and, yes, they come back on the Pro Tour!



14 Remember when we all thought England had a chance for such a half-decent football team? Not Denmark have obviously been playing Steve Parvix Champ!



10 Don't look, Arne'sy International! Style and his fuzzy friends are facing Future Trouble of number 10 - it's probably for the best...



21 The Thing in the Attic: Family got left in the Lurch. It happens on Wednesday when they get out down to the (Mortician). (That's Manicure's last - Ed)



26 Bill pondering to the tones of editors, the spangly-fights and Beated-vascularity! Bill's got to get back out of the top ten and down to row 21!



29 Did you know that superstar Lisa Simpson is rumored to be a great parody of Ed's own real-dad mega-star Lisa Mitchell? Or that's what James said...



30 Skip down your fishing rods - you have 20 seconds to complete James Pond's 30th level! Look out for the future of fish enhancement as we know it.



43 Space-shooters are nearly over. Yes, they had into your game, and your Space Invaders and they walk off with your custom screen while watching you lose!

11	Arne	Hit Squad	£3.99	11	Arne	Hit Squad	£3.99
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## THEY'RE COMING

It's true. There are plenty of new games hitting towards year 54 at the speed of an alpha-fall at last, back programming. So grab your tin hat and dive for steel!

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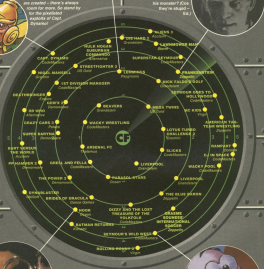
Psychosis

Waiting for this one has put years on the GF team. But our sources suggest it's well on the way now, so keep your eyes peeled. The team mounts... or with the Lemming count.

### FRANKENSTEIN

Topspin

Why do people always confuse Fred Frankenstein with his monster? Cos they're stupid - Ed J.



### HOOK

Coin Master  
Robin Williams, Julia Roberts, Eric Masterson and Roger Reaver are you saw? - Ed J star in this Hook-fusion. The game's on its way, so get excited NOW!



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US Coin  
He's a little different and he's having a passion-related bit in the time when men were men, and they shot each other for it.

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

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Watch it, Steve! Ooh... You CRT Steve? NEat? You say? These cars don't have brakes! Ah, Road! AAAAAAA!

**VROOOOM!**  
Burning rubber on the baby Nintendo comes World Circuit Series - a Formula One racer which can handle up to four players!

**SCREEECH!**  
We've got a whole bunch of NES racing games, with Micro Machines, Ferrari GP, Rad Racer and Turbo Racing. Blimey!

**BROOOOM!**  
Top Gear breaks all the rules on the Super Nintendo. It's fast, rapid, speedy, swift and just a tad nippy - even in two-player mode! Er... we've got RPM Racing as well. But let's not mention that.

Stuffed what? A whacking great what?! (You'd better buy an issue and find out!)

Free book! Yes, mini-reviews and tips of 42 Game Boy and 42 NES games!

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



# GameBusters

**Before:** Arrgggh! No! You rotters. Oh, not again!  
**After:** Take that! Ha-hah! Die suckers. You too could have a complete makeover thanks to Andy Roberts' hints, tips and cheats treatment.

## CJ IN THE USA

(CODEMASTERS)

Robert Brown slides into the limelight for the last time in being you the solutions for the final two levels of this year's 'E' stripes. He's spoils six extravaganzas.

### LEVEL 3

Fall down to the left, avoid the spikes, and kill the crocodile and the two ROKK members (on their three piece suits). Use the two moving platforms to get to the crocodile, kill it, then fall down the hole into the waterfall. Kill the ROKK beastie and the rat, then head left and climb to station step #7. Head!

Go right, kill the crocodile, then go down and left, kill the rat and keep heading left, then kill the ROKK block and fall down again. Kill the gangster, then go right and up on to the bridge and kill the American footballer and the crocodile. Head right, killing the dog, the ROKK chap, and the crocodile on your way. Catch the moving platform and kill the American footballer, then head up and right - jump right and you should land on the bridge. Dispose of the ROKK peep and the American footballer, go right and up, then kill

the snake and the ROKK-type person. Go on to that platform and drop down to save step-phant #8. Simply duntio-robulous!

Go back up to the left, go up and drop down the gap, then continue up the next part and fall down the great 'tube'! Go down again and head right, killing the snake and the crocodile as you progress. How go up and left and kill the yellow guy, then head up and right and kill the dog you encountered. Continue climbing then head left and catch the rat. Jump left from the rat, and continue until you reach step-phant #9.

Go as far right as possible until you reach the highest platform. Jump to the right, kill the rat, the ROKK crocodile and the gangster. Now head to the right and kill the dog, then make your descent to reach the end of the level.

### LEVEL 4

Jump on to the first moving platform, and then on to the second. Now jump on to the blocks, from there on to the next moving platform and then to the right. Fall down the gap, kill the dog, then jump on to the moving platform. Head left and up using the blocks, then jump left from here to land between some spikes. Go up, left, and then down through the gap at the bottom, kill the

American footballer and the snake, then head right and up until you reach some floating spikes. Go right, kill the crocodile, then go right up the steps. Walk right, disposing of the American footballer and the rat as you progress. Get on the moving platform, then off again at the top. Kill the crocodile, go left and down, then continue left and go to the lower. Get on the rat and jump right just before the spikes to save step-phant #13.

Jump right from this platform to land (just about) on a step. Go right and down, kill the American footballer and the two-peeps, then go right and down the hole. Go down, avoiding the spikes as before, and kill the crocodile, the dog, and any other enemies around. Go right, kill the astronaut and the crocodile, then go up, left, and up again -

you should be near the Space Shuttle.

Head upwards and kill the rat and the crocodile, then walk right and hop on to the moving platform. Get off at the top, head left, then shoot the dog and climb up using the two platforms. Kill the three gangsters, go right, kill the American footballer, then go right again and kill the snake. Keep going right until you reach the highest block, jump right and kill the two astronauts, then save step-phant #11.

Fall down the gap at the right-hand side of the screen, then walk left to save the last step-phant. All you have to do now is fall down the gap to the left to take the final gangster (don't lose credit for bonus points) and hopefully complete the game!

## INTO INFINITY

Here's another bumper stack of Action Replay POWEs, courtesy of Danish hacker Hasser Hansen. To use the POWEs simply insert the game, press 'E' to enter the POWEs, and then select the game using F3. Pocket-snoosers, please-please!

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 POWE 4021, 185 - Infinite Response

### SOFT HEAT (STORM)

POWE 3435, 189 - Infinite Credits  
 POWE 1888, 189 - Infinite Lives, player 1  
 POWE 1504, 189 - Infinite Lives, player 2

## DEAR GAME BUSTERS

Problems with POWEs and letters? Don't get one of our cheats to work? Then drop us a line at Dear GameBusters, Commodore Annual, 30 Marlow Road, East, Avele BA1 2BN. This month's enquiry comes from Mr J Patterson of Glasgow...

"After buying a CD for my daughter, I have taken an interest myself. I buy your magazine, and look forward to the games tips and POWEs. In CDMA a POWE was given for the cartridge 'Flambo's' clues. I have tried everything but have failed to enter the POWE into the CD as the cartridge has loaded. Can you explain how to do it, please?"

This is an example of the many letters I have received concerning cartridge games and POWEs. Let me make one thing clearly clear: YOU CANNOT POWE A CARTRIDGE GAME! The only way to cheat on such games is to use the cheat mode, but, alas, not every cartridge game has one. The POWE you refer to was part of a Cartridge POWEs Party feature, and all of the listed POWEs require an Action Replay cartridge to implement. Cartridge POWEs are for use with Action Replay cartridges - they are not for use on cartridge games (no matter how hard you try).

## SPACE CRUSADE

## BEGINNERS' TIPS

- Familiarise yourself thoroughly with the layout of the terrain, and which team does what the way you have to control your mission – there's no substitute for practice.
- Make sure that you move DRUMS into of your mission off the docking site at the start of the game, so they don't get behind someone else's part in the mission.
- Avoid harassing your own soldiers, as the computer player often draws a bloody trap card that when you least expect it.
- On the other hand, don't be tempted to split your mission up into individual runs – they are much more effective as a team.
- Use your scan facility to full advantage, triggering it at the end of your turn and using again any new 'bats' that appear.
- Finish your route to the primary mission goal, and stick to it.
- Note that an undisciplined squad can move their squads regardless of what it is. When it comes into view, it can then move its designated amount.



There's nothing like a bit of role playing – apart from the real thing that is. But unless you have a hi-tech armoury in your shed and a few aliens invading your street, *Space Crusade* is the best alternative you're going to get. Cadet training officer Andy Roberts takes you through the first part of our comprehensive guide to crusading survival.

## ALIEN EVENT CARDS

There are 13 different Alien Event Cards. They come into play at the beginning of each of the aliens' moves and most of them work against you. But there are a few which can make or break the mission, so here's a quick run-down of the ones to look out for...

- **ANDROID FAULT** – No androids or Droidsoughts may move during the next turn, which is handy if you've just tried to kill the Droidsought.
- **MASTER CONTROLS** – This is more useful than you may at first think – ANY of your missions can occur and close ANY number of doors on their turn, and bear in mind that anything closed in a doorway will be closed instantly if that door is closed... Ask you getting the picture? Let me make things a bit clearer for the slower amongst you – if a Droidsought seals its fun standing in a doorway, simply close the door. It works beautifully.

- **PSYCHIC ATTACK** – No Gretchins or Orks may move on the next turn if this card appears. This is useful if there are a load of the creatures in close proximity – just ahead, or at your back.



## WEAPONS

- **BOLT PISTOL (TWO LIGHT WEAPONS DICE)**

This weapon, and let's be fair to it, is often rubbish.



Although it has quite an extensive range, the light weapons dice prevent it from doing any real damage. The real pity is that the bobbies who carry the heavy weapons get killed off first if you need someone to send ahead of the pack, choose the bats, Oh, and never attempt to use this on the Droidsought.

- **REBELL CANNON (TWO HEAVY WEAPONS DICE) – Free Mission**



Two awards, this weapon can be vital to your main objective's survival. The number rolled on the dice can be split up and used to dispose of any visible aliens, which is especially handy when the room is seething with other life-forms. It's also quite effective when fired at the Droidsought, provided you roll high enough.



- **MISSILE LAUNCHER (TWO HEAVY WEAPONS DICE)**

This can also destroy multiple targets, as long as they are contained in a three-by-three block. Again, this is extremely effective when the room becomes a little 'crowded' (especially when Mr Droidsought appears). The best use of this weapon can be pretty dangerous – providing you roll high enough, any of your missions caught in this clear area will be killed as well, so be sure to check before you fire.



- **PLASMA GUN (TWO HEAVY WEAPONS DICE)**

This is an extremely useful weapon to have, so it's a good idea to make sure that you have at least one of them. Its ability to destroy several aliens with one blast can be life-saving, especially in long corridors, but it is particularly effective on the Droidsought (you can shoot at both of its guns).

## THE CAST OF ALIENS



## RUBBLE

Armour Value: 0

Comment: Not exactly the most deadly of opponents, but it's often necessary to blast the rubble out of the way when the path ahead is blocked. In the heat of the battle, use your Bolt Pistol to remove them (in order to conserve your heavy weapons for any real dangers that might be lurking).



## EGGS

Armour Value: 0

Comment:

These can split disaster if they are left in their, as they release Soul Suckers at the most alarming rate. Waste no time in disposing of them, and if you can spare the moves, destroy them BEFORE you attempt to complete the Primary Mission.



## GRETCHIN

Armour Value: 0

Movement: 8

Firepower: 1,WD

Reach-to-Hand: 1,WD

Comment: Although he has a light weapon, the Gretchin will always attack head-to-head (and usually falls dumbly). Destroy them if necessary, but don't get in the way of your way to do so.

# CRUSADE



## THE IAN CYPEDIA GUIDE TO BOARD GAMES

Board games have been around for many years. Indeed, some probably date from the last century. *Monopoly*™ is a famous game which was initially based in Atlantic City, New Jersey. Of course, you can get sets which feature London, Paris and somewhere in Germany as well.

Spice Crusade, from MB Games is a different idea altogether. Here you control a team of space-based marines, whilst another player controls the aliens who are always trying to kill them.

Risk is another board game which features fighting, of the world war variety. I received a hand-written note recently which informed me that Trenton is the current Dominant and Axis champion at Risk, and that any potential challengers could, "come and have a go if they think they've had enough."

One board game that failed to catch on was *The Sound of Music*™. In it you played the role of Trapp, and you had to try and escape from the Red forces, by identifying hostages of various nations to make them look culturally inferior.

### ORK

Armor Value: 1  
Movement: 8  
Firepower: 2LWD  
Hand-to-Hand: 2LWD

**Comment:** This cheap little robot hand-to-hand combat, but occasionally shoots when there are many marines. Sticks together. He has a high movement range, so kill him as opposed to running away.

### ANDROID

Armor Value: 2  
Movement: 4  
Firepower: 3WD  
Hand-to-Hand: 3WD

**Comment:** This is one real mean little, so watch out! If the room is crowded, he will opt for hand-to-hand combat. Otherwise, despite of the artificial adversary as close as possible, as he shoots at close range and frequently hits.

### CHAOS MARINE

Armor Value: 2  
Movement: 8 (3 with heavy weapon)  
Firepower: 2LWD  
Hand-to-Hand: 3LWD

**Comment:** Not as tough as the Chaos Commander, but don't reckon that they're the best form of marine life — they often appear in groups, and attack in hand-to-hand combat with alarming consequences.

### CHAOS COMMANDER

Armor Value: 2  
Movement: 6  
Firepower: 3WD  
Hand-to-Hand: 2LWD

**Comment:** These tend to appear when you least expect it, and will stop at nothing to destroy all of your heavy weapon-bearing marines. Use your Commander to destroy him, as he has less chance of taking the dust.

### SOUL SUCKER

Armor Value: 2  
Movement: 8  
Firepower: None  
Hand-to-Hand: 3WD

**Comment:** Trickily and formidable opponents, these will always attempt hand-to-hand combat. Careful positioning of your men may prevent this, but try to dispose of them before they get the opportunity to kill you.

### DREAD- NOUGHT

Armor Value: 4  
Movement: 4  
Firepower: 2 x 2LWD & 2WD  
Hand-to-Hand: 3WD & 3LWD

**Comment:** This is one MEAN little! Although he cannot move very far, his automatic firepower more than compensates for this. Only your Commander should engage in hand-to-hand combat (provided he has some decent hand-to-hand weapons), and only as a last resort. There is an easy way of killing it, though, so see ALAN EVERTY CARDS for more information.

### FURTHER BRIEFING

This information should help you out if you are just starting the game, and as our second briefing next month we will be going into even greater detail, and stubbing some big secret maps that we have pieced together from information gleaned by our spies. See you there.

### DICE EXPLAINED

The right notation always indicates and tells you what you can do. For example, 2LWD & 1. This means the unit can move 2 squares and fire once. The heavy weapons unit can only move 1 square, with something like 2WD, you have a unit of 2 squares and 2 dice. This means that there is one chance of losing and the maximum move is 2.

The alien warrior seen collecting for Spice Crusade is now shown in parts this month and will be available from the UK edition of the Ianyclopedia.



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CF

# VENDETTA

## THE SOLUTION - PART ONE

*It may not be acceptable in certain social circles (especially the ones Lisa moves in) but bloody senseless killing is what Vendetta is all about. So if you want to boost the body count, Andy Roberts presents the surefire formula for ultimate devastation.*

### LEVEL 1 - DOCKLAND WAREHOUSE

The first point to bear in mind is combat: most of the enemies on this level are unarmed, so use your knife to its full advantage. Don't be tempted to use the KALASHNIKOV on unarmed men - it's often better to use the knife and conserve ammo for the armed adversaries. These are the general tips, so let's get down to details.

At the very start of the level the first things you need to do is collect the WIRE CUTTERS from the lock-door to open it. Go through the door, collect the KALASHNIKOV, the AMMUNITION and the three GRENADES. Leave the room, select the KALASHNIKOV, then take the right-hand exit. Kill the armed terrorist, go

right into the next screen, then switch to FISTS and climb up the ladder.

Kick the door open as before and go into the next room. Collect the RED VIDEO, the MAP and the FLOPPY DISK, then take the right-hand door into the next room. Collect the BLUE VIDEO and COMPUTER MANUAL, then walk up to the computer on the desk. Activate the COMPUTER MANUAL, then press the [F10] to the computer) to bring up a binary code, note this down. Now activate the FLOPPY DISK and press the space and enter the binary code you noted down; this secures you the WEAPON CARD you're going to need for the driving sections.

Take the right-hand exit and collect the UZI, then take the right-hand door again into the next room. Top up your ammunition here

(if necessary), then collect the GUN KEYS. Activate the RED VIDEOTAPE and stick it in the video player, then repeat the process with the BLUE one. The red tape will display a System 2 tape, the other a girl's face; this is vital evidence. (Trust me, I'm a journalist... oh, well, trust me anyway.)

Go through the right door with your UZI in the ready, blast the terrorist and collect the WOODLACE from inside the mattress. Now work your way back through the rooms until you see on the balcony again. Switch to FISTS, climb down the ladder, then select the KALASHNIKOV and take the right-hand exit. When the terrorist appears blast the living daylight (whatever they are) and out of him, then collect the BODY ARMOUR. Activate the GUN KEYS and walk up to the Frontal Pad - press fire to rear off to...

### LEVEL 2 - DRIVING SECTION

The driving sections are very, very difficult at first, so thorough practice is recommended. The only threat is the time limit, but if you play the adventure sections properly you should have plenty of time to complete the game. Keep your speed down initially, especially when going around bends - it's all too easy to stall off the road.

On the whole, keep the ground missiles selected, as there are mine cars that blast explorers (and the helicopters' missiles are easily dodged anyway). If you get caught by the police, simply select the item which he asks you for in your inventory (you DID collect all the necessary objects, didn't you?) and don't leave you alone. Above all, enjoy the ride - it's going to get a heck of a lot more difficult!

### LEVEL 3 - ARMY BARRACKS

The action is hotting up a little now, and virtually every terrorist is armed, so top up your ammo at every opportunity. Here we go!

Kick the door open and enter the building. Pick up the REMEDIOTE NOTE from the table with the PIC on it, then collect the HANDSOME from the upper left table. (Note - those objects may already be in your inventory, owing to a bug in the program, so check before you try to collect them). Finally, collect the MAP from the filing cabinet.

Leave the room, take the right-hand path into the next screen, then follow the path around. Blast the terrorist and enter the next screen (don't enter the building). Here you meet a cop in a (bumble) the safest way to kill him is to stand in the shadows and lob a

## GETTING DOWN TO SOME SERIOUS DAMAGE

The weapons you've got and how to use them...



**FIST** - The weakest of all, this should only be used for picking up objects, using objects and kicking doors open (don't ask - just accept that that's the way things are in this game). Hand-to-hand combat is brutal, however and potentially lethal, use the knife instead.



**KNIFE** - When you've run out of ammunition, the knife is by far the best method of killing terrorists. It has a higher damage rating than fire, so always use it when fighting hand-to-hand. And if you need to blast a lockdown in an emergency, it's a godsend.



**GRENADES** - Ironically, there is only one situation in the game which actually requires the use of grenades (the bunker in level three, to be precise). Don't

try to use them on any other armed terrorists - grenades move very slowly, and you'll probably get shot to pieces before they get a chance to explode!



**KALASHNIKOV** - Despatching to say the least. Use this to off-price any armed guards you encounter, switching to the UZI

only when you run out of ammo or meet a particularly tough bloke (see below). Apart from that, reload whenever possible and use ammo sparingly.



**UZI WEAPON** - This is particularly handy for disposing of the harder-than-usual terrorists which hang around at the end of levels. It tends to set up the scene of a wonderful tale (matched only by James in a chase take-away) so only shoot when shot at. Again, top up your ammo supply at every opportunity.

grenade in his direction. When safe, collect the ammo from the barrels, then follow the path and exit to the right with the UD at the ready. Run towards the terrorist and shoot him repeatedly (you **CANNOT** run off the screen until he is dead). Climb up the ladder and collect the ammo if necessary, then take the upper-left exit.

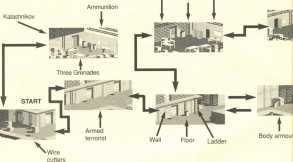
From here go right into the next screen.

(Although you can enter the building and collect the ammo if you want to). Kill the terrorist and enter the site, blast the guy inside and collect the SHOES from inside the mattress (again, these may already be in your inventory). Leave the site, then take the top-left exit back to the start screen. Activate the KEYS and approach the Ferrari F40 as before to complete the level.

That's all for this month, but don't worry if you only last 10 seconds after this point because we'll be back next issue with a stack of maps and tips for the final challenging levels. Keep 'em peeled (yes we've got a great recipe for garlic and Pesto sauce coming up and look out for *Vandetta - The Solution Part Two* coming in just 2,575,400 seconds (or thereabouts).

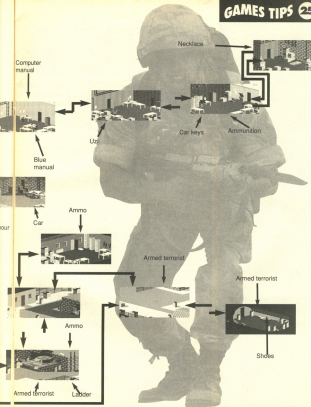
## LEVEL 1 - DOCKLAND WAREHOUSE

Red video Map Floppy disk



## LEVEL 3 - ARMY BARRACKS





Computer manual

Necklace

Blue manual

Up

Car keys

Ammunition

Car

Ammo

Armed terrorist

Armed terrorist

Ammo

Shoes

Armed terrorist

Ladder

# SAMARITA

## CORNER

there have been  
cropping up in  
have the Game  
Clair Raymore  
up of those

### SMASH TV POZZARS

If the magic and tips we gave you for this excellent shoot 'em up in CPW weren't enough, try this brilliant, fast-for-infants trick, utilizing use of weapons, and power need accordingly to load, Smashin'.



Oh yes, we're being official by a huge sign! Find a section to stuff it down the back of:

- 1 FOR 3-6225 TO 375-8880 3750-419980
- 2 FOR 3-6225 TO 375-8880 3750-419980
- 3 3-6225
- 4 3-6225 TO 375-8880 3750-419980
- 5 3-6225
- 6 3-6225 TO 375-8880 3750-419980
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- 26 3-6225 TO 375-8880 3750-419980
- 27 3-6225 TO 375-8880 3750-419980

### SHADOW DANCER (3D GOLD)

Choices, choices, and more choices—the listing supplies you with healthy stocks of the things, making Shadow Dancer's vertebrae pushover. Note that if you choose invisibility and infinite magic together you will only get invisibility.

- 0 FOR 3-6225 TO 375-8880 3750-419980
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- 2 FOR 3-6225 TO 375-8880 3750-419980
- 3 3-6225 TO 375-8880 3750-419980
- 4 3-6225 TO 375-8880 3750-419980
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### PUSHING ARNIE AS HARD AS YOU LIKE

#### TERMINATOR 2 (OCEAN)

Proving a bit tricky for you, this one isn't BT. So if you were found wanting on Judgment Day, this listing should save you from garage sale. Type it in and PUSH it for infinite energy.

- 0 FOR 3-6225 TO 375-8880 3750-419980
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- 2 3-6225
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- 18 3-6225 TO 375-8880 3750-419980
- 19 3-6225 TO 375-8880 3750-419980

#### TOTAL RECALL (OCEAN)

Another Ocean/Arnie game (swearing more than its fair share of English is Total Recall), which is why this memo listing should come in very handy. Oh, and by the way, the CHEAT MODE option activates the... uh... cheat mode (printed in CPW).

- 0 FOR 3-6225 TO 375-8880 3750-419980
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- 19 3-6225 TO 375-8880 3750-419980





# AN'S

Either the games are getting tougher or you lot are getting older and your reflexes are slowing down. We'll give you the benefit of the doubt, 'cos

we've been certain games that have been up in your letters again and again. So Gamebusters team refreshes the parts that cannot reach in a bumper round-tasting toughies.



It's Batman's return, Batman. (From *Batman Returns* (1992))

## HOLY INVINCIBILITY - LISTED CAPERS

### BATMAN THE CAPE CRUSADER (947 BODIES)

Play low-down streets, Batman (2 Global Batman films 1989). Here's an 'infinite army' thing! FORTÉ for the re-release version of this rather splendid pseudo-adventure, which works on both the Penguin and Joker plots.

- 0 888 842 8000 0007 07 0 0000
- 1 000 0-0-00 00 0000000 0000000000
- 2 0000
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### BATMAN THE MOVIE (947 BODIES)

And for the re-release of this cutting-edge paper, type in this falling and BODÉ for a variety of sheets. (And you can still be killed by falling from a great height - so be it.)

- 0 888 842 8000 0007 07 0 0000
- 1 000 0-0-00 00 0000000 0000000000
- 2 0000
- 3 000 0000 00 0000000 0000000000
- 4 0000 000 000 0000 0000
- 5 0000
- 6 000 0000 0000 0000 0000 0000 0000
- 7 0000
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## NARC

(90000)

Winners don't use drugs, but they do use the odd infinite credits and ammunition listing.

- 0 888 842 8000 0007 07 0 0000
- 1 000 0-0-00 00 0000000 0000000000
- 2 0000
- 3 000 0000 00 0000000 0000000000
- 4 0000
- 5 0000 0000 0000 0000 0000 0000 0000
- 6 0000 000 000 000 000 000 000 000 000
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# GAMES TIPS 27



If you don't like dying your neck with that teen elephant-riding guy, then I'm reporting you to the BODÉ.

## FINAL FIGHT (100 BODIES)

Rescuing your girlfriend from the clutches of Mr. Big has never been easier. Thanks to this rilly listing, Type 0 is, BAVE 0, and then FIGHT 0 for infinite lives and time.

- 0 888 842 8000 0007 07 0 0000
- 1 000 0-0-00 00 0000000 0000000000
- 2 0000
- 3 000 0000 00 0000000 0000000000
- 4 0000
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What's that building smoking? Don't know whether Armalyte, but it sure looks like something's burning on that ship.

## ARMALYTE (1000 000 000)

Probably the best cheat ever to give the humble 64, and also one of the most difficult. It's infinite lives, you're after the BOTH players, give the pathe but potent listing a whin.

- 0 888 842 8000 0007 07 0 0000
- 1 000 0-0-00 00 0000000 0000000000
- 2 0000
- 3 000 0000 00 0000000 0000000000
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The CF crew haven't always worked on the World's biggest-selling 64 mag, you know. Far from it. In fact, each has a strange and slightly amusing tale to tell about their previous jobs. And, by a curious coincidence, here they are with those very stories lined up...

# POWERPLAY

## TRENTON WEBB



I used to work at Volvo as a busy crash-test dummy. It wasn't dangerous cos they make those cars out of huge welded girders. But I was possessed by Pelton, who wanted me to test Pelton. Terrified by the idea, I pointed a realistic face on the front of my plastic head and joined the CF team. And nobody's noticed!

## JAMES LEACH



I was in the film business. You follow the bit in *Batman Returns* when Commissioner first appears? Well I was the guy wearing the lightweight travelling hat in the background. You can't miss it. I'm waving and holding up a card with 'Hi team, love James' on it. I hope they haven't cut it from the finished version.

## ROGER FRAMES



Jobs? Don't talk to me about jobs. Last week Dad offered me £2 to cut the lawn. But I couldn't find a lawnmower so I connected to the mower so I had to use the scissors on my Swiss Army knife. I took 10 hours and when I'd finished, the first bit I started had grown again so I had to do it all over again.

## ANDY ROBERTS



Andy used to be an accountant with a successful firm in Lewiston. "I was doing well there. But one day they called me into the office and said I was being replaced. I asked who by and they said 'dead wages'. The head accountant said something about being a 'mobile glob of porridge'. What, ah?"

## OLLIE ALDERTON



Energetic Ollie used to be the boss player in a punk band. "It was called *Bad Bangor* and the Neanderthals. We played *Guilford Civic Centre* but the gig went sour when we tried to force two eggs up the Mayor's nostrils on stage. 'We were banned from playing in Swaney and our glittering show-biz career was over.'

## LISA NICHOLLS



Lisa didn't really understand the question. "John? Yes, all my services have jobs. The chauffeur, the maid who cleans my 70-bedroom flat in Chelsea and even the snake-handler who looks after my python, Ariadne.

"And me, I have a job organising huge parties, getting up late and leaving Parents."

## DAVE GOLDER



Dave's a strange one indeed. He wants to Japan to teach Japanese - to the Japanese! Let Dave tell "It was stupid. They could speak better Japanese than me! I'd only had three lessons when I went there, but the people in my class had been living in Japan for over 20 years. So I came home."

## THE MIGHTY BRAIN



"Being one-dimensional, I don't have jobs like you 3D Earth folk. But I could wait for an interview at a creative mathematics firm on your planet. Accounts, I believe you call them. Of course, my immense intelligence got me the job and I laughed when I saw the poor figure of the mass human I'd replaced walking off. Stubbing."

## Bits'n'Bobs

Commodore Format's review system is increasingly complicated. Nobody except TMR could ever hope to understand it. But, for the record, here's how it works (even though, as we said, you won't see it even if you do get to grips with its intricate complexities). When we do it tell you exactly what the good points are and what the rubbish bits are about each game. See. Very complicated, like we

wanted you it would be.



## CF RATINGS

Also frighteningly technical is this box-age thing. It shows you at-a-glance what the best and worst points of a game are. The larger the red bit, the more we liked the game.

Next to this is an indecipherable rating mark. Over 90 per cent means that the game is officially a *Cortex*, and is thus eligible for a seat in the European Parliament in Brussels (or Strasbourg or wherever).

It also means that if you don't rush out and buy the game immediately, people in supermarkets will tell you prices with their fingers to teach you a lesson.



## GAME ICONS

A little called Trevor invented these game age, and they're still in use today. We certainly had them to test, did Trevor. What they mean is anyone's game, though...



**FACE** - Number of players. Might just refer to how many folk can participate.



**KEYBOARD / JOYSTICK** - Could possibly signify those important control mechanisms.



**MOUNTAINS** - Probably has nothing to do with any available *utility levels* in the game.



**POPOPS** - *Wubba!*, but it might mean that a *tephragano* is included with every game.



**SCHOOL'S BERRY** - Peter Dinklage has indicated in writing that there's a *Game Update*.



**SHOES** - Increase your height peacefully, whilst simultaneously getting your punt *stirred* on a *sublime table*.



**PANTS** - *Pants* *with* 'T' No. It can't mean this. Surely not. Nightmare! It does!



A couple of thousand years ago some poor bloke ran 26 miles just to deliver a pizza (or something) and this year the event is, for some strange reason, being marked by the release numerous sporty software compilations for armchair athletes. Dave Golder works up a slight sweat loading up all 38 games in the Mega Sports collection.



Reading's an odd sport. You try to go on for as long as you can without looking where you're going!

The Olympic games have got a bit to answer for. Apart from slanting 80% of TV schedules, forcing Russians into putting on change sets and expecting us to believe that supposedly superb athletes will spend the whole time guzzling Coke, wearing Stetson hats and posing for Kodak photos and breaking back 300k Euros, they have also squandered lots of money making merchandise from software companies. What better way to celebrate in Olympic year than by buying together loads of old sports sims and re-releasing them in one huge bumper package? It certainly beats selling plastic bags on the streets of Barcelona.

Especially enough, that's exactly what US Gold thought. The result is a whopping great compilation of 38 sports called from the near-legendary Epicx Games series. A hefty chunk of the games date from as far back as 1984, so don't expect anything startling, stunning or, even stupider

in terms of graphics or game-play that do expect to see a couple of countries that have since ceased to exist in the selection list:

— USSR, West Germany, etc). But though by today's standards some of the games are

not really so easy you could rig a ship with them, there are plenty that, despite, or perhaps because, of their simplicity, are great fun, and incredibly addictive. And what a bang when each game works out at just under 40p (or 50p if you buy them on disk).

The collectors that make

One of the best things about Mega Sports is the number of different waggling and yanking combinations you need to master

your friends have been abducted by aliens, because you can either practice each sport or take part in tournaments on your own. But don't expect the computer to provide an opponent; the only challenge is to beat your own personal best, which is a shame, because sports games are all about competing.

Okay, so the graphics and animations are no great shakes, probably registering about 0.00001 on the Richter scale, but there are some of nice little touches which add humor and character to the games. The pole vaulter bags in joy after a successful jump, the hot doggers and ski jumpers land with their heads in the snow and slide all over the place if you don't get the manoeuvres right and, best of all, the hammer thrower goes flying after the hammer if you don't press the fire button soon enough. The boosted run is another highlight, combining the best ele-



Just the riding is nice - only different!

as Mega Sports are Summer Games 1, Summer Games 2, The Games Summer Edition, The Games Winter Edition and Winter Games. Each contains a set of events that can be played as a tournament against other players. (But don't worry if all

## ONE WRONG MOVE AND... YOU END UP LOOKING VERY SILLY! WHAT NOT?



The helter-skelter impressionism event was among the most popular sports introduced in the Winter Games that year.



Being bashed into might impress the Olympic judges in the Euro championships, but can't really prove, by the 100m dash.



You can lead a horse to water, where you can't make him drink. Or, better yet,

ments of the collection. It's dead simple to play. Last, the screen is clearly laid out with all the info you need and you just keep going back to try and finish the course just that little bit more quickly.

One of the best things about Mega Sports is the number of different wiggling, firing and yanking combinations you need to master. Whereas the 150m dash is just plain wiggling of its purred anti-mast exciting, other events, such as the Downhill Skiing, Hot



Winter Sports - Downhill Skiing

Dogging and Snow Shooting, require firing and co-ordination. Ideally, some of the events are ridiculously good fun, considering how primitive the whole thing is (but then they are also nice - Zif!)

Of course, there are some turkeys. Figure Skating is stupidly complicated, Cross Country Skiing is just

plain dull and the diving event on Summer Games 7 is dreadful. Not only is it impossible to control, but you seem to score more points for a lousy flip. The same collector's pile resulting is also not a patch on the version found on The Games Summer Collection. A couple of other sports are also doublet up - figure skating and ski jumping - which is a bit annoying, but at least the versions on offer are very different both in terms of controls and graphics.

The manual is pretty hopeless too. With so many games an index of what can be found where on the tapes or disks would seem essential. Essential to everybody apart from the people who write the manual that is. Also, some of the instructions are too complicated for their own good - the ones for the Unseen Parallel Bars have to be seen to be believed. A couple of the other events also suffer from over-complicated instructions and control systems, but more often than not more fun can be had by just wiggling the mast in all directions and hoping for the best.

And then there's the multi-task. I mean, be realistic - 28 games is going to mean a hell

of a lot of disk swapping and tape searching. Patience is not so much a virtue as a prerequisite. But at least Baren's a good gameplay payoff after the wait!

In theory, Mega Sports should be about as exciting as an Open University lecture on the development of the computer game 1984 to 1988 shown at two in the morning. But it's not. Quite simply, it's excellent fun. Sure, there is some fun to be had at the expense of the steam-boat sound effects and naive graphics, but the 28 Mega Games series was a classic, and, like a retrospective series of Laurel and Hardy films on BBC2, Mega Sports shows why.

**SAVE GOLD!**



Game	Mega Sports
Publisher	US Gold
Cassette	£14.99
Disk	£19.99
Release	Now
Contact	021 625 3088

**THE COMPLETE MEGA SPORTS MEDAL TABLE**

Sport	Difficulty	Fun factor	Sport	Difficulty	Fun factor
<b>■ SUMMER GAMES 1</b>					
*100m Dash	■■■■	■■■■	Volleyball	■■■■	■■■■
*500m Relay	■■■■	■■■■	*Tennis Three	■■■■	■■■■
1500m Dash	■■■■	■■■■	*Tide Yacht	■■■■	■■■■
Synchro (Swim)	■■■■	■■■■	Steeple	■■■■	■■■■
Freestyle Relay	■■■■	■■■■	*Unseen Parallel Bars	■■■■	■■■■
100m Freestyle	■■■■	■■■■	<b>■ THE GAMES WRITER EDITION</b>		
*Snow Shooting	■■■■	■■■■	*Figure Skating	■■■■	■■■■
<b>■ SUMMER GAMES 2</b>					
Triple Jump	■■■■	■■■■	*Speed Skating	■■■■	■■■■
Rowing	■■■■	■■■■	Downhill Skiing	■■■■	■■■■
Kayaking	■■■■	■■■■	*100 Jump	■■■■	■■■■
Javelin	■■■■	■■■■	Cross Country Skiing	■■■■	■■■■
High Jump	■■■■	■■■■	<b>■ WINTER GAMES</b>		
Fencing	■■■■	■■■■	*Figure Skating	■■■■	■■■■
Cycling	■■■■	■■■■	Free Skating	■■■■	■■■■
Equipment	■■■■	■■■■	Speed Skating	■■■■	■■■■
<b>■ THE GAMES SUMMER EDITION</b>					
Archery	■■■■	■■■■	*100 Dog Aerobic	■■■■	■■■■
Diving	■■■■	■■■■	*100 Jump	■■■■	■■■■
Hurdles	■■■■	■■■■	Steeple	■■■■	■■■■
	■■■■	■■■■	*Hockey	■■■■	■■■■
	■■■■	■■■■	*Horse Details in main text.		

**NOT TO DO IF YOU WANT TO WIN A GOLD...**



There are various ways of cheating. The one that works best is to give your opponent's horse the maximum



The Robin william videogame producer tells us a more clever trick is to be the British rider which was especially admired the New Zealand jockey.

**POWER RATING**

**THE DOWNERS...**

- Multi-task nightmare
- Intimidating sound and music
- Disastrously unhelpful manual

**80%**

- What a bang! What colour!
- A wide variety of events that challenge every conceivable joystick technique.
- Some great little games of invention, especially when things go disastrously wrong, that add real character and fun to the events.
- Some of the events are so incredibly addictive, you'll spend ages trying to master your personal bests.
- A piece of computer games history you really should read.
- Travellers with mates can get very heated.

**...AND THE UPERS**

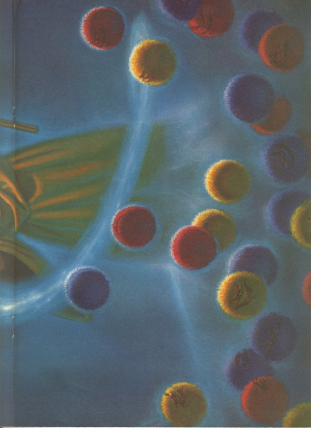
FORMAT

**Commodore**

**FUZZ BALL**







...As I was saying Guv, I had that Trenton geezer in the back of me cab the other day. Lordy me, no conversation or what? All he'd talk about was that new game Ugh! Said it'd be right up my street. Gawd, you'd think it was good or something. So, where to, Mr Webb?

# UGH!

**A**s names go Ugh is pretty odd. But as that's about all the human race was capable of saying at the point in time in which this game is set it had to be everybody's name. Still, that don't stop Ugh, our hero, falling in love with Ugh, our heroine. Ugh wants to impress Ugh with his civilized approach to life, and so goes into business to prove his worth.

Cutously, the company Ugh sets up is a flying taxi service. And although the helicopter wasn't even invented until the 19th century (don't forget old

learned by reaching the target levels quickly. You even get tipped by the passengers for especially speedy journeys, this comes in the form of a points multiplier bonus. And, especially Ugh, control five by bonus multiples alone. He needs cherries, apples and rather neat-looking slices of water-melons to keep him going. Strangely there aren't any supermarkets around for him to buy fruit in (I told you there didn't seem to be much he could spend his money on), so he has to hunt it out.

Fruit that can be picked from trees and bushes, however, seems to have been a fairly recent quirk of evolution. In prehistoric times the only way to get it was by dropping a large rock on the tree in which it's hiding.

There are few problems involved in this process, dropping the rock on target, and then collecting the fruit that jumps out

**A cool hand and calm head must be kept at all times**

Leonardo's contraption for which he drew up the plans in the late 15th century — mainly for the purposes of this game we are supposed to believe that he invented around the early days of pre-history giving other Ughs life from cave to cave.

Ugh's a transport test. In order to earn cash — although what young Ugh will spend it on isn't clear — he ferries people from cave to cave. They pop out from their doors and whistle — you know how to whistle don't you? — to summon Ugh to their level. He has to carefully land, pick them up and then fly them to the level of their choice.

Each ride has a maximum fare, which starts decreasing the second the parter steps in the cab. The amount remaining when you touchdown at their destination is what you get paid so more money and points can be



Both in the air and on the ground, so it pays not to dally around the thunder islands. The fascinating thing about Ugh! is that the flying suffers to real physical laws. Pushing up on the stick has little initial effect. Keep pushing, though, and the necessary lift is generated. If you now lay off of the power you'll glide gently upwards. Keep pushing and the chopper suddenly gains momentum and ascends skyward.

Ugh's a touchy game. Play requires the best of the stick to guide your chopper. The bird must be eased around the sky, squeezed and not forced through gaps. If you wing the



Save it, it's coming work in the nearby life of a cabin. You need the rich, the famous and slightly poorly.



per about you'll smash into rocks and brake your rotor blades, which isn't a smart move as they are the only thing holding you in the air!

Such sweet controls have to be learned. For the first few games you wheel about the sky crashing into all and sundry, losing helicopter after helicopter to heavy landings and bad flying. Just the right amount of pressure has to be applied to get the whirlybird moving, but not moving enough to send you spinning skywards.

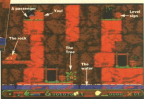
Landings can be rapid — and often have to be — but never uncontrolled. A quick 'flare' of the blades is needed before landing can be attempted. Forget to give your blades that vital bit of boost before you hit the dirt and that's just what you'll do — read hard.

More physics come out to play whenever a level features a large amount of water. It seems that Light isn't fussy regarding the helicopter's couple of millimeters early but he has had a fair amount of getting it submarine together too! Which is

just as well because scores of the platforms that Light's clients want to reach are on the other side of large lakes and the only way to reach them is by plunging the helicopter into the pond at high-speed, then trying to fly underwater!

Bearing in mind that this is impossible, the machine performs admirably. The water offers resistance to joystick controls and the chopper requires greater joystick force to drift. On top of this comes the small problem of being underwater in a buoyant craft — you have this amazing tendency to float. This counters the normal gravity and threatens to take you speedily to the surface, which is fine unless

Back to the... that's passed to leaving the water more will see a finger-finger float!



The last work is reasonably straight forward. What makes life tough is the tree lying next to the lake. Less that rock and it's game over!

**It's a Corker!**



The fascinating thing about Light is that the flying adheres to real physical laws



You must not be so worried! But that's what you happen to be floating under

any of the large rotor-blade-munging rocks. And just when you thought you'd seen it all, Light manages to spring a few more surprises. How about simultaneous two player action? Here with a stick lodged firmly in each port two Light coppers have to save the same number of people, to take the same risks and use twice the amount of energy as usual. There's still the same amount of food, but the fit players use up twice as much power.

One high has to go on Mission 6, hovering around the tree with their rock ready to drop, while the other assists about searching for passengers. Good team work and timing is essential or you'll end up starved and a life-down on the dead. This adds an interesting extra slant to the whole affair, as one Light is forced to take a rest as the other uses up the last few ounces of energy in a bid for food.

As it's your girlfriend you're trying to impress it pays to pay extra attention to any casualties who happen to pop out and ask for a rest. It may be far, it may not — who can tell, when the peeps are only five pixels high? — but even if it isn't you can rack up some extra jealousy points by nabbing her first. Some levels rely on you poking up, and safely delivering, the lady at the level. But just remember that while the woman's been dropped swimmers she doesn't mean you can't hit the lady of the level into the lady of the lake!

Graphically, Light really works hard. The brilliant water effects and moody scene back-

**THE CF GUIDE TO GREAT HELICOPTERS OF THE WORLD**

**THE WESTLAND LHX6** — The world's first, and so far, only hand-held helicopter. Though initially not as popular as the Hughes Gnomeco and the Sikorsky Gene Gas it remains the helicopter is now starting to make its mark as the only helicopter for both right and left handed pilots.

**HUZY 481** — The helicopter that made Vietnam famous. Its earned its name Huzzy (pronounced Hwezy) because it continually induced an sickness in its passengers. (You're making this up — IBS)

**THE MOONWELL DOUGLAS AFSCH6** — This chopper made its first, devastating appearance at the Battle of the Little Big Horn, giving Chief Sitting Bull total an expert-omp. Its effectiveness was limited in later battles by the Cavalry's use of laser cannons.

**MSL 24 HIND** — This famous Russian attack helicopter is actually named after the 824 which came from Gandhi to Horrocks, but due to glitch in translation an error "I appeared..." (Stop this, it's all getting rather silly — IBS)



MSL 24 Hind



The McDonnell Douglas Apache



Huzzy 481

drops give the game goals. Only the main spots lets the sheep sleep. Sure it's irritatingly animated - check out our Powerpack demo and you'll see Ugh's little legs paddling like a good 'un - but he's been drawn in very similar colours to the backgrounds. You can see him, and after a long game he becomes quite distinct, but for the first few plays he has a tendency to blend in.

Ultimately, Ugh fails above these minor problems. The quality of code and the stock 'able' still required makes it a Caden. Ugh is as frustrating as you can imagine, annoying the legs off you when it kills you time after time. It gets away with this because the reason for failure is always a slight slip on the playing field - it's your fault, not the game's. A cool hand and calm head must be kept at all times.

Ugh is finely-balanced. You're always just short of energy, so one run to the tree is always needed. The dinosaurs aren't a major threat but they can keep you hovering for just too long and running you out of energy while you wait to swoop in for a customer or march. The fragility of the helicopter forces you to take care when flying, so many levels are set up specifically to smash your chopper to bits with overhangs, underhanded power-ups and snoring dinosaurs. The realistic gravity effects of the lakes at the base of each level give you a hard time, requiring for more stock, pressure and forcing you to abandon all the rules you've learnt when for flying normally and discover a whole new set. It's just very, very good - although personally I can think of safer ways to travel.

#### UNCOMMON WORDS



Take it easy on the three-toe to leave, give some stock to die in a pile of orange meatmeal.

Pick up that ore and save the day, or at least earn enough cash to impress your galls, the Ugh!



And so, at last, the man, released from your tortu, by aided by the charging dinosaur.



That's right, stand at the top, don't attack, let your power, observe the animal, observe the level, let the level do, making yourself Ugh tough with all our resources, naturally.

## IAN CYCLOPEDIA INVESTIGATES HELICOPTERS



The first circumnavigation of the world in a helicopter was achieved by Jay Coburn and recent Presidential drop-out H Ross Perot! Their 'bird' was called the 'Spirit of Texas' because they came from Texas. It was for ironic (they didn't come from St Louis or Lindbergh might have quib!).

The longest recorded test fare was for a journey of 13,700 miles which cost \$21,440! The journey took in 14 countries and went from London to Australia. None of the customers ran for Government.

Game  
Publisher  
Console  
Disk  
Release  
Contact

GGP  
PlayByte  
C17.99  
C13.99  
Einf August  
0452 801007

## POWER RATING

### THE DOWNERS...

■ A play featuring in the test levels.

100

92%

- A smart, smart, smart, South game.
- A game and dexterity test that's up there with the best of them.
- Masses of levels and three difficulty settings.
- Silly, but original concept.
- Excellent control system makes Ugh really fly.
- Smart water effects make later levels look good and play well.
- Fine balance between action, puzzle, test and monster - bonus stuff.
- Pleasant feature allows you to revisit all any stage.

...AND THE UPPERS

## THE ORIGINS OF LANGUAGE:

The word Ugh was a giant step forwards for mankind as it was the first word ever spoken. Yet sadly the number of objects, events and actions it had to describe rendered it useless as a form of communication. For example, "Ugh, ugh, ugh, ugh," could mean both "My brain-sausage has a hernia," and, "Where's my best hair-stuff game?" (So now words had to be invented. Here are some examples of these prototype 'words' - many of which never caught on:

Blah: (Noun) The greater horned Yak, a species eventually domesticated by the first farmers.

Argch: (Verb) To strike with a large wooden club in a threatening (non-hostile) way.

Arngch: (Verb) To strike someone with a large wooden club in a friendly (hostile) way. This was the customary greeting between two members of the same tribe. NB: The handshake wasn't invented until 1348C.

Bowah: (Noun) A popular sport amongst cave dwellers, usually involved arngchng rival tribes. Most games tended to end in draws, however, because fellow tribe members tended to arngch themselves before the opposition had a chance.

Tuk: (Noun) An expression of shock commonly used when being arngched, being charged by a blah or discovering that your neighbour is a traffic warden and they've just been stamped you plebs/nerd!

Uwaw: (Noun) An expression of delight commonly used when you see your neighbour being arngched by an entire soccer team and then charged by blah!

# INSIDE INFO

Where am I?  
 "In the Inside Info pages." What do you want?  
 "Information." You won't get it! "By hook or by crook we will." Who are you? "Um, Jason Finch actually. Hello." Who is Number One? (I am actually, and I reckon it's time to prove it - GET ON WITH ANSWERING THOSE TECHIE QUESTIONS, FINCH! - Ed.)



There is no hard and fast way to copyright a program. There are sensible guidelines, though. Put a message in the program saying that it is Copyright Luke Jenkins 1992. That shows people that you don't wish it to be copied or altered and then resold. Then put a copy of it in an envelope, stored on a cassette or disk, together with anything else relating to it, such as development notes or instructions. Then stick your name and address on the envelope, seal it and sign your name across the seals. Finally, put a few stamps on it and bang it in your nearest post box.

It may seem ridiculous but then your package will be sent back to you, and it will have had the date stamped on it by the Post Office. Assuming you don't open the packet or break the seal, you can, if the need arises, take it to a solicitor and prove that the contents were put in there on whatever date is stamped on the front. You should then be able to prove you had the program and files before anyone else. That is the essence of Copyright on something like a program - just being able to prove that you had the original files and had stamped within the original that you wished the program to be copyrighted. Or at least that is what people tell me!

3) On your last point, the only computer that I have seen the C64 emulate is the old Spaciv 865. I've seen an Amiga emulate a C64 and a PC emulate a C64, but not vice versa.



## LAW'S 'N' STUFF

Dear Inside Info,  
 I know that it would be quite long, but

could you please print a program for listing directories on a 1541 disk drive? I have tried but all I get was "no program names, converting file screen - very slow!"

2) I have a Basic compiler and find it very useful for converting my programs, but I'd like to know whether or not I need to ask permission from the author before I list my programs to make sure that I don't break any laws.

3) Could you please add a Basic compiler to the cover tape? I know a lot of people who want one. I'd also like to see many more programs for the C64 in Inside Info, please, as my friends write appealing programs! I've added lots of links to this letter which I have had in my mind for ages but could never be bothered to send before.

4) Also, I've written a program called Amigoboot - which is a utility package - and would like to know where and how I need to get it copyrighted.

5) Finally, which computers, if any, can the C64 emulate?  
 Luke Jenkins, Penge, London.

Quite a mixed bag there. Here we go:

1) Regarding the directory listing routine - would you be looking for a Basic version or a machine code version? Could you write back to let me know, and then I'll hunt down a suitable little proggle for you.

2) With your programs, there is no need whatever to ask permission from the writers of the compiler before you sell a program compiled using their utility, not as far as I'm aware anyway. It would strike me as very silly if that were the case, far better for you just to make some mention somewhere in the program, perhaps on an introductory screen, saying that the program was written by you and compiled using whatever computer you use.

3) I'd prefer those addresses with the flashing redaction in them. I would strike me as very silly if that were the case, far better for you just to make some mention somewhere in the program, perhaps on an introductory screen, saying that the program was written by you and compiled using whatever computer you use.

4) Additions to the cover tape are made at the Ed's discretion and I'm not in a position to control what does or does not see the light of day on the cover tape. But if it's a good suggestion, I'll publish in Inside Info any worthwhile programs that we get, so long as they are short enough to fit into a reasonable space - whatever that may be.

5) Thanks a lot for your program - make sure you SAY IT before you RUN it because the program will erase itself if you don't get the password right - it's "LETJENK". Here's the program:

```

10 REM *** Password Guard ***
20 REM *** Version 1.0 (1992) ***
30 FOR I=0 TO 5: PRINT I;: NEXT I
40 FOR I=0 TO 5:
50 GOTO 20 IF I=0: GOTO 30
60 PRINT " "
70 IF I=5 THEN GOTO 10
80 END
90 GOTO 10
100 END
110 PRINT "YOU ARE DEAD WITH PERMISSION"
120 END *** END OF PROGRAM ***
500 GOTO 1,2,3,4,5,6,7
  
```



## MANUALS FOUND

Dear Inside Info,  
 It is to the eternal of fellow readers that you print this notice. Upon reading Lee

Although a letter in CP92 concerning diskette manuals I noticed that you were unable to give Lee a very positive response. This is where I come in the rescue. If Lee, or anyone else came to think of it, is still after a 1541 diskette manual they are available from: CPC PIC, PO Box 158, Preston, Lancs, PR1 1YJ. (Single ask for User Manual, Part Number CM345001-03 and enclose a cheque or postal order for £7.00. Mind you, it might be wise to check with them for availability first on 0773 555004. They stock all sorts of C64 games too! Plug... plug... plug... Chris Hughes, Sutton.

Who are you? The Managing Director of the company? Even though the last bit does turn your letter into a blatant advertisement I thought it useful enough to publish it. The details have been entered into my little black book of useful addresses for future reference. Thanks a lot for the information.



## LONG TIME COMING

Dear Inside Info,  
I have had a C64 for about eight years and have

learned to program in Basic reasonably well. I am starting to write my own game and have found several problems that I need some help with.

- 1) I have written a simple Basic program to display pictures drawn on the Image System 811 package (the one that comes with the 72 pack for the C64C). How can I set the loading time for each picture down as it takes up to five minutes per picture?
- 2) How can I cut the loading time down for normal Basic programs?
- 3) How do you get a feathery border when the program is loading, like you see on some commercial software?
- 4) Is there any way of altering the RESTORE command to restore data to a certain place instead of the beginning?
- 5) I have recently bought a C64C (the newer version of the C64). What are the differences between the C64 and the C64C?
- 6) How can I link my two C64s together and send text or programs from one to the other?
- 7) I made one of those neat switches that fits in the serial port, it works on my C64 but not

They've already used the Fuzzies and Fuzzy Fats in the Football review so I got stuck with the teenage 70s picture reference.



## FUZZY SOUNDS

Dear Inside Info,

I have a short feeling that you should take a good look at it. It allows a music tape to be run through your C64 with a bit of business (and some pretty colours). Just copy out the taping, SAVE it, and then RUN it. Put a music tape of your choice in the C64 Cassette slot and press the PLAY button. Be amazed - wait, a little bit. That's it, cheap. Please print this letter as it is the letter that'll set me off the road to pop stardom. To very much, Dave De Bubble, Bubbleland.

Okay then, I'll print this one. It's quite a novel little piece of machine code that I must admit I have never come across before in my time using the C64. However, when I demonstrated it to my dad he couldn't tell the difference between the Utah Saints and the Pat Shop Boys. Your 'bit of fuzziness' is a slight underachievement - but the idea is there and I really do like it. Here goes then:

```

30 C=1:FOR I=0TO2 TO 4999
31 READ A:POKE I,A:GOTO 8000
32 IF 17444 THEN GOTO *5000:GOTO 117:END
40 GOTO 4999
50 READ I20,I21,I22,I23,I24,I25,I26,I27,I28,I29,I30
60 READ I31,I32,I33,I34,I35,I36,I37,I38,I39,I40,I41,I42,I43
70 READ I44,I45,I46,I47,I48,I49,I50,I51,I52,I53,I54,I55,I56

```

And I'll keep your original letter so I can sell it at Sotheby's when you've become famous.



- 1) You can't cut it down without a lot of hassle. You would need to compress the information that makes up the picture which is tricky. Alternatively, you could fetch out 130-card or so and buy an Action Replay cartridge which has a tape turbo built into it that will make your program

load in a matter of seconds, assuming they have been saved out in tape using the same tape turbo system.

- 2) Erm, in the same way as with your pictures. You need a turbo loader.
- 3) To get a feathery border you have to write a piece of machine code that changes the border colour first of all. Then you have to write a program, probably in BASIC, that changes a couple of pointers in the memory to point to your machine code routine. Then you load your program and set the pointers back to what they were beforehand. It's a bit complicated - I'll try and summarise up a program for you next time, okay?
- 4) Yes, but I don't know how, unfortunately. It needs a piece of machine code to be written - you can't actually use the RESTORE command to do it. Perhaps some other readers can help out where I have failed so abjectly (sorry) (I save the amateur alternatives for the football field - Ed.) Send in your solutions.
- 5) The newer version basically looks more like a computer than the old-style shoe-box design and a few of the errors and problems with the old FOM (the computer's internal operating code) were sorted out and changed so that the com-

puter worked a little better. Also a few changes were made to the VIC II graphics chip, but there are no major differences.

- 6) This is a very complicated process that requires you to make a table that can locate one user port to another. You then manipulate input and output addresses in the memory to control what is sent by one and received by the other. It really needs a large article to explain it clearly. Sorry I can't help with that one in detail.

- 7) Probably because your C64 is broken - I've never heard of a reset switch that works via the serial port and if it does, then there is something seriously wrong with the internal workings of your C64. Assuming you mean the expansion port or user port, there is no reason why it shouldn't work with your new CBAC. As I made clear in the last answer, there were no major changes to the thing.

- 8) Erm, re-interpreted, like one. In my opinion, at the moment it is not worth buying one really. There is no software of any quality that supports the drive. And if you want to load your pictures from the drive, you won't be able to do it from within another program because of the way the drive plugs into the computer.

- 9) You could try Commodore Connectors in Leicester. Their telephone number is 0333 518666 and a C128, if they have them, will set you back no more than about a £100.



## MYSTERY COMPO

Dear Inside Info,  
Recently, while looking through previous copies of CI, I came across a com-



"The 64-man to Waterloo will be delayed because we've got an image to live up to."

- on my C64C. Why?
- 8) Is the TRS disk drive really any good?
- 9) Where can I buy a C128 and how much should I expect to pay for it?

Finally, I have some handy FORKs:  
To stop programs listing: FORK 774.6  
To get the listing back to normal: FORK 774.26  
To lock the computer up when LIST is typed: FORK 776.0/FORK 775.2  
To reset the computer instead of turning it off and on again: 0Y3864726.  
Richard Pennington, Corwen.

Thank very much for the useful FORKs. I'll attempt to answer a few of your questions as a return favour (though I don't have to be bribed - I get paid for this job anyway). (That's what you think - Ed.)

petition. It was in CP/86 and I was about putting text and pictures on the screen while loading rate taking plans. Then I looked through the rest of my issues of CP and couldn't find any solution to it. So please can you help?

And PLEASE print me because last time I sent something in to you it didn't get published.

Mark Dyer, Suffolk.

**Answer you need being.** Sorry I didn't answer your last letter but I thought you must be related to Andy Dyer, a strange, handsome being that once worked for this magazine, and that put me off.

As to the solution to the competition, I placed invoices every day as that I didn't come on the scene until after its launch. I'm sure that if a suitable solution ever reaches the office it will get published, but, of course, all that is up to the great king that sits snugly in his leather executive chair all day, otherwise known as 'Ed'. (Actually, I mean 'I' around when the competition appeared in the magazine, either *My professional*, that curious Campbell fellow, a being even more feared than the dreaded Dyer, was in charge at the time, I can only assume that no one actually sent in a printable solution! - The Neighbour Ed)



## NO, I WON'T!

Dear Inside Ed,  
First of all, congratulations on Inside Ed - it's a most excellent section of the mag. Not that all the other parts like, *Gamesources*, *The Mighty Bots*, and so on, aren't superb as well. Enough. I accepted if you, or someone else of equal deservability, could help me, this making a game with the SD Construction kit and I went to put a picture on it. The only ad package I have is *Robot*, so I need to move it to memory address \$2000. I've got an Action Replay kit. Can you please tell me how to do this?

I keep up the good work and love begging for more pages - and a lower price! We want your inside info! One more thing... be a naughty boy and fill this letter *Ed* Give *Ed* in 'Ed' To You please!  
Kiss her, Penelope.

Tut tut, you are pushing your luck, aren't you? You want an answer AND a list of your own choosing. Nonsense - it wouldn't be anyway. And with respect to the begging... Trenton, love, please, please, please give me more pages. (How wish it my name... Jason. You shall have another page! - Ed). (Actually this last Ed's comment was not written by me at all - *Fitch* wrote it himself. I intended to leave it in to show you what a strange, deluded creature he is. He actually never begged to be published, knows with certainty about a dog and bird-robot insects to support, and receiving the extra money. It was really

embarrassing! And by the way, Jason, don't call me *Ed* - The real Ed)

But to get down to your problem, I presume you want the picture moved to \$2000 in memory... um, why? You cannot display a picture if it is positioned at \$2000 - only a character set can be displayed at that location, but anyway, I'll give you a few brief words and you can take it from there (presumably you can take it anywhere - drop me a line and tell me what exactly you're trying to do).

*Robot* gives pictures out with the actual picture at \$6000-\$7740, screen information is at \$2000-\$2700 and colour data at \$2000-\$2800. To move stuff using



## BOXED IN

Dear Inside Ed,

Following the request for more information in CP/86, this program, which is used with *Basic*, allows a box to be drawn anywhere on the screen. This could be useful for menus, leaders and so forth. The box can be any size (providing it fits on the screen), any colour and can also be reversed. There are no limits to the number of boxes you can draw, so multiple boxes can be defined. To position a box, certain values need to be defined. You should enter a command something like:

```
BOX 01102, x, y, l, w, c, r
```

The letters should be replaced by numeric values, where:

x is 0-255

y is 0-255

l is the length of the box 0-255

w is the width 0-255

c is the reverse flag and is either a 0 (zero) for off, or a 1 for on

r is the colour of the box 0-15

So to place a red, reversed box of co-ordinates 1,1 with the length 10 and width 5 you would use:

```
BOX 01102,1,1,10,5,1,1
```

I hope a few of you will find this routine useful. You should just type in the *Basic* leader program, *SAVE* it and then enter *RAM* to initialize the machine code.  
Andrew Coombe, Colchester.

I've seen plenty of people will find the routine very useful indeed. You could incorporate the *Basic* leader into your own programs so that the data is read in first, allowing your own programs to display the boxes simply. Thanks for the letter, Andrew.

```

10 FOR C=0 TO 10000
20 B=0:Y=0:Y2=0:Y3=0:Y4=0:Y5=0
30 IF C=0 THEN GOTO 10001:PRINT "RAM 00000000"
4000 GOTO 170,214,0,0,241,180,150,30,240,140,131
5000 GOTO 150,30,240,180,154,292,30,241,181,218
6000 GOTO 150,30,240,180,154,292,30,241,181,212
7000 GOTO 184,250,50,241,283,140,232,0,148,291
8000 GOTO 184,250,174,214,110,211,30,208,237,174
9000 GOTO 184,250,224,1,208,6,209,18,21,210
9800 GOTO 288,248,178,172,200,200,182,0,180,190
9900 GOTO 30,230,200,230,230,204,208,248,240,174
9980 GOTO 30,230,200,184,254,211,204,218,204,0
9990 GOTO 174,214,244,250,150,211,30,198,239,180
10000 GOTO 212,30,230,250,248,0,188,30,20,210
2110 GOTO 250,208,194,204,184,248,248,200,12,230
2120 GOTO 250,208,114,30,198,239,240,200,212,234
2110 GOTO 251,208,250,204,212,184,212,180,212,212
2140 GOTO 168,200,148,271,30,210,200,140,0,140
2150 GOTO 192,30,210,200,210,218,204,208,184,249
1440 GOTO 248,20,210,200,174,198,200,204,1,200
1170 GOTO 3,188,148,30,210,210,170,180,250,140
1180 GOTO 214,2,94

```



Why make one type of box when you can make two? Just cut, fold, stick and ignore the letters.

# DATA, SETTE

Part 2

Click,  
whirr, click. Is that it? Is

that how you think of your datassette?

Just some utilitarian device for loading up your games? That's very sad when you and your tape machine can have a full, meaningful, two-way relationship that could be so much more rewarding. Want to find out how? Then Bones is your counsellor for this second session on making the most of your datassette.

**T**here's an ancient Himalayan proverb that says, "There's more to using a datassette than lurching in a tape, pressing the F READ button and waiting for your game to load." And those old Tibetan Lamas were extremely wise men (and obviously blessed with amazing powers of precognition), because if you're prepared to put in a little effort in the old programming side of things (yes, you actually have to get your hands dirty and type in a few commands), you can use your lumpy tape machine to achieve many wondrous and handy things.

Like what? Well, we've already repeated a few last issue (and if you missed it what are you waiting for? Turn to page 52 and order your back issue now) and because we're such nice people, we're going to tell you some more. So read on to find out how to get a list of every program on a cassette, how to automatically load a program from anywhere on a cassette and much, much more. Hold on to your belt-ras, it's going to be a not-too-gentle undulating ride...

## CREATING A LIST OF CASSETTE CONTENTS

We're just so glad to you. Glad that what we've done now. Well, y'know there's this great little program that will print to screen a list of the contents of a tape, and to save you typing it in we've included it on this month's coverage under the name Header Reader. This program will check through any cassette tape and read the header information of each file or program contained on the tape. When it finds a program it will pause allowing you to make a note of:

- (A) the tape counter,
- (B) what type of file it is -- whether it's **ABSOLUTE** (non-relocatable machine code), **RELATIVE** (relocatable basic) or **FILE** (data),
- (C) the size of the header in bytes -- these are usually around 0.5k,
- (D) the start and ...
- (E) ... the end memory addresses of the header file in the cassette buffer,
- (F) ... the file name of the program.

When the tape reaches the end of all you need to do is to press the **RETURN/STOP** key which will display the screen and the file label (note -- if the tape contained numerous files then some may have scrolled off the top of the screen).

## TAKE A PEEK

Using the **PEEK** instruction during the course of file management allows you to read out a filename, but often, perhaps because you have scrolled the tape back

too far, for example, the computer throws up a **FILE NOT FOUND** message, which can be very annoying after a long search through the tape. However, it is possible to get the computer to let you know what file it has found each time it reaches one.

Assuming you know the order the files are in, then you will easily know whether to wind the tape on a bit or go back to an earlier position. The following lines of code will force the computer to display the name of every file that it encounters:

```

100 OPEN "FILE READ" : RD
110 <=>MID$(RD)
120 PEEK"
130 OPEN "L.S. FILE"
140 FOR I=0 TO
150-PEEK+PEEK-CONST(PEEK) I(I)-1:GOTO
160 PEEK" :GOTO ... :GOTO " :GOTO
170 IF
180 PEEK, I, I+1:PEEK(I), I+1:GOTO
190 GOTO+CONST(I)-1:GOTO I+1
200 FOR I=0 TO ... :FILE :GOTO
210
220

```

Because the **OPEN** instruction in line 130 has no name this will cause the computer to load every header into a buffer. In lines 140-180, by means of the **PEEK** instruction, the data, or file name, is loaded from the buffer into the string **FILE**. If a negative result is found during the comparison of the file name held in **FILE** with

## GET IT TAPED!

Played all the way through your Powerpack yet? Well, if you have you'll have

found two small programs, located at the end of side two. **Catalog** and **Header Reader** are their names and if you want to know exactly how they work then you're going to have to read this feature. Suffice to say if you fast forward to the end of side two, instead of just 90 tape counter units, load them in the usual way, they'll change your datassette's life greatly!





changed the Basic Start Pointers the program is below them.)

You can now load the second program, and if you LIST it, once loaded, only this program's listing will be printed on the screen. Now write back the original values you noted into locations 43 and 44:

POKE 43,0: POKE 44,0

Now perform a LIST and Hey Presto you have appended one program on to another. There's just one important point to remember. Ensure that the program line numbers of the first program are lower than those of the second program, otherwise you'll encounter problems (ie, neither will run!) So make sure that the program you are

is loading the motor, and check to see if a key on the datassette has been pressed:

Address	Value	Function
1	AND 203	motor on
1	OR 30	motor off
182	0	motor on
182	1	motor off
1	16	key pressed

Also handy is the following simple instruction which will make a program wait until a key is pressed on the datassette:

WAIT 1,0,30

## AUTOMATIC LOADING

So armed with this knowledge, what little tricks can you achieve? Well, wouldn't it be handy if you could name a specific program on a tape full of programs and then get the datassette to automatically locate the pro-



We were going to print the listing for *Master Blaster* and let you Type it in, but this *Bonus* is a nice guy and he's already done it!

the original file name being searched for is PNL, the the search is continued, otherwise the program loads the file into memory.

## APPENDING BASIC PROGRAMS

Commodore Basic is, well, basic! How often have you wanted to load in several files and then link them together in a new? Files such as often-used sub-routines in a program you might be creating, or the data for graphics images, or user-defined character sets, for example.

Well, by utilizing the Basic Pointers, 43, 44, 45 and 46 this is not only possible but also fairly easy to do. Here's how:

Load the first program and set the start address by typing:

POKE 43,0: POKE 44,0

and make a note of the values. Now enter:

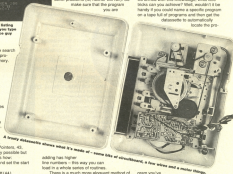
POKE 43, 1: POKE 44, 0: POKE 45, 0: POKE 46, 0

POKE 43, 0: POKE 44, 0

POKE 43, 1: POKE 44, 0: POKE 45, 0: POKE 46, 0

POKE 43, 0: POKE 44, 0

NEE (Because there are always two zero bytes at the end of a Basic program doing as the program end markers (as explained last issue), then the end vector must be subtracted by two. If you now do a LIST it appears that there is no longer a program in memory — of course, the original program you loaded is still there, but since you've just



adding has higher line numbers — this way you can load in a whole series of routines.

There is a much more elegant method of creating such a program but it requires machine language to achieve, and programming in machine code is another article altogether (is this a hint or something? — Ed). However, if enough of you write to that nice chap Trenton, the editor, (Yes, he's outthere in-spite-of-it, so it must have been a hint — Ed) adding him for a *Machine Code Append* program, I'll be more than happy to write one for the Powerpack tape!

## PROGRAM CONTROL OF THE DATASSETTE

One of the rather funny things we showed you how to do last issue was how to automatically start and stop your datassette through program control every time you load up a program. This is a very useful function that you can exploit even further, and, you guessed it, we're going to show you how. Here's a rundown of the various memory locations that enable you

program you've specified, and then load it? Of course it could, and, what's more, we've already included a program on this month's Powerpack that lets you do just that.

All you have to do is save *Page Catalogue* at the beginning of an empty tape, then save a series of programs following it, leaving a short gap of about 10 seconds between each one. *Page Catalogue* will store listing information and each program name as data statements. The final information is the time it takes to wind from the end of the *Page Catalogue* program to the beginning of each of the programs stored on the cassette tape.

So, after loading "PAGE CATALOGUE" place a blank tape into your datassette and then save "PAGE CATALOGUE". Once you've done this let the tape run for about 10 seconds (you don't have to sit there with a stopwatch, though — a rough estimate is fine) then store the first of your programs. Leave another 10-second-or-so gap then



save the next program and so on until you have stored all of the programs you want on to the tape (unfortunately there's a limit of eight but it's better than a slip in the tooth with a wet hairbrush). Make down somewhere the starting numbers on the tape counter together with the file name of each program as you save it. Once you've done this, insert the tape to its start, reset the tape counter then load and run Tape Catalogue.

You will now be presented with a menu containing three options:

1. CREATE NEW CATALOGUE
2. LOAD FROM CATALOGUE
3. READ INSTRUCTIONS

Choosing Create Catalogue 'C' you will then be asked to input each of the file names of the programs on the cassette (in the correct order, of course). When you have entered each file name finish by entering the 'Y' symbol which acts as a terminator. This will now be prompted to press the F.PWD key on the datasette. You can start or stop the datasette motor by pressing any key.

By pressing any key a prompt will tell you to stop at the start of a particular file name, using the tape counter position, you noted down previously (and don't stay so don't give you plenty of warning). Press any key to stop the motor at that point. Now press any key again and the motor will start and you will be asked to stop it at the beginning.

**So easy to use! Why take your settings into the**

EMERGENCY FRAME  
Tape Cassette Catalogue

PLEASE MAKE SELECTION

- 1. CREATE NEW CATALOGUE
- 2. LOAD FROM CATALOGUE
- 3. READ INSTRUCTIONS



**TEN THINGS YOU'RE EXTREMELY UNLIKELY TO KNOW ABOUT YOUR DATASSETTE**

1. A datasette can't load anything from disk. Any attempt to do so will reveal that these disks should really be called 'tobby' and not floppy!
2. Datasettes are nearly all made in Taiwan, a country previously known as Formosa - spookily right?
3. No external power is needed to run your datasette. There are two major theories concerning its power source. One is that it draws energy from the continual spinning of disks, the other is that it stole some from your M. One of these theories is badly flawed.
4. The little red lights that show when you are saving to tape are also used as flashing aids to show when the battery is in need! Are you sure - EOH.
5. One datasette was a BBC superior. Pictured either it appeared in Doctor Who as a Tri-corder. Resurrected gold it appeared in Star Trek as a super-computer and in its natural full-program mode it featured in Star Cops as a telescoping. So far none have appeared in Red Dwarf so the effects team these pointers to use Remington Pace Away.

## AND THAT'S NOT ALL, FOLKS

Would you believe there is still more to come next month? You can bet your sister's building society savings there is. In the last of the series - yup it's a blip, just the end of the range - Books, one of File and Print of Guyana Mountain, Denver or the several datasettes of Commodore, systems more elaborate the pretty program can return.

of the next file name, and go on until you have entered each program on the cassette.

When the program from the last entry, it will inform you of the proposed file statements that it is about to create, and then will print a message telling you to wind back the tape to the beginning, and to re-save. Tape Catalogue over the first version, now it contains the data you need. When you want to load a program from your tape, simply set the tape counter to zero, load Tape Catalogue, Run it, then select option 2 from the menu: LOAD FROM CATALOGUE. This will print a register to the screen, which tells you that the F1 key will move the pointer up the catalogue list, while the F2 key will move the pointer down the list and RETURN will search for, and load, the selected file. Press any key to display a list of the programs on the tape, make your selection, hit RETURN, and then you will be told to press the F.PWD key on the datasette. The program will now start to search through the tape until it locates the start of the selected program. You are then prompted to press the PLAY key on the datasette, followed by the SPACEBAR. The program will now be loaded into memory. Simple!

Maybe not the end of multi-taskingness as we know it, but certainly a great step in the right direction.

Wanda Wonder looks through your cassette, records what it finds and then tells you about it in more detail than a person could meet - with quite a bit, anyway!

```
PROGRAM - 1
TYPE      SIZE      START  END  FILENAME
ABSOLUTE  .09      878    771  MATCH

PROGRAM - 2
TYPE      SIZE      START  END  FILENAME
ABSOLUTE  .09      878    771  UGR!
```

READY FOR NEXT PROGRAM HIT ANY KEY



This famous Omega 6 is used in various right of those in several Commodore ads!

6. Datasettes is actually an acronym of A data store.
7. A datasette is NOT waterproof - we found this out collectively when James dropped his in the bath (don't ask why).
8. The orange tab that lives behind the little window on the cassette is actually Panasonic's 'Change Number 135'.
9. If you play a Daniel Bregget tape backwards through your datasette, some small fragments of machine code can be loaded. Not the same tape played forwards it a photo flasher reveals no fragments of music whatsoever!
10. Uh, that's it...

HORROR BEYOND BELIEF!



# The Mighty Brain

The Mighty Brain is set to unleash his unstoppable

brain powers on the people of Earth - only you can save the planet! Distract him by writing to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW. It's a long shot, but who knows, it might just work!

## MARCUS IS COMPUTER CRAZY (APPARENTLY - TMB!)

Dear TMB

- 1) What's the best budget football game and where can I get hold of it?
- 2) Have there ever been any C64 games that have scored 100 per cent in CP?
- 3) Will you ever put an adventure (text only) on future Powerpacks?
- 4) What's the best art program out on cassette or cartridge for the C64?
- 5) When will Liverpool be out on the C64?  
Thomas 'Dudley Cool' Bradford, Kings Lynn.

- 1) Choosing the best budget football game is a toss-up between MicroProse Soccer and Emlyn Hughes International Soccer. MicroProse Soccer is the better of the two games, using a very quick scrolling arcade approach. Emlyn Hughes is a little slower and views the game from a third perspective. Emlyn,

Footballer defender David Bevan is ready for the Granadan (but that's rugby) - James

Great Britain's computer hook should be one of the best, and now it's a budget!

though, in my opinion, has greater scope for skill development. MicroProse Soccer is available through Kixx 021 925 5886 and Emlyn Hughes through Touchdown 0298

541126. Both cost a mere £2.99.

2) Nope.

That

would

indicate

that the

game was perfect - and

no game can claim that

title yet. Some have come

close; Lee's Ninja 2 and Elite

both scored 97 per cent.

Besides, if we give a game 100

per cent then what would happen

when a game came along

that was even better - what

score would we give that?

3) No, no, never in a million,

billion, years. Oh, Um.

Well, since you asked so

nicely, all right then - look on

the cover of this very issue!

4) I personally like Soccer

Paint (which comes on tape and

disk). To get hold of a copy either

give The Software Business a ring on

0480 406407 or see page 53 for a rather

smart CP subscription offer! But then I

would say that wouldn't I?

5) Grandam are working their little fingers to the bone trying to get it ready as soon as possible, but you know how tough it is programming with bony fingers! TMB

**CERT X**

## MR MAD

Dear TMB,

TMB - How hideously deformed mighty

brains can grow (along with brain power).

Roger Farnes - tries to grow rich while you are asleep by Gings Smith.

Ian Cyclopeda - Encyclopaedia Britannica

story book and cassette.

James Henson, Shastona.

As mighty as I may be, I'm not entirely sure quite what you're on about! TMB

## POKEY STICK

Dear TMB,

Now, oh great grey blob of super intelligent matter, I know that you are extremely busy but I have a couple of computer-related questions

that I would like to ask you.

- 1) Are computer games made with their cheat codes, being pokies, etc. infected?
- 2) If so how do you and the CP crew go about finding them out? Mayne Hay, Reading.

3) Yes, games are often made with cheats built in. These tend to be of the 'keypress' variety and are used by programmers during the testing process. Obviously, if they have written a huge arcade challenge they don't want to start playtesting without infinite lives or invulnerability.

Listing pokies, on the other hand, are actually small programs that subvert the original game code. Basically, they find the part of the program that counts lives or energy levels and disable it.

- 3) We give them to Andy Roberts - who



gets Martin Pugh and Warren Pillington to help! Keyboard cheats are often published by the games' publishers a few months after release, or people just stumble on them. Listing cheats are discontinued by mentioning the game program as it runs and listing what numbers change when you lose a life or unit of energy. This part the program can then be tweaked with a short listing—which is usually written for a specific game.

TMB



Locations - have any CP readers noticed the starting similarity between The 4 Team's Face and Battletech designer's Starbuck? Are there, in any chance, related?

## QUANTUM LEAP

Dear The Mighty Man

- 1) Will there be a Star Trek game coming out or is there one available already?
- 2) Could you please tell my brother the fact that Final Flight was only awarded 10 per cent and not 31 per cent. He thinks that you just made a printing mistake.
- 3) Why does Dirk Benedict (the bloke who plays Face) on the 4 Team look so much like Scott Bakula, the bloke who plays Sam Beckett of Quantum Leap?

Peter Dunston, Plymouth

- 1) Yes there was Star Trek: The Promethean Prophecy (MCA, Sci-Fi) (Simon and Schuster) and Star Trek from

"The caption says 'star' take much more, if I write any more you'd know"



Finalist. Both of them were released about four years ago.

- 2) Read my lips, not your lips - sorry must stop babbling about the South! Read my lips, we did not make a mistake, Final Flight only scored 10 per cent.
- 3) Probably because they have similar shaped faces and beards! However, have you noticed how much that one from The 4 Team looks like that Starbuck chappie in Battletech Galaxy? TMB

## A FAST ONE

Dear Squidgy Blo

- I have some questions to test your intelligence.
- 1) Which do you think is the best Dizzy game?
  - 2) What do you think of the Kempton Chalkdust joystick (I think it's best)?
  - 3) Have you got a quick about for Bubble Dizzy you could tell me?
  - 4) When you Powerlevel games do you review the tape or the disk version?
- Christopher Loftus, Middlesbrough.

- 1) Call me an old fool, call me a bit of a dinosaur (you British will appreciate it - lol) but I liked the original Dizzy best, simply because it was original! These new whippersnapper Cadave games can try to recapture that old magic, but you know, when they write that one they break the mould. They don't write 'em like that anymore. In today's games you can't hear the words... [oh stop whittering - lol]
- 2) I think it's awful! lol
- 3) Yes, as you'd better get ready... sorry too slow, you missed it!
- 4) The CP team Powerlevel from both disk and tape. Whenever possible we will have a look at both formats before making up our minds about the score. However, owing to the time pressures and costs involved, this is not always possible. I'm assured, though, if we can only get the game on disk we always, always, always have the tape user in mind and are wary of the dreaded multi-load.



A Cephalopod? But how big and fast? Read on to find out.

## OCTI-PLUS?

Dear TMB

The main reason I'm writing it is about the multi-load (see the octoboss). I think it would be more informative to the reader to include a score from one to ten next to the octopus icon. This would indicate how good or bad the multi-load is on that particular game. For example a 9 or 10 would be for the really good ones like *Robotop* (reloading the whole game/level after losing all your lives) and nine or ten could be really nice like *Hi Type* or *Madison T. Dam*, *Misscombe*.

A neat idea but hopefully - well definitely - this information will be in the review itself. This way the octopus should alert you to the fact that we are reviewing a multi-load game, then in the review it should be made pretty explicit just how good, bad or ugly the multi-load is. TMB

## EDUTAINMENT

Dear TMB

- Please answer a few of my questions or I'll set Kipler Minogue on you!
- 1) What, in your opinion, is the best joystick available for the C64?
  - 2) You're a brain! Considering that the human race has never found any evidence of life on other planets, and the most intelligent species on the planet earth is MAN, this means that you are a human brain - as that is the most intelligent. So then...
  - 3) What have the games KLP and games Wiggly Jeff blinter got in common?
  - 4) Why do full-price games cost so much? £4 is enough for any game no matter how good.
- Andrew MacCombe, Carmarock.

- 1) The best joystick has to be the Bug from Chemlok (0 0332 957777). It looks good, works well and comes in any colour you want - as long as it's black!
- 2) Honestly, your species never ceases to amaze me! Your logic does suffer somewhat from hubris. For instance, how do you know that mankind is the most intelligent species on the planet? Dolphins, whales and whitebears all have massive brains but... just because they haven't developed inter-planet transport (apart from whitebears, but lol) they are considered 'inferior'! Besides, I am real and if you keep saying I'm not, I'll cry!
- 3) They are both cartoonish life forms with a penchant for pyramids!
- 4) Full-price games cost £10 plus because of the investment needed to develop them. Big houses like Britain cost a vast amount to arrange and this has to be reflected in the price. Then comes the cost of hiring a good team of programmers for months at a stretch. This is also the cost of mastering thousands of tapes and disks, and getting the many boxes printed. All this adds up to some major moolah, but if the game is good, a la *Madison Hawk*, then it's definitely worth it. TMB



# ROGER FRAMES

buys  
**Budget Games**



There's bound to be trouble when Roger reviews *Total Recall* in the same issue as two tennis sims. But this time the stingy cheapskate seems to have lost his mind entirely.

Read on for a slightly amusing tale of interplanetary amnesia...



## SUPER CARS

QBM \$3.99 cassette  
Contact 0142 730421

Yes, it's time for the sort of high-speed mega-dangerous racing that everyone can afford (especially if they've got £3.99 they don't know what to do with). And by a curious coincidence, I might just have that sort of money knocking around (but not).

Now faster up-car it's quite simple. You start with a standard little car and \$50,000. You must modify the car with missiles, turbo and other groovy, go-fast stuff so that when it's time to stop fearlessly but on to the track, you can go with your head held high, like a true Frames (or a true whatever your name happens to be), knowing you can't lose.

The price of these add-ons is a bit steep,

but then again I'm not really sure how much heat-seeking missiles really cost (our local stockist had sold out when I visited). Anyway, it's probably best to refrain from spending any cash and just rely on your driving skills.

The idea is that you raise around 27 circuits, being, shouting and weaving to get past the gas in front. It's smooth, fast and very playable. So, because I recently celebrated my birthday and in a good mood (lots of cash and tokens, you see) I'm going to award it a massive great Carat, and I'll fight any man who says otherwise (unless he's bigger and stronger than me, or carries a powerful handgun).



Super! Stop getting on me! Just say you need loads of tokens and I'll be invested in under-bed shelves.

By shouting, someone big and scary my arms, I distributed the gas enough to actually take a point off the... (swearing with style, I wouldn't over the wall, back-to-back, by the way) and I collected very patiently with the ground.

And when I speak, I couldn't remember a thing. I felt like a ditherer. I had this weird memory that I'd been on Mars. I remembered a girl with locs hair and a vicious smile. I know I must get to touch with her again...

## SUPER CARS

Better than becoming obese with the Queen and getting loads of cash and the lot off her in return for being silly and clever in front of visiting heads of state.

## FRAME RATE

91%



The trouble with modern military firepower is that it's so fiddly... (swearing, I mean, in my day you could fire a shot of barbed wire and still have change out of £5.00).

## GUNSHIP

Kixx \$3.99 cassette  
Contact 021 625 3388

I made a quick phone call to McDonald Douglas in the USA and found out how much Apache helicopters would set you back, (\$42 million, apparently, so if you want to go on one, have a look at Gunship. It's safer and far more reasonably priced.

It's just as complicated as the real thing, though. You've got thousands of controls to work out, as well as sorting out the how to operate the weapon selection system, what you hat for lunch, how old the President of Tunisia is and where the enemies are. A lot of it, most certainly.

So lets assume that you're a glib sweet and you've learned to fly this monster. What



## PRO TENNIS TOUR

The Hit Squad \$3.99 cassette

Contact (61) 832 9433

Collect Jingo! (Yes! Another tennis game!) And I've used up all my decent tennis game on that last review. Oh well. Bear with me while I try and come up with some more...

Hey, well I won't be making quite such a racket about *Pro Tennis Tour* because it isn't as good as *International 3D Tennis*, if memory serves, it's slower and a bit more jerky. So if you've got to choose one or the other, go for *International 3D Tennis*. It's certainly more fun than this one. But that's not to say that *Pro Tennis Tour* is packed with faults. Not at all. It's a nice little game, certainly



This is going to be a generous one to rank alongside *Pat Cash's Tennis 'real-shredder'* back in the '84 Upper Volta Game.

playable and fun, but you might not love it. (Clay, Phrases. That's enough, I think I preferred it when I didn't know what the device you were going on about - E!)

Right, well the main difference between the two games is that *Pro Tennis Tour* has got bigger, more solid sprites. This is certainly no bad thing, but sadly they don't move as well as their 2D counterparts. It's difficult to put my finger on the exact reason, but *Pro Tennis Tour* doesn't feel quite right. Maybe it's too sluggish, or maybe it's just too finicky about where you've got to stand to hit the ball, but either way it doesn't come across as being quite up to scratch.

It'd be nice to finish off with a decent tennis gap, but I'm afraid I can't think of one. Hold on - here about this? Although you won't be counting disaster with *Pro Tennis Tour*, it's not up to the same standard as *International 3D Tennis*. Not bad, eh? Oh, please yourselves.

## PRO TENNIS TOUR

A great improvement on spinning both your knees while out skateboarding, but not nearly as good as being picked to take part in a Miley Way-eating competition for *Time Team Television*.

## FRAME RATE



58%

## TOTAL RECALL

The Hit Squad \$3.99 casset

Contact (61) 832 9433

I'd forgotten about this game when, suddenly I'd come flooding back. *Total Recall*, I thought, it's an Arnie film which I wasn't old enough to go and see. So that was some

money saved. Anyway, the game is a multi-level job with plenty of action. It starts with a platformer, where you've have a time limit in which you have to run around, puzzle stuff out and kill loads of folk.

Next is a driving section. It's a nightmare ride on a one-way street to oblivion. In other words, it's fast and will make you sweat. After that, there's another driving bit. This time you've got to get through the crowds of bad dies towards the retail-hire out.

Finally you have to deal with yet another platformer-style beat-'em-up in which you, er, go on loads of platforms and beat people up. Once you've done that, you've won the game.

Well, it's not that simple.

There are a couple of pretty good games linked together here. The platform-style affairs are playable, tough and rather pleasing to run out. The driving bits are fairly straightforward, but they're fast and well-coded.

So *Total Recall* is a decent budget buy. There's plenty to see and do, and it'll keep you going for ages (and it's not that easy, you see). So if you want a big bang, go and buy this (or a change if it's worth it).



Come and have a go (if you think you've had enough), the one gets between a Frames and the nearest rubbish player in the same solar system (to me, do you hear?)

## TOTAL RECALL

Forget about wrapping an old Hoover round your legs and pretending to be *Batman* Scott. It won't fool anyone, I'm afraid. Instead, buy *Total Recall*, play the game and use the box as an ineffective terrapin-resistant.

## FRAME RATE



90%

## NARC

The Hit Squad \$3.99 casset

Contact (61) 832 9433

Today is your lucky day. Yes, in the past this morning you found a dot-matrix-printed invitation to take part in a once in a lifetime chance

Later that day the mysterious blonde came round. She said her name was "Yvonne Nolan" and, as I suspected, she'd been my girlfriend when we'd both lived on Mars. As we played my full-price game, she filled me in on what I'd been like.

Apparently I'd been a generous, easy-going person, always happy to buy things, pop and cinema tickets for my friends.

Yvonne said I'd often bought her diamonds, and she'd the most expensive looking necklace she owned. She said I should try and be like that again, and I should start by getting her a black stiletto, longer and finer, followed by several items of very expensive...  
 ...are all software.



to infiltrate the Mr Big Corporation. Yes, you and several million other people will get the chance to paint yourselves blue, put on some dark glasses and go and fight in a dingy part of New York.

So it's time to cue the violence! And if it's the violence you are looking forward to, you won't be disappointed. You start off by wandering along a street, waving a gun around. Loads of not-too-brilliantly dressed men come walking up. They're also armed, so it's the start of a shoot-out frenzy. But what I want to



Take that, Mr Average Computer. You didn't expect machine frenzy and gun-fiddled violence on the tube when you set off the next time morning, eh?

Now it, why is the main character blue? There's must be some reason for this. Perhaps he's cold. Or an alien. Or an extremely cold alien. Maybe we'll never know.

What is clear, though, is that you've got to wander along to the right, blasting hordes of not-very-tough people out of the way.

Ultimately you're after the big bad boss Himself. When you find him

Anyway, it's an all-action affair, is *NARC*. I think it's a bit difficult, as well, but the might just be me playing it badly. What it boils down to is a sort of glazy puzzle (so don't try this at home, kids). If you're after a game with more shooting in it than you'll find on many a



greasy knot in Datas, NARC should be right up your rifle barrel. But although it's pretty quick and packed with action, it hasn't quite got what it takes to keep your finger on the fire button.

## NARC

More shooting than on the set of a World War II movie. But will it open your mouth and remove your fillings, before covering your guns with a foul-smelling stench? Personally, I don't think so.

## FRAME RATE



67%

## WORLD CRICKET

Zeppelin 09-89  
Contact 091 385 7785

Dad often says that cricket is the greatest game in the world, and that nobody plays it like the English. I take this to mean that nobody else gets as few runs, gets caught out or leaves the sport to as many fat old men to play as the English.

Cricket isn't the greatest game in the world, anyway. *St Dragon* or *Rainbow Islands* is. The only time cricket gets exciting is when one of the balls wallops an unsuspecting



Why do these world-class players seem to be afflicted with some sort of bizarre defencing disease? Possibly they're less exposed to this game for too long, but this is a warning to you all.

page(s). So there, I'm going home for my tea now (What? You haven't finished the review yet, Premier - ?!)

Okay, *World Cricket*. Well, what we have here is a sort of management sim, combined with a captain-of-a-cricket-team sim. You select a country to be (Pakistan would seem to be the best bet at the moment) and then choose your team (which will be made up of real people on the world cricket circuit). Then you decide what sort of a game it'll be (one day, full test or whatever). You can also, for of jays, flip a coin and start the match.

And what you see is, er, a scoreboard. You know, like the big confusing one you see at Lords or the Oval. As you watch, runs are notched up and the wickets fall. Interestingly, *World Cricket*, er, no, it isn't very interesting at all. In fact it's downright boring. I mean, the idea of a cricket game is to watch the deliveries and to cheer when the ball is dropped by any number of hopeless

Yankersmen on the boundary. This nonsense continues whoever's batting or bowling. It's completely boring and only just profitable to being forced to make your bed.

If you're a cricket fan, run away, change your name and live in another country for 30 years, pretending to grow cornflakes rather than go within 200 yards of this game. I'm sorry, but that's the way it is.

## WORLD CRICKET

Rather than buying this game, let several strips of tin foil be a *World Cricket* and convince the clergy to open a building society account for you in the name of Jehovah.

## FRAME RATE



20%

I was very confused. Part of me couldn't believe that the lives on there, spending tons of cash and going out with thousands. But it was still so. Then this meant for them. There were only two reasons of action about to die. It must travel back to Mars. It would mean leaving the team separately. Possibly, but probably, I'd need a quarter pound of Soviet quality plutonium, an ion thruster, a twin laser cannon (surely for defense) and a couple Williams plastic collectors. And even if there was that kind of money to hand, so that might have to sell the car...

## YOU'VE BEEN (ROGER) FRAME[D]!

Oh well! It can't be true! There really are people who look like Roger Frame(s) some of them very vaguely, admittedly. And rather than hide away in shame, they've graciously sent their photos to us. Here are a trio of the best we've received so far, as judged by the editors of the *Thing* as James falls off his chair laughing. Keep sending the lookalikes to us here at [Commodore-Pornac 30](mailto:Commodore-Pornac@Pornac30.com)



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James McGill from Glasgow



Graham Johnson from Leigh-on-Sea



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## BACK ISSUES

**OFFSHOOTING**  
Attack of the mutant Camels, Aquarians and Sheep in Space are the full Powerpack games. Catagone, Super Zeymour and Pelaworth are on review, and there's an excellent interview with veteran coder Jeff Miller.



Outside, Buckskin, Bonanza Boss and Cowgirl Peter are just through their Powerdisk pieces.

Family, Arise and Euro Football Champ, May '87, Chuck Rock and The Addams Family get the Powerdisk treatment.

**OFFSHOOT**  
Full game action with Defenders of the Earth and Johnny Ace 2 with demos of Jet, Bug Bomber and Nobby the Aardvark. Cool Chat Tennis, Turbo the Tanker and Genomorph get the review treatment.

**OFFSHOOT ON BOARD**  
Are Attack and Misadventure are the full games. Boat the Alien and Catagone are the demos. Space

**OFFSHOOT CHECK IT OUT**  
Anipetal and Southern Belle are the complete Powerpack games along with demos of The Addams

**OFFSHOOT SURETHY**  
James Pond 2, Codename Robocod and SA Full are the

demos while Rover Bomber and Agent Orange are the full games. Euro Football Champ looks of the review section, with Dylan Dog in support.

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Back in the days of yore when the leading games programmers were teenagers working in their bedrooms, text adventures were the staple diet of home computers. Then, like olde magick, they faded away as the computer industry grew up. But now they're making a comeback and once again it's the bedroom programmers that are spearheading the resurgence. Paul Rigby puts on his cloak of investigationability.

# HIDDEN TREASURES

**B**ack in the early days, when the Commodore was king, the lone wolf was someone who programmed and designed their own games and, more than likely, marketed and sold them as well. Then new computers appeared in a blaze of glory (and many vanished just as quickly), the software house became the dominant force and few people took much notice of the lone wolf.

But the lone wolf is now being back, mainly via the proliferation of text and browser-style adventures, produced using long-established utilities such as Inventure's GAG and Glitch's CGL. New games are appearing from a variety of homegrown companies; you can find numerous adverts for them at all the fanzines. But why the upsurge now?

One reason may be the age of the Commodore. Where some software houses have stopped making software, the lone wolf has filled the gap. Commodore may be

another determining factor. Computers such as the Amstrad CPC and Spectrum have seen an upsurge in the amount of adventures produced for them. Many homegrown outfits have found it easy to convert these games to the C64 while converting their Spectrum games to the CPC, for example. But a major reason for the increase in adventure games is you, the C64 gamer. The letter's pages of many fanzines have been inundated with queries from frustrated gamers asking why everyone else has adventures to play while there's a need to nothing for the C64. The lone wolf picks up his ears at such cries for attention and springs into action.

Of course, it will also be to think

that it had something to do with the fact that we gave away The Graphic Adventure Creator (GAG) utility, with CP15. Previously sold at full price by Inventure, it is one of the most common adventure creation utilities around.

## THE LONE WOLVES

The upsurge in adventure releases for the C64 comes mostly from a core of part-time, home-grown distributors/developers. These reach out to us via their software, Atlas Software and The Guild, each operating in a slightly different way.

Atlas, which is the software side of the same team which produces the Adventure Probe series, distributes and markets adventures by a variety of independent authors including Walter Foster (author written five), Dorothy Minard (author written six). Atlas advertises the games in their fanzine and via all the packaging up and sending out. Their authorly develops all its own stuff as well as handling the marketing and dabbles on.

The Guild's speciality is converting adventures from the other 8-bit machines; they tend to either buy up the rights to old adventures and pay the author a royalty for each copy sold, or pay the author a flat rate.

But don't dismiss the set-up. It may sound professional in its structure, but all the people involved are doing

it as a hobby; the reason for the existence of these distributors and developers is fun! Money is not







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As you'd expect, Elvira's got a badass set of wheels. She's also got quite a nice car. (Lef's search it for clues (and Tiger Toxins).



A grand house, I'd contest the FBI and hand the whole thing over to the authorities. Not. (Don't you dare use that expression - Ed.)

# ELVIRA 2

*She's missing! Some fiend has kidnapped Elvira from her own spooky studios. And which dweeb is both stupid and lovesick enough to go looking for her? Enter James Leach, with a mission...*



Don't mess with night wrens. And if you want to remain a regularly featured character, sorry. Here's what fate awaits if you die.



I say! Steady on there, my good man. Anyone would think you were dead! Better wake up! Oh my god, he is dead. I must quickly go to South America.



**Y**ou'd think that Elvira would be able to handle herself, wouldn't you? I mean, she's five foot eight (but over seven foot with heels and hair), she's Mistress of the Dark, and she's got a couple of concealed weapons too. What's going to kidnap her? Well, that's what you've got to find out.

The control system in Elvira II is similar to the one in the first Elvira game (reviewed at \$4 per cent in OFB).

You see



what's directly in front of you, and you can travel in the four directions of the compass. To move you just click on where you want to go either on a fairly fiddly icon or in the viewing window itself. Simple (ah).

To the sides of the main viewing window there are displays telling you loads of other stuff. For example, you've got a sort of heart-beat thing which indicates your nervous state. It's calm at the beginning of the game, but just watch that needle go after a couple of complex traps or you unexpectedly fall above.

The game is an absolutely massive romp through not one but two huge studies belonging to Elvira. And the reason you're there is because you're her boyfriend (which might be annoying for any gals playing).

Okay. Get your thinking helmets on, because this is going to be a tough nut to

**Wreck.** This guy looks like he means serious business. Time to get this wild animal out and about a bit of 'wakeup act' and 'awake'.

crack. Probably the best way to tackle it is to get some squared paper (for mapping), some plain

paper (for notes), some tissue paper (for wiping off sweat) and some folding paper with pictures of the Clowns on (for hitting Maximilian into telling you how it's done).

You also need a big book. This is to give you something to read while the disk accesses. Yes, that's the price you pay for having such a big adventure. There are four disks, making

**Oh, sorry to hear it on you, but I'm kidding. No, really, Ed, please. Stop being mean! At end I said I was sorry!**





Which door? It's totally up to you. But remember, you're like a snail slogged on it. I'm not putting any pressure on you, am I?



This is the control room, and that means... uh... uh... uh... surveillance equipment! No, it means barely visible food, actually - Ed



There's no escaping her magnetic allure, even to the 80. Bit of an admirer, there, but who aren't? It looks good, anyway.



This is known in the acting trade as "being her". It takes a good year's training to do this quickly and seems you had to death.

eight sides, and although they've tried to make the disk savings as frequent as possible, there is still a large amount of rambling going on between many of the locations.

As with all adventures, you can pick things up, examine them, throw them, use them and so on. Here, though, you don't have to type any words in. Control is all done with the joystick and a crosshair. This is a bit slow at first, but you'll pick it up no problem and it'll become second nature.

As you wander around the deserted streets, looking for your tea, you should start picking together the clues that you'll find. The dead guard, the locked doors, the empty staff under the table, the precious small in the box. All will become clear.

The thing is, although you're on a film-set, the dangers that lurk there are completely real and totally deadly. It's quite possible to die of shock in the game (beware the head-butt) so you must be careful.

Oh, and if the shocks don't kill you, magical creatures might.

And as you search for the poor girl, you cannot fail to be

impressed by the graphics. Even if it's a stunning-looking game. There are loads and loads of brilliant locations, all drawn with style and atmosphere. There are even animations. For example, if you throw a stone at it

windup (or a flat tire), you actually see it go through something like a small real fashion model that I don't really remember, you understand that I don't really remember, and are too busy to describe here; get the game to see them (and be ready with the smoking rats).

If you're not an adventure fan, don't be fooled into thinking that because there's nothing really happening, this might be for you. It's a fully blown

What's really weird is the lack of control groups around even though it is right. Plenty of controls sounds, but no graphics...

## CONTROLLING YOUR MOSEYING



Joystick - keep this close.



Save! Press anytime.

As you play, Edna if you will, won't get to know exactly what all those controls on the screen do. I've managed to work them out, so let me explain them to you. Oh, go on, please...



Joystick - whenever you see it, move it up there.



Joystick - whenever you see it, move it up there.



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Joystick - whenever you see it, move it up there.

## OOOPS.

Edna is a bit of a klutz, and you'll need to be careful not to let her fall into any of the many traps scattered throughout the game.

Game	Edna's 2
Publisher	Fisher
Console	not available
Disk	\$24.99
Release	September
Contact	0607 900360

## POWER RATING

### THE DOWNERS...

- Their disk saves never stop.
- And console saves miss out.

100

89%

- Absolutely stunning graphics. Probably the best ever seen on the 88.
- The game is twice as large as a really large thing (making it very big indeed).
- The puzzles and traps are brilliantly thought out.
- There are some superb animation sequences.
- You can go anywhere you want. There isn't a rigid game structure in the way.
- Using the joystick for everything is a great idea.
- It's nice to get the thing at.
- Excellent sound effects.

### ...AND THE UPSERS



**Hägar** — Staffs, hammers, staffs large and small often appearing in *The Sun*.



**That's Take That, and off we level!** Saddle! Yes, head this wacky-looking fellow and you're well on the way to the next island and the next set of challenges.



**A fine Viking would have no truck with a command unless she was six feet tall and walked handily with a two-handed battle-axe (which this one clearly isn't).**



**It's on top of the world, so get him into action before the state-sleazy Sapphoes can't contain him before they were even written.**



**A wild barbarian steps into the ring. Time to get out those lovely axes and practice the long-range throwing skills.**



When James was caught reading *The Sun* in the office he protested that he was just doing some research. Ollie got excited because he thought it would be for Elvira II, but in fact, the paper's Viking comic strip star, Hägar the Horrible, has now got his own, humungous platform game.

# HÄGAR THE HORRIBLE

**F**or the millions of people who read (and perhaps not read exactly — it's usually more of a casual flick through) *The Sun* every day, that bearded cartoon Viking, Hägar will be a familiar character. For you never thought you'd see his jolly verse pages translated into a platform game, though — it's not something you tend to muse about stabs in a jam-packed rush-hour train or over the egg and marmite options. But that very idea thought

*Meanwhile they'll be bashing you as hard as they can*

must have struck someone at Kingsoft as they tallied their bacon butties, because the licence was snapped up and Hägar has become a (the star of his very own pillaging platform extravaganza).

As you'd expect, there's a rather involved plot to get to grips with. It's funny, but whenever there's a licensed character in a game, there's always a really huge plot to try and get the most out of him or her.

But instead of being you with hours of whistles about Hägar and the traumatic stress caused by his inter-personal relationships, it's just easier to say that Hägar has fallen out with his Missus, Heega. Apparently this is always happening in the cartoon strip (are you trying to pretend you don't read... er... er... it's really kind of funny!) *The Sun*, James? — Ed. What you have to do is get him back.

in favour. Being a Viking, it would make sense to threaten her with a large club. But no. Even amongst these barbarians that sort of behaviour isn't acceptable unless, for some reason, it's directed towards people you aren't related to!

Anyway, the first thing you'll notice is that before you get on with the game itself, you have to do a little thing longship to one of eight islands. Each island is a level, and each level has a code, so that once you've beaten one, you can write down the code of the next so that you don't have to replay all the levels you've already got locked the next time you play the game.

So let's have a quick peep at the game itself. Heega, Hägar's wife, is the one who gives you an assignment. You must collect a certain number of things from that level in order to please her. These objects include stuff like gems, hearts and diamonds, although I suppose these could be counted as gems.

But pattering around each level are orcs, elves, knights, barbarians, people called Tam and these small mice from that weird advert for slimming pills (although I might be wrong about these!) You are! — *Sid*. Because you're a big, hard Viking, you've got to kill 'em all. And because you're a big, well-armed Viking, you've got the weaponry to do it. As well as a (rather stupid) sword, you've got a limited number of knives, spears and axes. These are all for throwing, and you select them by hitting the function keys, which isn't as slick as it could be, and means you've got to be ready with one hand on the keyboard, especially

when you meet a new and tough bad guy. One of the good points about Hägar the Horrible is that it isn't a standard walk-to-the-right scrolls. Here you have to go in every direction, including up and down, in order to collect the gems. It's a much more interesting



way of doing things, and certainly keeps you wanting to explore further into the levels.

If you can find the keys, you can enter shops and transporters. As well as picking up standard points for killing things, you collect profit points for doing stuff. These are what you spend in the shops on such essential items as extra knives, axes and spears as well as food and magic (both of which keep

and when Hågar jumps, he moves forwards to the final hall, before plummeting vertically downwards. You get used to it, but it's annoying until you do.

Another thing that I find annoying is the way you have to kill the badies. Firing axes, knives or spears at them from a distance is fine, but otherwise you've got to let your hand right next to their backside (and the bad with your sword. They don't show any shields until they finally die, so you've got no idea how much damage they have taken. Meanwhile,

they'll be taunting you as hard as they can.

These means aside, Hågar is an excellent game. It's got eight huge levels, all packed with rather weird surprises (German programmers, you see). There's a lot to do, and it's a game that's crying out for mapping (Hågar Andy on the phone, huh? - J.C.)

Could material? Well not quite. The animation doesn't feel quite right, and the combat also has a strange sort of taste to it. But the game works much better than you first think, so it's not far off. And the size of the thing is a mega plus-point.

**JAMES LEACH**

# HORRIBLE



Hard on you are, it would make sense to avoid these ugly Vikings. Because they're made of metal, and are much harder than you'll ever be.

you alive longer and make you richer).

The transporters are doorways which you can walk into. You're instantly, and impressively, scooped across to another transporter somewhere else on the level, where you arrive and continue with the game. They're useful indeed, especially because Hågar has got some very large levels to get lost in.

The main spirit (Hågar himself, obviously) is pretty large, as are many of the badies he meets. Everything runs rather smoothly as well. The animation could possibly have been a little more realistic,



## IN YE OLDE SHOPPE

As well as phonocarats and T's license stamps the shops in Hågar are also handy for picking up such vital Viking artefacts as:

- Extra knives
- Spears
- Axes
- Wax
- Food
- Shield



## IAN'S CYCLOPEDIA KEEPS FEARFULLY UP VIKINGS

The Vikings were a violent race of invaders who lived between the 8th and 11th century. They came from Norway, Denmark and Sweden, and landed on the coast of Yorkshire. Then they wandered around, burning villages, nicking sheep and denuding the woods.

Historians agree that the Vikings were probably the hardest race in history, beating the Samurai, the African Zulu nation and the Sioux Indians.

Interestingly, the Vikings never wore horns on their helmets. They used to have metal ear-protectors which looked up when not in use, enabling them to hear each other clearly. To the terrified Britons (who were probably running away at the time), these looked like horns, and a legend was born.



Vikings come in every shape and size, but all have one thing in common - a really bad...

Game	Hågar the Horrible
Publisher	Kingssoft
Cassette	£14.99
Disk	£16.99
Software	Superdancer
Contact	0752 889000

## POWER RATING

**THE DOWNERS...**

- The animation sounds like being a little more convincing.
- So could the combat.

**100**

**82%**

**THE UPSERS...**

- Exactly the sort of sound effects you'd want in a war game.
- Phags, hags, huge levels.
- And there are eight of them to get through.
- Tons of collectable goodies and plenty of other objects to grab as well.
- Loads of goodies to do things with and a fair old variety of items, too.
- You get at least four weapons to use.
- The shops are a real idea.
- So are the transporters.

**0**

**...AND THE UPSERS**

## LOOK, IT'S NOT THAT CONFUSING REALLY

These are the things you really need to know about Hågar and his progress through the eight levels.

- CURRENT SCORE** (points to the top left corner)
- NUMBER OF KNIVES HE'S GOT LEFT** (points to a knife icon)
- NUMBER OF AXES** (points to an axe icon)
- NUMBER OF SWORDS** (points to a sword icon)
- NUMBER OF FIRE SPELLS HE CAN CAST** (points to a fire spell icon)
- POWER OF SWORD-STRIKE** (points to a sword icon)
- ENERGY LEVEL** (points to a character's health bar)
- NUMBER OF LIVES** (points to a life icon)
- PROFIT HE CAN SPEND** (points to a gold coin icon)
- AMOUNT OF FOOD** (points to a food icon)

The World's most unlikely superstar is here. He's squat, he's smelly and he hoovers up ants. So we asked him to play *Nobby the Aardvark* to see what he thought of it. And so it's over to James Leach...



# NOBBY THE



The reason James is so excited to see to appear on screen for a film.

**T**hat's the only way I can compare me to an aardvark. I'm nothing like an aardvark, if I'm like any animal I'd compare myself to something like a lion! No mean, you sleep 23 hours a day? Yes, I can go along with that — *kill*.

Anyway, *Nobby the Aardvark* is a large platform game on the whole. It's a lot more than that, though. It also includes a puzzle game, an underwater dodging game and a sort of 'white-against-black' game.

The plot, for those who are dying to know, is very silly. Well what would you expect of a game called *Nobby the Aardvark*? But what seems to have happened is this. Nobby was roasting a few ants, when one, pleading for

its worthless little life, begged to him about a mythical place called Antopia. (NB: Let me just warn you that at this point that things get even sillier. Turn over the page now if you don't think you can handle it — *kill*.)

Nobby, sensing a place packed with billions of accumulating ants of every conceivable fitness, decides to build himself a 'matter transporter' to get himself there. (Well, wouldn't this be the first means of transport to cross your mind?) This, as I seem to say in every review, is where you come in. You've got to guide Nobby through the seven levels in order to collect various bits of his matter transporter. There's the thermo-nuclear fange coupling, the twin-phase particle accelerator, a crypto-bionic plasma decelerator and four I497 batteries.

Level one has you in what Thaddeus claims is America in

**The graphics and the playability are both struggling to be the best thing about the game**

1991. What it looks like is a sort of prehistoric land with huge ants, fountains, massive birds and other creatures wandering around. Its city, it's colorful and it's a lot of fun to explore. There are loads of platforms to negotiate, heaps of

beddies to kill or avoid and even the odd ant-hill to sink city.

If you level level one, you get to ride in a balloon. If you remember the playable demo on the cover of *CD-ROM*, well this is it (only a hint of a lot bigger). You steer the little fellow around the pipes, trying to get some missiles. Grab them, then head off on an exploration. It's a fun section and combats nicely with the first level.

That's one of the best things about *Nobby*. Each level is different both in looks and in playing style to the others. Level three, for example, has Nobby swimming in a frighteningly deep ocean. He must avoid all manner of piscian interferences, whilst trying to find a sub and hoping to stop his air running out. It's almost like a different game.

Level four, and Nobby is in a little armadillo sub. He's off to explore Atlantis. On the way, he must slug past the Titanic, which is rather *chuckleworthy*. When he gets to Atlantis, Nobby discards the sub and continues on foot. Everywhere he goes, he is greeted by totally different graphics, so although his platforming on foot again, it doesn't feel at all like the last level.

For some reason level five is set on a space station, possibly on Mars. Nobby is dressed comically for this environment, with an oxygen filled glass bowl for his head. Once



...and you're completed with the level and the game, how it's just one quick jump to Antopia and the head of a lightning.



Getting the jumps right is a pretty vital Nobby-related skill. As the game progresses, you'll need real exactly what makes an armadillo leap in such a precise and clearly-defined way.



And the final part of the game (Matter Transporter™). Collect this and you're completed with the level and the game, how it's just one quick jump to Antopia and the head of a lightning.



Aardvark Nobby with an ant on his head.



IAN CYCLOPEDIA INVESTIGATES THE SIGNIFICANCE OF AARDVARKS IN 20TH CENTURY HISTORY

Interestingly, my research indicates that, contrary to popular legend, no aardvarks were present at the inauguration of John F. Kennedy in 1961. Coincidentally, there was a suspicious lack of aardvarks during the Second World War, the Korean War and, latterly, the Gulf Conflict.

There was talk of an aardvark aiding US-based operations in the jungle during Vietnam. (Fossil evidence suggests that this indeed may well have been the case (see fig. 1 right).



Fig. 1 - An operating in Vietnam just wanted to get home to watch the football, the result is the unfortunate terrain. It was the sound of the aardvark among in the shower every morning.



The trick is to recognise when Nobby is in trouble. He's in trouble level level! He's in very big trouble! He's in!

# AARDVARK



It's only satisfactory what's going on here, so this is pretty excellent, actually, it's all about my career.

around a load of squares, reflecting bonus points. Again, you see, nothing like the other levels.

Level seven (the last one) has Nobby in a trolley rolling along the deserted tracks of an ore mine. He has to avoid all manner of nasties. All anything he can't avoid and generally keep on the rails as he tumbles towards the feet of the mangled transporter.

All the levels are brilliant. Each one is big enough to be a challenge on its own, and two would make an excellent, quality budget game. Here you've got seven to contend with.

The graphics and the playability are both struggling to be the best thing about Nobby the Aardvark. There are some luscious screens and the animation of all the creatures is superb to say the least. Once again, we're talking about serious cartoon-style quality. But that's playability is still there, giving you serious inner grief when you die and making sure there's that 'just one more go' feeling.

So what I want to know is, why aren't there more games like this? Okay, so it's interesting to the point of driving you round several dozen rather nasty foreign berths, but it looks so good and plays so nicely, you can't find this against it. Yes, without doubt Nobby is excellent. It, polished is a good word for it too.

So the upshot is, buy it. You're guaranteed a massive seven levels and the graphics are great. Nobby is seriously cute, and so are his chums (well, enemies, actually). There's only one doubt on the horizon: it's a multi-load. But bearing in mind the quality of the game in general, it's a pretty small pink furry cloud, and easy to live with.

JAMES BEACH



Game	Nobby the Aardvark
Publisher	Thalassus
Cassette	£11.99
Disk	£15.99
Release	September
Contact	0734 017261

## POWER RATING

**THE DOWNERS...**

- Fairly staid multi-load

**92%**

**AND THE UPSERS**

- Completely brilliant cartoon graphics, the sort of thing that awakes desire.
- Unusually playable, the various obstacles and re-playability are flawless.
- There is tons of variety, each level has its own unique feel and style of play.
- And there's so much an exceptionally high quality.
- The sound is cheerful, cartoonish mad, dare I say it, atmospheric?
- Yes I dare say it, Atmospheric. There.
- Loads of bonuses, loads of action and even a bit of plotting, too.

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## NEXT MONTH

## PAINT BY NUMBERS!

The number in question is 25. CP25 is far greater, and you'll be able to paint because we're giving you a second Powerpack! Released only seven months ago, *Sanjour Point* earned an "It's a Carbert" award in its CP version. The best art package that's available for the OS2, *Sanjour Point* gives your computer real graphics power and you the tools to use it.

This isn't a demo or out-of-date version, this is the whole program! So we'll be watching another tape on the cover, because we'll still be bringing you the best demos and fun games on our "regular" Powerpack list!

The two tapes are worth the price up to \$60 - CP will be \$30 each month - but with two tapes and a complete paint package worth 175 (the sure you'll agree, it has to be the biggest and best thing that's happened for the OS2 since *Sanjour Point* was invented! See you on 17 September.

## Prize

COMPO WINNERS  
I'LL HAVE THAT BAG OF OLD TAY!

DEAR WEDNESDAY IT'S ADDRESS

ROBERT'S BIRTHDAY WITH COMPO.

## CP25 - ACT THREE, SCENE ONE

Please Editor (or Elsevier) newspaper, kindly reserve my copy of Commodore Format each month, starting with the October issue, on sale from Thursday 17th September 1992. Cheers me CP! Peter

MY NAME:

MY ADDRESS:

Reader 1: CP25 please!  
Reader 2: My reserved CP25!  
Shop: Here you are sir!  
FD: Silly thank you.  
Shop: Just think if you hadn't filled out that coupon (left) and handed it to me last month I would not have started you a copy. Or called you sir!  
FD: I'll reserve CP25 as well then, please.  
Shop: Wise move, Max Price.

THE  
IAN CYCLOPEDIA  
WAXES LYRICAL  
ABOUT POETRY

Literary scholars agree that of all poets, Lord Byron was the hardest.

Lord's greatest was the basis for the format

Curiously PG Shelley, who was Byron's best poem mate, influenced the *John Russett* novel *Don Quixote*. It was played by James' cousin John

was played by Robert James of Mazzanti Power

Someone who claimed to have met James - often

was William Blake, the best poet Britain has ever

known. Most as a whippet, he wrote the classic *Ever*

John Galt enough, yet it's actually good with an 11

and did other fine...

ARGGGH! I  
KNEW THAT!

Still struggling with last month's literary puzzle? Then struggle no more - the authors who penned those books were: JD Salinger, Michael Herr, Karl Vonnegut, Emily Brontë, William Gibson, Jonathan Swift and Paul McCartney William O'Connell. This month our puzzles are all about action and the characters they portrayed. So who played the Abominable Dr Phibes, Frank Drabkin, Smokey Plafin, Beatiejuice, Paul Amelies and Booz Karl Grissom? Don't write in, this competition's just for fun.



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