

No. 11
Special 4th issue

The best-selling 64 mag in the Galaxy

JANUARY 1987
£2.50



GOT A 64? * THEN GET THIS

Commodore

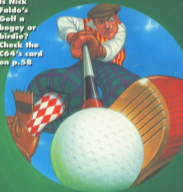
FORMAT

LOOKY HERE

Three smart demos and two full games!

BOGEY ON DOWN!

Is Nick Faldo's Golf a bogey or birdie? Check the C64's card on p.58



POWERTESTED

- MORE C64 REVIEWS THAN ANY OTHER MAG!**
- RAMPART** Beyond beris?
- COOL WORLD** Hearty for Betty!
- PAINT AND CREATE** Funby school tool!
- BUNDLEMANIA** Completions crazy
- TONS OF BUDGET**
- PLUS LOADS MORE...**

2 Commodore!
COMPLETE GAMES!



WHAT NO TAPE?
USE YOUR MESSAGE!
AND ASK FOR A
REPLACEMENT
RIGHT NOW!



CHRISTMAS OF EMO
RECKLESS ROPES

Tape to disk
WILD!!!
Tape-to-disk offer on p.71

future
publishing



The guarantee of value

THE SUPER STARS RETURN



WWF

EUROPEAN

RAMPAGE

TOUR

OCEAN

Copyright © 1992 Ocean Software, Inc. "WWF", "Superstars", and "Rampage" are registered trademarks of World Wrestling Federation, Inc. "Ocean" and "Ocean Software" are trademarks of Ocean Software, Inc. All other trademarks are the property of their respective owners. "Wrestlers" may not be used in any other way without the permission of World Wrestling Federation, Inc.

OCEAN SOFTWARE LIMITED
2 CASTLE STREET · CASTLEFIELD
MANCHESTER · M3 4LZ
TELEPHONE: 061 632 6633 · FAX: 061 834 0650

The WWF logo is displayed in a stylized, blocky font with a blue outline and a yellow fill, set against a green background.

NOW FIGHT LIKE YOU MEAN IT

Once again, the WWF® Superstars unite for the Grand European Rampage® Tour.

Join your favourites,

Hulk Hogan®, **Ultimate Warrior**

and many more,

as they travel across Europe to square off in the ring against tag teams like

Natural Disasters and the **NastyBoys**.

Follow them to the Grand Finale Match at Madison Square Garden in New York City.

Test your strength and skill.

Work with your team-mate to achieve the ultimate goal - the

EUROPEAN RAMPAGE®* TAG TEAM TITLE



OFFICIAL



ATARI ST . AMIGA
IBM PC & COMPATIBLES
COMMODORE 64

GAMES

- 33 INTERNATIONAL TENNIS
ZEPPELIN
- 33 OCEANS BOUNCES
INTERNATIONAL SOCCER
ZEPPELIN
- 34 COOL WORLD
OCEAN
- 42 SUPERFIGHTER
OCEAN
- 42 DREAM TEAM
OCEAN
- 42 GRANDSLAM COLLECTION
GRANDSLAM
- 58 NICK PALDO'S
CHAMPIONSHIP GOLF
GRANDSLAM
- 63 RAMPART
DOLBY
- 64 PAINT AND CREATE
ZEPPELIN

CF SPECIAL

36 DIZZY ON TRIAL

Superstar or bad egg? Dizzy gets the legal treatment from the CF Jury when the world's most prolific computer character is pulled before 12 angry men. Is he guilty or has he been sold down the river? The verdict is delivered on p.36.

42 LET'S MAKE A MONSTER

Was 1992 the year of Mayhem or Monsters? Christmas creators Apes hope not! To see the next stage in the development of a mashingame, read up on p.54.

42 BUNDLES OF FUN 2

Christmas means congratulations! But are all the latest bundles brilliant bargains? CF checks out three very different multi-game packs and finds one Conker, one monster and one cartoonist. Check out p.62.

30 FACE TO FACE

Want to know the what makes a computer mag tick? We certainly did, so we took YOUR questions to Future's big Publisher, Greg Ingheim. He reveals the secrets behind the Britain's best-selling games mag, and we creep a bit for a bit if you want. Set - Ed on p.30.

REGULARS

6 POWERPACK PAGE

We've got the facts, people!

10 PREVIEWS

The big new games coming in '93!

15 GAMES INTO

The magnificent seven (plus one).

17 GAMINGSTERS

The complete cheat sheet!

29 INSIDE INFO

The latest tactics tip in the world.

44 LETTERS

1000+ monthly shocker!

49 BUDGET GAMES

Great but cheap!

53 MAIL ORDER/SUBS

The January issue plus CF by EPO, Q&A

65 CHARTS

The Game magazine top 50!

66 NEXT MONTH

Only eight years to the end of the century!

POWER

MAY THE FORMAT BE WITH YOU

Comer 'simply put', strike a fight! It only seems like yesterday that I wandered into Future Towers to find that my desk had been moved to hallowed grounds of CF. And yet, it was a year ago this month that I took the helm of the magazine they're already calling Commodore Format's Top 1992's best a top year!

Luckily, 1993 looks like being an equally spiffy year! There are tonnes of games that have just released the Christmas rush, all of them eager to get out there and look their spiffy stuff on your screen - and we'll review them first! We've got masses of full games and demos to read up on the Power Pack, the best, techy tips

and advice; heaps of games tested and beaten; plus the very best specialists and features all crammed into the greatest Commodore mag in the world.

And we kick off the year in fine style with a wagon-load of reviews, an outstanding Dizzy special, technical tips on improving your graphics from the Apes Boys, The Mighty Beas striking back at consolevers, a informed Roger Frames, a astonishing full inside look section and more news from a Sierra LEI - DTQ '93 table in other words, a lot.

Cheers,

Jack



54 LET'S MAKE A MONSTER

They're back! The fabulous flying Roastard Boys and their incredible performing code! Armed only with a keyboard and their imagination, they will attempt to tame the fantastic Mayhem in Monstersland without the aid of a safety net! Or, alternatively, Apes Productions tell us how work is going on their new game on p.54.



36 DIZZY ON TRIAL

CF takes Dizzy, everything that he stands for, everything he's ever done and everything he's ever going to do (well, that's putting it a bit strongly, it's more (dishes than hats) but despite our desperate smear campaign, he's still one of gaming's biggest heroes! The CF Jury discovers the story behind the top 100, crosses the year behind his top 100 - and then puts him on trial! Will the mythical one get sent down for a 10-year stretch? The judgement begins on p.36.



30 FACE TO FACE

Once again the brilliant CF crew confront one of the computer industry's big wigs. This month it's the turn of Commodore Format's publishing director Greg Ingheim. We turn the lights on his face and the wires on his thumbs... but, that's our base you fool! - Ed...ah, in that case we'll ask him the questions YOU sent in! The inspiration starts on p.30.



...of better see what's been...

TESTED

34 COOL WORLD



COOLAN

Nice animation, shame about the plot! These crittermen forced Cool World the movie to go straight to video in the UK, so there seemed little hope for the CD-i conversion. But, amazingly, Coolan have Motion Forward it once again! Footc 050 2.54 to see what Holly would do!

58 NICK FALDO'S CHAMPION GOLF

GRANDSLAM VIDEO

Lucky indeed! They visit beautiful courses, earn horrendous amounts of cash and get treated as celebs. Well, Alty can't promise you glamour, riches and love but it can deliver some of the hottest golfing action ever seen on CD-i! Can it beat Leaderboard? You test! Play a round with Mr Faldo. The tee's on p.66 - a fairway through the mag!



62 RAMPART

DOMARK

In days of old when knights were bold, they did death other apart with large plates of field artillery - apparently! Domark's dump (historical accuracy in the dungeons) and get stuck into this curious arcade conversion of the Topgun anti-tank-up, it's tactical, it's tough and it's got some little tricks that you can sork! Get your castle-comparing blasters on and slomp over to p.60 and sleep what we wish.

64 FUN SCHOOL SPECIAL: PAINT AND CREATE

EUROPESS

More educational than a life-time subscription to New Scientist and more fun than forming Hogs to actually buy something! So pay attention, and open your wallets on p.64.



POWER PACK **28**

FIRST STRIKE
Prism Leisure
Top-flight, dog-fight action. Take on 1-16 air combat against an air land targets in this stunning arcade simulation hybrid. Scorebird!
• Instructions on p.6.

FULL GAME

FIFTH GEAR **28**

Prism Leisure
Overhead racing with a brutal edge. Drive over narrow bridges, miss walls by inches and go spin! Get on the new family hit! No 1!
• Instructions on p.6.

FULL GAME



Get into training for the full version of Locomotion with our great demo.

LOCOMOTION

Kingsoft
CD-i are glad to announce that the lateral pincer from sidlers. Kingsoft will be departing as soon as you hit **STOP** and **SHIFT** - all aboard - as they say!
• Instructions on p.7.

DEMO

RECKLESS RUFUS

Alternative
The laughing, wack-shooting, beside-shooting, green-glob-rolling, toughy-tough, mace-like pincer action with 88 Eq.
• Instructions on p.6.

DEMO

NICK FALDO'S CHAMPIONSHIP GOLF

Domark/Pala
Can it really be as good as our review makes out? Check the demo to see if Clu knows what she's talking about. (Yes - She does!)
• Instructions on p.7.

DEMO

CHRISTMAS DEMO

Interactive PD
Jolly, merry Christmas tree stuff, specially written for these last few frolic moments.
• Instructions on p.8.

28

tape to disk

Can a driver? Then get a disk! For the full details of our mega-multiplex tape-to-disk offer turn to page p.8

QUICK START

DEMOS

RECKLESS RUFUS

Collect all the diamonds on the screen by blasting blocks to reach them.

Joystick port 2

- 1 Up - Roll and fire up.
- 2 Down - Move and fire down.
- 3 Left - Move and fire left.
- 4 Right - Move and fire right.
- 5 Fire - Shoot your trusty laser gun.

LOCOMOTION

Get the trains to the correct stations by controlling the points.

Joystick port 2

- 1 Up - Moves the cursor up.
- 2 Down - Cursor down.
- 3 Left - Cursor left.
- 4 Right - Cursor right.
- 5 Fire - Toggle between point positions.

NICK FALDO'S CHAMPIONSHIP GOLF

Get the ball in the hole. Simple.

Joystick port 2

- 1 Up - Goes to the menu bar and scrolls through options.
- 2 Down - Scrolls through menu options and goes back to full screen.
- 3 Left - Scrolls through menu options and on the full screen aims shot.
- 4 Right - Scrolls through menu options and on the full screen aims shot.
- 5 Fire - Selects menu options and controls speed and accuracy of the shot.

FULL GAMES

FIRST STRIKE

Complete the missions and destroy as many enemy vehicles as you can.

Joystick in port 2

- 1 Up - Move down.
- 2 Down - Move up.
- 3 Left - Bank left, select weapon on screen screen.
- 4 Right - Bank right, deselect weapon.
- 5 Fire - Shoot 'em out of the sky.
- 6 Space - Move through weapons.

FIFTH GEAR

Steer the car and blast the other cars.

Joystick port 2

- 1 Up - Forward.
- 2 Down - Reverse.
- 3 Left - Steer left.
- 4 Right - Steer right.
- 5 Fire - Shoot, enter shop or buy stuff.

All these games and demos are loaded using

POWER PACK 28

Planes, trains and automobiles... and those funny little golf trolley things... and a green blob. Yes, it can only be the CF28 Power Pack (unless you know any better, in which case, please don't write to tell us...)

RECKLESS RUFUS

DEMO

Alternative

Software

Joystick port 2

You just can't escape

that gollywog-eyed blob of mischief can you? A 75 per cent replica in last month's CF and now he's on the Power Pack in five brain-teasing levels put together especially for you by the guys at Alternative. The first thing to do before you start is cal Rufus around with the joystick so that the gollywog looks at the screen and identifies the blocks on it - our panel below should help.

What you have to do is collect the diamonds, without getting trapped by the rain, rolling off a block and the rest, making sure, being remembered by various automatic doors or getting flattened by electric blocks. The num-

bered blocks are rather special - land on one of them and you can build your own blocks, but only as many as indicated

on the numbered block.

The standard brown blocks and the blocks with numbers on them are the only safe places to stand while you climb the and decide where to go next. But be wary too, some nasty flies are disguised as standard blocks - they only show their true selves if Rufus rolls on to them.

You have only one weapon to defend your self against the raining aliens, a laser gun with a limited number of shots.

All the enemies that roam around the screen with a hit on the fire button while pointing the joystick in the direction you want to shoot. You have to be quick with the laser because as soon as you touch a Double you're - you get no second chance in the game (well, you do actually because you've got three lives, but that doesn't sound as much fun). The alien's going to toggle patterns so work out what's moving where and you're half way to win, the next level.



1 **Blocks** - Collect all the gems on the screen to win - please don't lose.

16 **Standard Block** - Touch this when it's on and Rufus will be no more.

15 **Level Block** - This will disappear and have irreversibility.

14 **Sticky Block** - It'll stick you to the spot for a bit.

13 **Tricky Block** - All an open one and you're dead.

12 **Hyper-space** - Comes to rescue, always into one and you're rescued in the other.

2 **Up** - Hit this block and you won't be able to stop until you hit something else.

3 **Block** - This will cause the main system door to open up for a while, but only.

4 **Switch** - This will toggle the switchable holes on and off.

5 **Standard Block** - This one doesn't do much, but it could be a really big disappointment.

6 **Wave** - This will move you few spaces in the direction of the wave.

7 **Beam** - Collect three and get on with the level.

8 **Switch Hole** - Triggered upon and closed by the beam 14.

9 **Standard Block** - Build a bridge across the void from here.

10 **Reverse** - Roll on to this one and your movement controls are reversed for a few seconds.



11 **Arrow** - Pick this up to refill your laser gun with shots.

NICK FALDO'S CHAMPIONSHIP GOLF

DEMO you'll get an extra 10 per cent price boost. Next try to hit the ball in the second range, if you hit too early you'll hook the ball too far and you'll slice it.



Looks a piece of cake, doesn't it? You will till you're stuck in a bunker.

Granddads, joystick port 2 Nick Faldo's is a golf game with a difference of two. For one thing, there's no waiting around in Nick Faldo's for screen updates that could have been done quicker if you'd whipped out Season Menu and chosen the course yourself. This game is quick.

There's also a smart option screen which you access by pushing up on the joystick. Besides the usual choice of club and power that you get with most golf sims, Nick Faldo's requires you to take into account virtually every factor you would have to in real golf, including such things as being able to alter your stance. To set each element of a particular shot, cycle through the options.



with your joystick, select the one you want to change with fire, then alter the value by moving your joystick left and right. Hit fire again to confirm the change then move the cursor down at the bottom of the menu bar to go back to the main screen.

To play the stone test at all aim the direction of your shot with left and right on the joystick. The white cursor shows the direction of the shot. When you're satisfied with the set-up, hit fire.

Across the top of the screen will appear a power bar that will move quickly from left to right. The bar has two stages on it - if you're quick enough to pull fire within the first stage



Once on the green, push up on the stick to view the high and low points. Add fire to go back to the full screen. Hit fire to play the shot, but this time hold the button down. Again, a power bar will come up, but this time it's a bit different. If the bar reaches the far right then that's a 100 per cent whack. So if you need some strength hit up of the fire button earlier and if you've judged it right you'll get the damned ball into that lousy hole in the ground.

OLD SWINGERS' CLUB

Confused by the menu bar? Pull the joystick up to get to it, scroll around the options and hit fire to select the one you want to view.

<p>Behind the view of the fairway left.</p>	<p>Four stance alters the curve of the ball.</p>	<p>Behind the view of the fairway left.</p>
<p>Tells you what ground the ball is on.</p>	<p>The wind speed and its direction, too.</p>	<p>Winds up higher than last frame.</p>



It's nothing like our beloved British Rail - for a start it's computerised and efficient.

Level two. This is more like home, lots of trains at a complete standstill.

LOCOMOTION

DEMO

Kingdom, joystick port 2 Are you a train spotting, logic puzzle addict? No? Well, I wouldn't add to it either. But if you are, then Locomotion is the ideal game for you. But if you don't have a 10 year old, dirty, green, flame-fueled monst, a complete Network South-East timetable and a subscription to interesting times obviously don't worry,

lose the game's still a brain buster. The basic idea is to guide trains to their destination station. What a station wants to train it wants the imminent departure of a train. The train will emerge with a letter attached to it, that letter indicating which station the train has to go to.

All the BR staff however, seem to have taken their hats at the same time and have left

you to deal with switching the points on the railway tracks. The points are the places where two tracks diverge; they can be switched to allow the train to go in either direction. The trains will keep on chugging until they hit a bumper at a station and turn around, come to a break in the track and stop, hit another train and spin across the countryside to reach the destination station unscathed.

Changing the points is a piece of cake - all you do is use the joystick to position a cursor over the point you want to change and hit fire. There can be a number of trains can be on screen at any one time so keep a track of the order they in which they appeared - you get extra points for getting them to their stations in the same order.

Trains, rivers, the Snow and Icebox - an award's heaven on earth.



FIRST STRIKE

1 FULL GAME

right to take it away again. The number of bombs you can take with you is restricted by the amount of

Joystick port 2

First Strike is loads more fun than having your homework done by the brainiest kid in class for free. First off you're presented with eight objectives full of missions to complete. Press fire when the cursor is over one of the missions to read it, if you think

mission you fancy taking on then move the hand-shaped cursor to the appropriate icon and hit fire. You'll be referred to a



CPUs dance for the next eight months.

screened-to-be-innocent-but-dirty. (Other's Star? Never heard of it. A.I. commander in the Sultan? - Pippin)

Now you have to decide which weapons to take with you. Select a weapon by positioning the cursor over it and hit left to add it to your stock of goodies or



It doesn't look that big, I could see it with my eyes closed.

straight you can carry and the number of systems already on your footings. (Hey this is getting a bit technical - Dit?) Once you're fully laden and ready to go select TAKE OFF from the menu and head for the plane.

Once in the cockpit the ship-gering at the back, the take off and fueling are on automatic. Basically all you have to worry about is steering with your joystick and blasting everything you see. Take

note of the radar and warning signals - beams of helicopters show up with annoying frequency. You don't have to worry about keeping an eye on fuel consumption, the plane will switch to auto and land for you. Then all you have to do is wait for the fuel truck then fly off to destroy some more battleships.



Flexibly back down to earth for a reason in humanity.

FIFTH GEAR

1 FULL GAME

Joystick port 1

This one's so straightforward it's not really worth telling you about, as I'm sure you can work it out for yourself. (Oh - what if you think we pay you for it?)

(Ed) All right here goes: the twenty five car in this even so named racing game is controlled from above, so it's a bit like steering a remote controlled toy. This sort of control system can be fun for a first but you soon get used to it. It could cause serious problems, though, when you get

I'll have these Twelves and a bag of charcoal briquettes please.



One must learn to tell the difference between a bridge and the river. Even just a wheel with in the drink and you're out in of the speed of lightning.

back to whizzing around a Stone Car Racer track.

The one big difference between this and other racing games is the machine gun, fully loaded and locked away behind your seats for grids. Use it to blast seven shades of what ever this seven shades out of your cross-country rivals. And when you destroy

someone else's car you start earning money to buy more weapons. However, your car will deteriorate if you touch any water or bricks and you'll lose copious amounts of energy for just hitting a tree. So don't touch anything but the joystick.



NO LOAD ZONE!

If your tape isn't loading (perhaps it's your tape heads, have you tried using Loadmaster which we give away free last month?) You killed it? Never mind, you can still order a back issue (see page 12). But if you've introduced your tape heads are OK, then just pop the old tape into a pocket envelope along with an RRR, seal it up and send it to: CPSS Tape Replacement, Address Audio Video Ltd, Telford, Shropshire TF7 4GG. Don't send the dead tape to us at CP. We don't have new tapes to send out.

To see the Commodore Forward Christmas Demo, especially written for you by the Executive PD Board squad, play the Power Pack from round 120 on side two. There are two screens on the demo - to get to the second one just hit Space. Have a merry one.

Tape to disk

Do you have a disk drive? Handy isn't it? If you want to use it as well as seeing its gorgeous Commodore you can get copies of the Power Pack on disk simply cut out the coupon from the back of the tape reply card. Write your name and address on a piece of paper and send it with a cheque payable to Address Audio Video or Postal Order for £1.50 (which covers duplication, post and packaging) to: CPSS Tape To Disk, Address Audio Video Ltd, Hancock, Halesfield 14, Telford, Shropshire TF7 4GG.



Yes, not like that James. This is basketball, you throw the ball you don't kick it



Right back, this is the basket, you throw the ball in it. This way Diddy, this way.

ALL-AMERICAN BASKETBALL

Being a natural former team games are not my scene. I

always work on my own — I've learnt the hard way that it's better not to have anyone looking you back when you have a difficult job to get done. And in my line of work a split second's delay can mean the difference between success or ending up as a guard dog's dinner.

But computer games based on team sports are a different matter. You don't need 22 people gathered around your 640 kwe at the time, and thus you're playing against each other. You can always take control of the player nearest to the ball, so if there's no chance that any opposition players could tag the ball and run that perfect scoring opportunity. (When you always tie the ball to get picked in school sports lessons or something? — Zix) So when I discovered this basketball gem at Zappin's PC during a raid the other night, I had no hesitation in loading it and taking some covert screenshots.

There were plenty of options to choose from — the number of players (one or two), the colour of your shirt, your skill level and a time limit for each run.

Then you're presented with a choice between playing a single game or a full tournament between eight teams. In one player mode you fight against the computer, which at amateur level is

WHY HASN'T THERE BEEN A SIM OF...?

- Bowling pin chucking — The longest recorded hit of this particular technique was 53.4m (last by the thrower's bowball) a head was 44m away.
- Bowling — One for the fingers. Even if it was a multi-ball from hell it would still be better than the real thing.
- Greyhound Racing — The perfect sport to base a management game on. Real would you want to play it involving dog?
- The one-millionaire sport — Computer controlled horses should run a stop to all these photo finish arguments.

usually. It can take your opponents about 10 shots to score (and many when you're doing nothing), but you, as it is the professional level and the opposition scores frighteningly to form.

The control method is easy to get the hang of — if you're not in possession of the ball, try and stay central in the nearest player. If you are in possession, run towards the basket and do not when you think you're close enough to score. Use the joystick to aim the ball, isn't it funny that all

the players in most sports sims are well built men? What's wrong with women playing sports?

The sports can't be that much more difficult to design. I'd hold out for All-English Monkeys Pugsy. In the meantime I'll wait and see what the rest of the CP team (which stay in a smelly office all day) think of the finished version of All-American Basketball.

Now you're getting it then towards the ball, pick it up, then throw it. No kicking, not to a member of the other team, right?

AMERICAN BASKETBALL

developed
by **3D Realms/Logic**
published by
THORNEMILL

£29.99
CDD ROM

1-800-285-3300



KARREN ABDUL-JABBAR FORMAT January 1993

SNIPPETS

MID PRICE RANGE

Midrange Software have set up a new mid-price label called *Adrenaline*, apparently, when the butterflies fly by releasing games at £7.95. The first of which is the new Doctor Who romp, *Dark Attack*, which is in the shops. lined up for release within the next few months are two more adventures, *Wife 410* and *Rugby*. Repeat a *Ballpoint* Comedian.

But the company reminds that you'll be getting stuff that's well up to full price standards. "We wanted to introduce a label that retained high value products at a lower, more affordable price," says *Adrenaline's* Dave Williams. "All the products will be programmed as if they were full price."

VENUE CLOSED

Redstone PC library games, introduced last year, has been forced to close. Software support and public interest was strong but the potential copyright infringement has forced the company to abandon their plans. They apologise for any inconvenience and will deal with any outstanding enquiries ASAP.



Well, for you and yourself? That's Ok even then — so right, but leaving probably at the venue.

WHAT A SHOW

More than 50,000 people turned up at Ebury Court for the Future Entertainment Show (9th) more according to official figures, but we think that at least Roger Coyle in "Good Day Hello". It was a hugely successful weekend, a computer entrepreneur's heaven, with all the companies vying to show off their latest hardware and software. The CP crew were there and we managed to meet quite a few of you in the flesh. And it'll be happening all over again next year, but at the Olympia exhibition, surely in London instead so that even more people can get in.

RED NOSE GAME

Instead of involving so much dough and carnage as possible, *Red Nose* can actually turn trees, and more, into real trees. The game which is due out from Ocean in late January is the official *Red Nose* game and is expected to raise £200,000 for Comic Relief's charity work in Africa and the UK.

Not only will parts of the price you pay for the game be a donation, but Ocean are also bringing sponsored *Red Nose* sessions to 1000 pubs on Red Nose day itself (Friday 12th March) — surely all yours with the packaging.

The game will feature various Comic Relief celebrities, including Lemmy Kaye who provides some crazy effects and voice overs, while the bonus levels have huge flying Red Noses.

WHO CAN SAVE CIVILIZATION FROM THE MOST DESTRUCTIVE FORCE ON EARTH?

A few thousand years ago Atlantis sank to the ocean floor. With it sank the secret of the most destructive force on earth. But the Nazis have rediscovered the lost Kingdom, and they'll soon have a bomb which can end World War II in fifteen minutes. Unless Indiana Jones gets in their way...

- Control two characters - Indy himself and his capable sidekick Sophia.

- Whips, weapons, daggers, gambling and puzzles.

- Dynamic 3D isometric world - pick from side camera angle to the rest.

- Amazing ambient effects, music, and sound effects.

- 47 level - 40 stage action-packed scenarios.

Available on: Amstrad, C64, Cassette & Disk, Spectrum, Cassette, Atari ST, Amiga & PC and Compatibles.



Break the bomb in White Center using a bundle of clues and traps.



Escape the trap in White's restaurant and collect the code.

Drop by the local watering hole for a friendly game of darts.



Use the bomb to destroy the Nazis' base and escape the island.

WHO ELSE?

INDIANA JONES

and the
FATE of ATLANTIS

LucasArts
Lucasfilm Games

U.S. GOLD

U.S. GOLD is a registered trademark of U.S. Gold Ltd. LucasArts is a registered trademark of Lucasfilm Ltd. © 1987 Lucasfilm Ltd. All rights reserved.



The ACTION game with much, much, more

U.S. GOLD
EYE

U.S. GOLD is a registered trademark of U.S. Gold Ltd. LucasArts is a registered trademark of Lucasfilm Ltd. © 1987 Lucasfilm Ltd. All rights reserved.

We all have our flaws. Even Trenton has a few things he'd like to change about himself (and Clur has a few she'd like to make as well... to Trenton that is). And this is the time of year when we can make those changes. So what are the crew's New Year's resolutions?

POWERPLAY

TRENTON WEBB



On dear boys, who are at last and replied (yet's) waiting that? — Clur said out that he has resolved, "To laugh up. I've been far too easy on you lot recently. It's about time you actually did some work for a living." At this point Lisa blushed, Dave

stoked on his pockets and ice-cream sandwich, and Ollie's hair went completely flat.

OLLIE ALBERTON



after Trent's New Year announcement, she might even find my hair acceptable."

"One of my resolutions is to stop looking down the goal posts when I play five-a-side football. They're only about four feet tall but they're a pain to get back up again. My offer is to go and visit my Aunt Jean soon. I haven't seen her for years. And

'CLUR' HODGSON



clock in the afternoon? I also want to try to forget the stupid things I did at Lisa's birthday bash."

My resolution's the same as Clur's: to enjoy my birthday. It's on January 1st, you see, and usually I spend it recovering from the previous night's New Year's parties. Last year I ended up having a birthday breakfast at the local Little Chef... at her

ROGER FRAMES



The salad was blessed for a week after Dave came round for tea and scooped 20 of her pies."

"Mum's told me to stop playing practical jokes. The last one went hideously wrong. I wasn't sure what the Las did — it just smelt foul and tasted even worse, so I couldn't resist putting some into my mum's mixing bowl when she wasn't looking

ANDY ROBERTS



parties in 26 different countries. But I've got a punchline and washed Pogsony on TV instead.

What's stupid question to ask me or perfect? Even if I did discover a fault in my psychological make-up, I would not have to wait for a certain day to make changes in my life. Time is immaterial to a man such as ours and what is time but a measure

LISA NICHOLS



filled with catalytic converters. We've all have to do our bit for the environment you know."

DAVE GOLDER



I've also got to cut down on the sugar in my tea — I think I could do with just five spoons."

THE MIGHTY BRAIN



of age? Besides our age is not as important a factor in life as your intelligence quotient."

Bits'n'Bobs

CP's review system is increasingly complicated. Nobody except TMB could ever hope to understand it. But, for the record, here's how it works (even though, as we said, you won't stand a chance of getting to grips with its intricate complexities). We tell you exactly what the good points are and what the rubbish bits are about each game. You see — it's all very complicated, just like we wanted you to be.



CF RATINGS

Also frighteningly technical is this five-star-type thing. It shows you at a glance what the most important positive and negative factors about the game are (probably). Next to it is an indistinguishable rating mark. Over 90 per cent means that the game is officially a Corker, and we don't get give that accolade away to any old rubbish.

It also means that if you don't rush out and buy the game immediately, all your friends will talk about you in the most uncomplimentary terms behind your back. C'est la vie.



GAME ICONS

You've been wondering about these. They're a legacy. An heirloom, if you like. How Mr Gilman, who used to work here left them to us, you know. He was a nice man.



FACE — Number of players. Gorgeous drawings showing how many folk can participate.



KEYBOARD/JOYSTICK — By fingo! It's those nasty, devil-may-care control mechanisms.



MOUNTAINS — This can only mean one thing: there are **diff** easy levels in the game.



OCTOPUS — Multitask, but they also live in the New York parks (that's alligators, fool — Ed).



GOALIE'S SHIRT — It's a good one, this. Young Master Gilman's **save option** thing.



BLOCKS — No, Forget Poles. Forget that they hole in the sides of Blocs, too. We're talking **10-excess table** here.



PAWS — Please much. Send complaints about this gag to Trevor himself.

SEGA'S MEGA CD IS HERE!



Sega are gearing up for a big MEGA CD launch in 1993, and you know what? It looks like they've finally got the games to start

a whole new generation of CD-based gaming.

Can you afford to miss MEGA's in-depth preview of the future of video games? It could change the way you play *Streetfighter 2* (oops, let that one slip) forever...

**ON
SALE**
Thursday 17
December

MEGA

100% PURE SEGA MEGA DRIVE...

? YES YOU CAN!

... KICK START THE FUN
RANGE OF GAMES



	C64 SPC CPC ST AG		C64 SPC CPC ST AG		C64 SPC CPC ST AG+		C64 SPC CPC ST AG		C64 SPC CPC ST AG PC
	C64 SPC CPC		C64 SPC CPC ST AG		C64 SPC CPC ST AG		C64 SPC CPC ST AG PC		C64 SPC CPC ST AG
	C64 SPC CPC		C64		C64 SPC CPC ST AG		C64 SPC CPC ST AG+ PC		C64 SPC CPC
	C64 SPC CPC		C64 SPC CPC		C64 SPC CPC ST AG		C64 SPC CPC		C64 SPC CPC ST AG PC
	C64		C64 SPC CPC ST AG		ST AG CPC		ST AG PC		C64 SPC CPC ST AG PC
	C64 SPC CPC ST AG		ST AG CPC		ST AG C64 SPC CPC PC		ST AG CPC		C64 SPC CPC
	C64 SPC CPC ST AG		ST AG		ST AG CPC		ST AG		C64 SPC CPC
	C64 SPC CPC ST AG PC+		C64 SPC CPC ST AG		C64 SPC CPC ST AG PC		C64 SPC CPC ST AG PC		ST AG AG PC

ATTENTION: NOT ALL GAMES COMPATIBLE WITH ALL SYSTEMS
 *ST SYSTEMS ONLY (NO C64 COMPATIBILITY)
 **C64 SYSTEMS ONLY (NO C64 COMPATIBILITY)
 ***C64 SYSTEMS ONLY (NO C64 COMPATIBILITY)
 ****C64 SYSTEMS ONLY (NO C64 COMPATIBILITY)

SPELLBOUND

The 'cover' version of the original *Spellbound Dizzy* is much bigger and better than before, so fearless adventurer Andy Roberts has ventured into the mystical kingdom once more. *Brave chap!*

The revised, re-released, extended version of *Spellbound Dizzy* from the LP *Dizzy* adventures is now out and Maxime MC Roberts has been working (his head) to bring you the complete solution. And here it is (well, most of it anyway — part two next month). We've (sardonically) broken the solution down into chunks that should make it easier for you to keep track of where you are.

CLUTCH ONE

From the start: L = D = get TRAMPETTE = L = drop TRAMPETTE next to hut = jump U = L = get ROCK = R = D = get TRAMPETTE = R = drop TRAMPETTE next to wall = jump



"We should end jump" - Eggy Van Station. "Was the Trampette end jump?" - Andy Roberts.

U = R = jump MP using mushroom = drop ROCK on cloud = D = L = D = get TRAMPETTE = L = drop TRAMPETTE as before = jump U = L = get ROCK = R = D = get TRAMPETTE = R = drop TRAMPETTE as

previously = jump U = R = jump MP using mushroom = get ROCK = D.

CLUTCH TWO

Go R = D = D = D = L = L = talk to THEO = R = U and L = U = L = drop a ROCK = get HAMMER = R = D = R = R = R = R = use HAMMER on broken track = drop remaining ROCK = L = L = U = U = U = L = drop HAMMER = L = D = get TRAMPETTE = L = drop TRAMPETTE as before = jump U = L = get ROCK = jump MP using mushroom = L = get on WHALE = L = get BRASSKNOCK = R = R



So what does a broken clock look like? Well, like that thing on that table - apparently!

WORLD DIZZY

• D • R • D • drop BRAKE SHOE • get TRAMPETTE • R • drop TRAMPETTE as previously • L • get BRACE SHOE • R • jump U • R • R • D • D • D • R • drop ROCK • use BRAKE SHOE on cart • get in the cart... *ahsood!*

CLUTCH THREE

Go R • get BAG • U • L • get MEGA-PHONE • L • L • L • get SHAMROCK • D • L • L • L • L • U • U • U • L • drop SHAMROCK • drop MEGAPHONE • L • D • get TRAMPETTE • L • drop TRAMPETTE as



I bet you thought that character was some great! They are usually, but not in Dizzy.

before • jump U • L • get three ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • get SHAMROCK • R • D • D • D • D • R • R • give SHAMROCK to LEPPRECHAUN • drop SHAMROCK • get WIND TALISMAN • L • L • L • drop ROCK on right-hand scale pan • D • L • talk to GRAND DIZZY • get EAR TRUMPET • R • jump UP using mushroom • drop ROCK • get ROCK from scales • R • drop rock • U • U • L • drop EAR TRUMPET.

CLUTCH FOUR

Go R • R • get in cart... *whoooo... crash!* • Go R (the TALISMAN protects you) • R • get AQUARIUM • L • L • L • U • L • drop WIND TALISMAN • L • L • L • drop ROCK • U • U • U • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • jump UP using mushroom • L • D • L • L • D • L • D • L • get SCOOBY LOG • R • U • R • U • R • R • U • R • D • R • D • get

TAKE A TIP FROM US

- The best repelante energy, so use it sparingly.
- If you take time to fly up (or down) the windy shaft - be patient.
- The lightning often Dizzy to swim (practice this carefully).
- Keep jumping to avoid sinking through clouds.
- DO NOT go left of the Spare the Crusher... or else.



In true Dizzying fashion, use the occasional log upon being within reach!

TRAMPETTE • R • drop TRAMPETTE AS BEFORE • U • R • drop AQUARIUM • drop SCOOBY LOG • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get three ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • drop AQUARIUM.

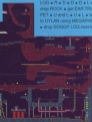
CLUTCH FIVE



If only I had one of those snakes log things, I'd have you not to see them. Most WTS...

Go R • D • D • D • D • D • R • D • drop two ROCKS • get UMBRELLA • U • L • U • U • U • U • drop UMBRELLA on right of shaft • L • drop AQUARIUM • L • D • get TRAMPETTE • L • drop TRAMPETTE as before • jump U • L • get two ROCKS • R • D • get TRAMPETTE • R • drop TRAMPETTE as before • jump U • R • get

MEGAPHONE • get SCOOBY LOG • R • D • D • D • L • drop ROCK • get EAR TRUMPET • U and L • U • L • talk to DYLAN using MEGAPHONE • drop SCOOBY LOG next to



Use (S should start to stretch) → get **WINGS** → R → D → R → L → use **WINGS** and **BAR TRAP** → PET to rescue **GRILLAR** and **GRAND DADDY** (or leave them here for later).

CLUTCH SIX



...Drop it on the fire, it jumps into a window for gold pieces and...Wings... (Should this you want?)

Go R → U and L → U → L → get **SMOKING LOGS** → R → D → R → R → U → L → get **GLASS JAR** → drop **ROCK** → R → U → U → get **UMBRELLA** → R → R → drop **SMOKING LOGS** → drop **GLASS JAR** under tentacle → get **JAR OF HONEY** → L → L → drop **UMBRELLA** on right of chest → L → L → D → get **TRAMPETTE** → L → drop **TRAMPETTE** as before → jump U → L → get two **ROCKS** → R → D → get **TRAMPETTE** → R → drop **TRAMPETTE** as before → jump U → R → jump UP using mushroom → drop **ROCK** on cloud → D → R → D → D → L → drop **JAR OF HONEY** in **MOOLES** at room → jump over **BEAR** using mushroom → L → jump UP using mushroom → R → get **PEPPER** → get **BONES** → L → D → R → jump over **BEAR** → get **GLASS JAR** → drop **ROCK** → R → U → U → L → drop **GLASS JAR** → drop **BONES**.

CLUTCH SEVEN

Get **AQUALUNG** → L → D → get **TRAMPETTE** → L → drop **TRAMPETTE** as before → jump U → L → jump UP using mushroom → L → wait for **WHALE** to swim right → use **PEPPER** → jump UP on gush of water → jump **RIGHT** →

get **FLIPPERS** → jump **LEFT** → drop **DOWN** → get on **WHALE** → L → use **PEPPER** when **WHALE** is as far left → jump UP on water gush → jump **LEFT** on to pitstop → L → L → talk to **DONALD** → get **ZORR** → R → R → D → R → R → D → R → D → get **TRAMPETTE** → R → drop **TRAMPETTE** as before → jump U → R → and drop everything.

CLUTCH EIGHT

Go L → D → get **TRAMPETTE** → L → drop **TRAMPETTE** as before → jump U → L → get three **ROCKS** → R → D → get **TRAMPETTE** → R → drop **TRAMPETTE** as before → jump U → R → get **AQUALUNG** → R → D → D → D → D → D → R → drop everything → L → U → U → U → U → L → L → D → get **TRAMPETTE** → L → drop **TRAMPETTE** as before → jump U → L → get three **ROCKS** → R → D → get **TRAMPETTE** → R → drop **TRAMPETTE** as before → jump U → R → get **BONES** → R → D → D → D → D → R → drop **ROCKS** → get **AQUALUNG** → stand on plant and use **BONES** → R → R → get **SEAWEED** → L → L → get back through plant → drop **AQUALUNG** → drop **BONES** → L → U → U → U → U → U → L → drop **SEAWEED**.

CLUTCH NINE

Go L → D → get **TRAMPETTE** → L → drop **TRAMPETTE** as before → jump U → L → get three **ROCKS** → R → D → get **TRAMPETTE** → R → drop **TRAMPETTE** as before → jump U → R → get **FLIPPERS** → R → D → D → D → D → D → R → drop **ROCKS** → get **AQUALUNG** → get **BONES** → stand on plant and use **BONES** → R → R → swim UP → swim UP → talk to **GRAND** → get **DAMNED RING** (she's screaming after you) → R → D → D → L → L → go back through plant → drop **BONES** → drop **RING** → L → U → R → drop **FLIPPERS** → drop **AQUALUNG** → L → U → U → U → U → L → L → D → get **TRAMPETTE** → L → drop **TRAMPETTE** as before → jump U → L → get three **ROCKS** → R → D → get **TRAMPETTE** → R → drop **TRAMPETTE**.

as before → jump U → R → jump UP using mushroom → get **ROCK** from cloud → D.

CLUTCH TEN

Go R → D → D → D → D → D → drop **ROCKS** → get **DIAMOND RING** → U → R → drop two **ROCKS** → get **DIAMOND RING** → L → U → U → L → L → use **DIAMOND RING** to free **DAISY** (or leave it here for later) → drop **ROCK** → R → R → U → U → U → L → get **GLASS JAR** → R → get **UMBRELLA** → go UP on a gust of wind → jump on to cloud → L → jump UP on clouds → catch a **FIREFLY** in the **GLASS JAR** → drop **DOWN** → drop **DOWN** → drop **UMBRELLA** → L → D → get **TRAMPETTE** → L → drop **TRAMPETTE** as before → jump U → L → get two **ROCKS** → R → D → get **TRAMPETTE** → R → drop **TRAMPETTE** as before → jump U → R → get **SEAWEED** → R → D → D → D → R → R → R → R → jump UP on mushroom → U → L → talk to **GOFFA** → drop **GLOWING JAR** → get **SLIPPER** → R → R → drop **SEAWEED**.

CLUTCH ELVEN

Go L → L → L → L → L → L → use **SLIPPER** to rescue **GOFFA** (or leave it for later) → R → R → drop **ROCKS** → U → U → U → L → L → D → get **TRAMPETTE** → L → drop **TRAMPETTE** as before → jump U → L → get two **ROCKS** → R → D → get **TRAMPETTE** → R → drop **TRAMPETTE** as before → jump U → R → get **ZORR** → get **HAMMER** → R → D → D → D → R → drop **ROCKS** → get **AQUALUNG** → get **FLIPPER** → use **ZORR** in socket → R → go through the pipe → D → R → R → R → stand under plug and use **HAMMER** → drop **HAMMER** → go through the pipe → get **FIREFLY** NET → go back through the pipe → swim UP → talk to **DOZY** → get **PILLOW** → D → L → L → U → L → go back through the tube → L → drop **PILLOW**.

CLUTCH TWELVE

Go L → U → U → U → U → L → drop **AQUALUNG** → drop **FLIPPERS** → L → D → use **FISHING NET** on **POOGE** → get **COLLAR** → get **TRAMPETTE** → L → drop **TRAMPETTE** → jump UP → L → get two **ROCKS** → R → D → get **TRAMPETTE** → R → drop **TRAMPETTE** as before → jump U → R → R → D → D → D → R → drop **ROCK** → get **ZORR** → get **PILLOW** → L → U → L → L → use **ZORR** to free **DEMYL** → use **COLLAR** to free **POOGE** → use **PILLOW** to free **DOZY** (or leave them here for later).

Once everyone has been rescued, you'll have five stars left → **THED** will use these to get home, leaving you with a piece of string (is this the end for Doozy? How will our hero ever get back home? Tune in next month for a few surprises).

Now you're making a whole mess out of yourself. How would you like to be a little impulsive? You'll be glad to be a little impulsive.



FAMOUS FIVE

Because you demanded it! The full solution to possibly the toughest game ever to grace the Power Pack. Solution by Andrew Davies, maps by Andy Roberts.



By golly, this one really had you stumped, and that's no lie. The clues for help began the day CPDR went on sale (because that's when we jolly well learned it on our Power Pack) and they haven't let up since. So, to share you up here's the simply spiffing full solution to the whole jolly thing. Just type in the words in capitals and follow the other instructions. Good luck, chums

FROM THE START: WAIT → WAIT → WAIT
 → WAIT → LEAVE TRAIN → E → E → E → BUY
 BEER → GIVE ANNE BEER → W
 → NE → N → W → SW → NW
 → N → GET ROPE → S →
 SE → NE → W → U → S →
 EXAMINE CLOCK →
 GET BATTERIES → N
 → W → S → EXAMINE
 BEG → GET MATCHES
 → GIVE ANNE ROPE →
 GIVE DICK BATTERIES → N
 → E → U → OPEN TRUNK → GET

CANDLE → D → D → W → LIGHT CANDLE →
 N → SAY DICK GET TORCH → S.

Now search around until you find George then go to the shop and BUY ICEB → Quickly return to George and GIVE GEORGE ICEB → Then go to HALL A → SAY GEORGE N → S → TURN ON WIRELESS → BECOME GEORGE → W → SE → GET ALL → NW → BECOME JULIAN → SAY DICK INSERT BATTERIES IN TORCH → TURN ON WIRELESS → BECOME GEORGE → W → OPEN DOOR → W → GET SPADE → S → S → S → S → BECOME JULIAN.

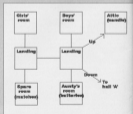
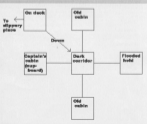
TURN ON WIRELESS → SAY JOHanna GIVE DICK GLOVES → N → E → E → NE → S → BECOME GEORGE → ENTER BOAT → GIVE JULIAN SPADE → GET DARS → ROW → ROW → ROW → ROW → ROW → ROW → DROP DARS → LEAVE BOAT → PULL BOAT → BECOME JULIAN → GIVE ANNE MONEY → SE → NE → EXAMINE HEATHER → SAY ANNE TIE ROPE TO STUMP → SAY ANNE DROP ROPE DOWN HOLE → D → STRIKE

GRATE → GET RUS →
 U → SW → N → NE →
 BECOME GEORGE → SAT
 CASE → BECOME DICK → UNWRAP SANDWICHES → EAT SANDWICHES

GET PAPER → GET STICKS → SW → S →
 E → DROP STICKS → GIVE JULIAN PAPER → BECOME JULIAN → LIGHT PAPER → LIGHT STICKS WITH PAPER → DROP PAPER → W → W → S → NW → N → NE → ENTER SHIP → D → R → EXAMINE SEARDED → DROP CLIPBOARD → SAY DICK GET BOX → S → U → LEAVE SHIP → SW → S → PUSH BOAT → BECOME GEORGE → ENTER BOAT → GET DARS → ROW → ROW → ROW → ROW → ROW → ROW → DROP DARS → LEAVE BOAT → PULL BOAT → W → SW → W → W → U → U → BECOME DICK → OPEN WINDOW → THROW BOX OUT WINDOW.

D → D → E → SW → NW → OPEN WINDOW → QUICKLY E → OPEN DRAWER → GET BOX → OPEN BOX → GET MAP → READ MAP → DROP BOX → DROP MAP →

SHIPWRECK



UPSTAIRS



Here they are - the questions we feared to ask, so got you to ask instead. Our boss, Greg Ingham, reveals everything (well, a few things, anyway) about being a magazine publisher...



The extra tapes are meant to be an additional, interesting feature to the whole magazine package. As for the price, remember that the managers and distribution trade off have to take their proportion.

Duplicating some 70,000 extra tapes is an expensive business but we believe that most readers regard the double tapes as super's value for money. If you don't, then please please write in to T and let him know.

CF said that the OSA was going to be one of the machines in the games championship at the FES but it wasn't? Why?
Dave Millward, Woking

At the planning stage, it did look as though it would be possible for the OSA to be featured in the championships. But early on we got word from us that Virgin Retail (who provided the venues for the heats) and Thornley TV (who filmed it all for BBC influence) and the various software houses all preferred to concentrate on Sega, Nintendo and Amiga systems. It's all a bit business, but there we have it. Sorry.

QUICKIES

Who's your favourite shareholder in CF?
OK, that's really unfair. How could I possibly speak all the others by being everyone's favourite? I think Roger Phoenix is cool!

What's your favourite computer?
My favourite computer has to be my self-assembled Amiga Atom from all those years ago. Mary's the first 16-bit away programming, or things and they, in. My Amiga Atom was always, in, good for that sort of thing. (Okay, I'm making this bit up. Dropped to rights, gurnor...)

Who's your favourite band?
The Clash.

Which record last edition's Manna of the month one got?
Shackles! Your Place (and I don't believe this is a genuine question!)

There's still time to send in your questions for our last four volumes: David Darling (MD), GodMasters, July Summer (MD), Commodore UK), Ken Lockley - Public Relations Executive, Coventry and Jeff Minter (Programmer and Director, Lismacott). You don't your question on a postcard or sealed-down envelope and send it to us at the Face to Face address above.



FACE TO FACE

Today we introduce our boss, the Group Publisher of Future's Leisure Division (which does all the world's greatest computer games mags!) On we go to the 'mann, mann, where's the man?' approach? Or the glib, 'Yes, what does the lady did do and no do as all they?' approach? (No - Ed.) Maybe we'd better just tell you that he has overall responsibility for 13 computer top mags, including CF, Sega Power and GameStar, and leave the rest up to you...

How did you become a Publisher?

Richard Carlisle, Editor
I began as a journalist (for the computer trade magazine, CFW - Ed) writing about the computer games industry and consequently I got to know Future's boss Chris Anderson. Because I happened to know 47 debugging secrets about him, I started to write making me a publisher. I would advise anyone wishing to be a publisher to go the same route... (But how did you find out those 47 things? - Ed.)

What does a Publisher actually do?

Phillipa Ross, Reviewer
A Publisher is a very God, a ruler of the domain, a... (that's enough of that - Ed.) Okay, a Publisher is someone with overall responsibility for every aspect of a magazine - writing, design, advertising, promotion, distribution, financial well-being, etc. Of course, the actual work is done by experts so that Publishers can spend the day shuffling paper, having meetings and 'doing lunch with authors' would be senior Gods who are all involved in search of a function. No, really...

Why did you launch Commodore Form 100?
Sue-Jill Smith, Bughill, Herefordshire
We launched CF because we believed that there were legends of old readers who weren't being well served by existing titles. And we were right, because they all flocked to buy CF, OK, and it seemed like a good idea at the time.

How long will CF go on for?
Daniel McKenna, Skidaway
It will go on for years yet! We haven't even begun to think of the possibility of it not being around. As long as there are enough readers sufficiently pleased with CF and their \$4 to buy it each month, then we'll continue to publish.

What makes a good computer magazine?
Sam Ho, Newport

Talented, motivated people, in a subject, (but we work in an office - Ed.) If I say any more than that it would be creating the state secrets of Future Publishing.

As long as we remain market leaders we're likely to attract the best writers.

Are all your writers gaming experts?

Adrian Pilkington, Chester
Yes, pretty much - except that James Leach... I. It helps all the readers if our writers are the best in the business. And as long as we remain market leaders then we're likely to attract the best.

Why does the price of the magazine go up when there is a second year?
Ben T is supposed to be a free gift?
Jonathan Darling, Lynn, Cheshire

Two things: the second year isn't really meant to be a free gift and we only do the price up to cover the cost of the tape.



PHOTOGRAPH BY GREG INGHAM FOR THE PUBLISHERS OF 'FACE TO FACE'



GETTING AN AMIGA? THEN GET THIS:

AMIGA POWER

The magazine with the right attitude.

In the January issue...

INDIANA JONES

The whipmaster is back and reviewed in this very issue. In Lucasfilm's latest and greatest graphic adventure, Indy and oldkick Sophia must go the distance with another bunch of evil Nazis. In an adventure that will lead to the fabled city of Atlantis.



JAMES POND III

In our two page preview we talk to the programmer and food creator Chris Small about Genesis Starfish - Pond's toughest assignment yet.



NIGEL MANSELL

Gran Turismo's techno-bash racing game finally gets the AP review treatment this month. Love Mansell or hate him, there's no ignoring this ultra-fast 3D sim - but can it really compete with the likes of F1 GP?



...And: We reveal the results of our Design A Game Competition - you won't believe the winning entry.

Also reviewed: KGB, Troffs, Wing Commander, Goblins 2 and Rampart.



Twas deep mid winter that Japanese finally release their long-awaited tennis sim.

Instead of jumping on the Wimbledon bandwagon while all the famous players are still on our minds, they've waited until a time of the year when any sane person, even the Bolt Beckons of this world, would be more likely to strap tennis racquets to their feet than rush out on to an icy court.

Here we have a tennis sim in which,

for once, actually making contact with the ball is not too difficult, as long as you're in vaguely the right area of the court. The

still comes in when you're

to its (tense) is a definite bang. Long term, if you're not that big a tennis fan than tedium might well get in, if, however, you're the next Jeremy Bates, it might keep you in practice till the rainy season begins again.

CLAR



INTERNATIONAL TENNIS



Sort of a grass court with a clay centre...



Since the introduction of the electronic eye the display had a very strange effect.

placing the ball in your

applies north's lot of grass. The slight wobble of the joystick, when you strike the ball can mean the difference between defeat and defeat.

The sprites are extremely mobile and speedy, making for very quick matches. The whole thing is simple, but well drawn.

Experienced players know their racquets don't in anger at the umpire's call. Crowds cheer in voices (if that's what the noise is, anyway - either that of the player taking part in a mass Variable Post Status exercise getting territory) when you manage to serve an ace and the ball hitting the grass affects, through a bit of lag, and perfectly timed to the action.

Although it's 'only' a tennis game, for a £3.99 original, for £10 it's become known

INTERNATIONAL TENNIS
 ZIPPELON 01 001 388 7785
 CASSETTE • £3.99 • OUT NOW

POWER RATING

UPPERS

- Smart graphics and atmosphere exceed it
- Variable difficulty levels so that the computer can improve as you do.
- Choice of one- and two-player modes.
- Debatable life span.
- It's not exactly the world's most challenging game.

DOWNERS

GRAEME SOUNESS INTERNATIONAL SOCCER

Straight word, no nonsense pure computer football action, that's one way of looking at Graeme Souness International Soccer. Simply talking is optional, or variety is another. It has to be admitted, Wimbledon General Matthew Hopkins gave

whites more choice than you get here. The only pre-match decisions you have to make are what colour shirt you want the team to have and whether you want to start playing up or down the pitch.

There are no league or championship competitions, no training or management life and no tactical decisions, such as what formation you want your team to play in. But despite the absence of tactics and whistles (apart from the referee's) Graeme Souness International Soccer is actually not that bad.

The matches are played using the standard computer soccer routine. You only control one player at any time, and he's chosen by the computer. Which player is chosen depends on the direction and speed of the ball and the proximity of the player, though, with the amount

"No what do you mean 'control' this one player?"



at times I don't seem to be the player you want. It might as well be the conjunction of stars in Taurus. While this isn't a problem particular to this game, it does seem more of a nuisance than usual, so the player who was running towards the balls suddenly seems away and the new one doesn't seem to be anywhere on screen.

On the other hand the players are well-drawn, the action is fast and furious and it's dead easy to get into. Playing against the computer is a bit of a chore, but in two-player mode the game really takes off. As a computer kick-around that you can load and play with the minimum of fuss it does have a certain no-nonsense appeal. Kick CP2 has nothing to worry about, but at £3.99 £5.95 is worth checking out if you like this sort of thing.

DAVE



GRAEME SOUNESS INTERNATIONAL SOCCER
 ZIPPELON 01 001 388 7785
 CASE • £3.99 • OUT NOW

POWER RATING

UPPERS

- Fast and furious action
- Good graphics
- Very easy to get into.
- No management bits.

DOWNERS

- Virtually no options.
- Often you don't control the player who's nearest the ball.
- Unresponsive controls.

One of these nasty views. (Warning: nausea - don't look your back on these heights 'cos they're about twenty.)

A single man with these hair? Gosh!

One of the washers. You can jump between washes in many times as you like.

The hair, there's an all-cup forward motion option.

Washers' hair, covered by the well-dreaded of the Cool World.

A single male wearing a washing machine? Not very realistic.

It's obvious that this is a globe - about 175 degrees on the lower half and nothing else.

Location of the washes in North's house. First jump and then get down on your stomach to keep yourself in the land of hair.

is nothing taboo? Well, apart from the language **Ollie** uses when he lets a goal in during five-a-side it seems not. You see, **Cool World** is a game about... well, there's this character who... well, it's just that...

Um, let **Clur** try to explain what 'to cock a doodle' means...



Don't be fooled by what you read in the press - so far I've not come across anything vaguely raucous or rude in **Cool World**. If you've seen the ads for the game featuring the rather conscious figure of **Holl Wood**, and read the blubs about her ren-starved antics you might have been lead to expect an X-certificate game along the lines of **Color Girl Power**. But there's no reason for Ms M Whitehouse to get upset

she normally has to put up with (you can't 'cock a doodle', as she puts it so-sophisticatedly, and she's dressed **Harris** as her victim).

You play **Harris** who's found a vortex between his world and **Holl's** in his living room. He knows nothing about **Holl's** plan, only that a load of doodles are slipping through the vortex and making his video, telly, hi-fi stacking system and faxline sad, and he's not happy about it. The doodles have created the vortex because their ultimate plan is to

take over the

COOL

about the game - it's a simple platform shoot-'em-up with minimal plot and some nice (not risqué at all, really) love screens. In fact, **Holl** hardly seems to feature in the game at all. **Harris**, the hero of the game, who's an ex-cop turned artist, is, thankfully, fully clothed. The main reason the game gets its feature is featuring a toilet and a washing machine. (Incidentally, is a single man having his own washing machine, anyway?)

The game is based on a film called

(would you believe?) **Cool World**. Haven't heard of it? That's not surprising since it did so badly in the US it's being released straight to video over here. So what's it all about. After? Erm, okay one that. But here goes...

Holl's a doodle (a cartoon drawing by **Harris**) who lives in the best-dimensional **Cool World** populated by folk known as doodles. She has a burning desire to be 'close' to a flesh and blood man from the real world instead of very fat men



Cool World is the game in which a doodle helps to be a woman.



WHEN WORLDS COLLIDE

Toon and human characters leaping between their respective worlds is nothing new.

ROGER RABBIT must be the most famous toon to slip through animation control.

THE PENGUINS ON MARY POPPINS Aahh! How cute can you get? (Have you seen that girl on the beach?) ...Eww!

RONALD REAGAN The only toon to be made president. **TOON AND JERRY** Who once stole top danced with Gene Kelly. **BAR INFLUENCE** Have you seen their opening credits? No? Then think yourself lucky and proud at all costs.

BUSTER BEEBOP Only a cartoon could do the stuff he did and survive in middle age.

THE SIMPSONS and **THE JACKSON FIVE** Two best



comics from the 70s (but your Mom about 'em) who were given the full Harvey Barbara treatment - yes, cartoonists that looked nothing like the groups and two-faces per second animation that was about as smooth as a Mickey Mouse's chin on a Monday morning.

THE HARLEN GLOBE TROTTERS Pretty much the same story (except they were a basketball team and not a leaping pig band - though they probably would have been with the right producers).

MULE BORGAN No man could have that many muscles. **CAPTAIN JACKHORN** He's now the Chief Engineer on the USS **FINN**. The most famous manga-style computer and fighting-CPU story ever.

THE CAST OF SIBERADO Not really cartoons, these fellers, in fact, a bunch of two-dimensional characters that no-one has bothered to animate.

COOL WORLD

completely and rule it with their strong, but lily, fist - but for the moment a few consumer items will do.

The aim of this strange platformer is to maintain the balance between the cool and real worlds. If too many toons are over here, over paid and underworked or if they drag too much real world stuff into their world then the imbalance is too great and they're won. Confused? Don't fret, even TELL took a while to figure the plot out.

You're armed with a fountain pen that both shoots and sucks. Shoot an ink pellet to turn a doodle into a block like blob, then fold down line to suck the blob into the ink reservoir in your pen. It's impossible to destroy every form this way. The more you shoot and suck, the more doodles appear, but it's not all in vain - each doodle you suck into CoolWorld means a few coins taken off the total that you have to maintain the balance, making life a bit easier. Plus any blob you don't suck turns into a ready thingy thing.

Each level takes place in a different building. The game starts out in Harri's house. There are a couple of vertical gaps between the two worlds and loads of real life doodles.



My junior school never taught the this, not even in my wildest nightmares.

are coming through. Harri can use these workaholic too - he can jump between the worlds and do battle with the doodles on both fronts. So if the doodles do grab Harri's wit, all is not lost because you can send him into Cool World to find it and send it back to the real world, so helping to keep the balance.

Harri is excellently animated, the spits-jumps and swishes in a very life-like way. The toons look fun - there's even a Roger RABBIT look-alike wandering around, along with plenty of other weird, ugly things. The levels are reasonably large, usually around three or four times the size of the screen. The main problem is the lack of a concrete goal, so aim for [I wouldn't want to use one of those in-by-a-side - Ollie].

The maintaining a balance theme is somewhat taste a



sense of purpose - you don't get that feeling of elation when you complete a level which you get, say, when you cross the finishing line in a racing game. And with all the levels looking pretty similar in terms of the doodles you meet as well as the backgrounds - there is little incentive to progress through the levels.

Having said that, the great thing about Cool World is that things can end up getting very messy. There are doodles coming at you from all sides (touch one and you lose a third of your energy), there's a danger signal flashing at you and lots of very odd sound effects, which all add to the growing confusion. It's great fun to play at first, but long-term appeal is limited by the same old factor. Compare it with, if you like, Popping as many peanuts butter and jam sandwiches as you could ever eat. Soon enough, you'll end up feeling sick at the mere sight of the nut and strawberry treats. (Speak for yourself - Dave).

One thing that has been bugging me is the absence of any human life in the real, or Cool, worlds apart from our hero. Maybe if you had to rescue someone at the end of the

The Cool World shop. There's just time to clean up on the real end copies of John.



level, with the evil doodles of the moon doodles, it might have been more fun. One has to have a point in life, you know, if you're just getting sleep - Fat; just living to survive doesn't make for an exciting existence or enthralling gameplay, for that matter.

At the heart of Cool World's a great idea and executed a little better the game would have been great. As it stands this license is fun for a while, but if you like value for money in the form of usability you'll probably turn back to Furiosa if before you know it.

CLM

COOL WORLD
 CIGAR 07-001 000 000-0 CASH
 £10.99/BOX £15.99 0 OUT NOW

POWER RATING

100
90
85
70
60
50
40
30
20

UPPERS

- Excellent animation on the main character.
- Large, colourful levels.
- Smooth scrolling and fast action.
- A very solid engine.

- There's not much long-term appeal.
- Reusable gameplay, it's all a bit samey.

DOWNERS

Ladies and gentleman of the jury, before you stands a computer gaming legend, now accused of being criminally past his sell-by date, out-moded, dull and resting on his laurels. You must decide: should he be allowed to carry on?



DIZZY ON TRIAL



That's the latest Dizzy game and finally one that doesn't look like the walking piece in the head of night. There's colour, atmosphere, some things never change, like the game.

THE PROSECUTION

PRESENTED BY DAVE GOLDBER ON BEHALF OF CF:

"Dizzy is old fashioned, predictable and clearly dull. He is turning party on his past glories, based on a sporadic reputation - none of the games have ever been spectacular and a lot of them have been somebody humdrum. The adventures are almost impossible to tell apart with a control system that's more irritating than ensuring a sandpaper-lined pair of jogging pants while the arcade games are just inferior rehashes of other arcade games."

THE DEFENCE

PRESENTED BY RICHARD EDDY ON BEHALF OF CODEMASTERS:

"Obviously Dizzy is not past his sell-by date or he wouldn't continue publishing Dizzy games. It's too easy to say that of Dizzy games are all the same, take off your rose-tinted spectacles and compare the original game to the new Crystal Kingdom adventure. Players can trust Dizzy games to be of a certain standard and rely on a games-playing technique they've built up from playing previous Dizzy games. Dizzy is still a hugely popular character and obviously you can't expect everyone to like him. But for those who do, he's a proper star."

EXHIBIT 5 THE GAMES

Let's have a look at Dizzy's track record and see what kind of a contribution he has made to computing history.

- **Dizzy** - The original adventure. Pretty small, pretty primitive, pretty dull.
- **Treasure Island Dizzy** - Pretty much the same as the first game but with a slightly different plot. Sales around 50,000.
- **Fear Food** - The first arcade game, it's like Pacman with our hero.
- **Fantasy World Dizzy** - First appearance of Daisy, Dylan, etc. Otherwise pretty similar to the last adventure. Sales around 50,000.
- **Kent Snares** - Second arcade Dizzy. This

time it's Pango with Dizzy super-imposed. Sales around 40,000.

- **Mighty Dizzy** - First adventure coded by Big Red Software (Paul Ransom's lot but it's not a devastating departure from the usual format. Sales around 60,000.
- **Planix Dizzy** - This time around it's Tatla's assets. Also with Dizzy super-imposed. Getting the idea? Sales around 50,000.
- **Spellbound Dizzy** - Big but troubled. Nique attempts to do something different. Confusing and very hard. Strangely many people's favourite Dizzy. Sales unknown.
- **Dizzy Prince of the Yedfolk** - Dizzy, this adventure is actually not too bad. Sales unknown (but doing well).
- **Dizzy Down The Rapids** - Tacton's with

Dizzy super-imposed. Yeah. Sales around the 10,000 mark.

- **Robbie Dizzy** - Unavailable with Dizzy imposed. What next? Dizzy Lemmings? Teabagging Dizzy? Dizzy Soccer Manager? Sales around 50,000.
- **Crystal Kingdom Dizzy** - First to be coded on the C64. The control system has finally improved, but the puzzles are as predictable as ever. Sales unknown.

"It's hardly surprising these two are so lock-tube as they are both hand-me-downs from the first 1983 Dizzy game. The Fantastic Adventures of Dizzy, being based on sections of it. So is this what the 800s are going to be lobbed off with from now on?"

FOR THE PROSECUTION



COMMODORE C64 REPAIRS Just £29.00 inc



- * Commodore registered.
- * Over 10 years experience with Commodore computers.
- * Up to 22 qualified technician engineers at your disposal.
- * We will undertake to repair your Commodore 64 computer for just £29.00 including parts, labour, V.A.T. and post and packing.
- * Some computers can be repaired within 24 hours.
- * Prices include full service check, overhead and soak test.
- * All repairs covered by a 90-day warranty.



How to take advantage of this exceptional offer:

Simply send or hand deliver your machine to the workshop address below, enclosing payment and this advert, and we will do the rest. (Please include a daytime telephone number and fault description).

* If you require 24 hour courier to your door, please add £5, else your computer will be sent back by contract parcel post.



WTS reserves the right to refuse repairs that in our opinion are beyond reasonable repair. Full charge applies.

WTS Electronics Ltd, Studio Master House,
Chaul End Lane, Luton, Beds LU4 8EZ

(0582) 491348 - (4 lines)

CF

COMMODORE SUPPLIES

C64 Memory & Interface	£170.00	64 Parallel Converter	£28.00
C64 Power Supply	£225.75	50-20 Modulator	£14.00
64/124 Serial Expander	£59.00	64 Teststation manual	£8.00
C18 Power Supply	£44.00	Commodore 64 Chips	£10.00
64/128 Serial Expander	£68.00	64 Serial Cartridge	£8.00
C28 64 Diskette	£225.75	601/7605/LC10-80Kbase	£25.00
C28 1-4 Diskette	£228.00	Mini Office 2 (64 disk)	£229.00
64 MiniOffice Card	£29.00	C24 Disk Drive	£229.00
Mini Office 2 (64 disk)	£217.00		

* Disk/Cassette COMMODORE 64 REPAIR

Only £24.00 including parts and labour if repaired. (Send machine only with fault description. See above included. 130gP/13/1)

Commodore Supplies

82 Cannon Street, Dorset, BH1 2AA,
Tel. 0582 262218

SPARES & REPAIRS

C64 1041 8 & Screen Pack	£175.00	REPAIRS:	
1041 8 Disk Drive & Screen	£149.00	C64	£75 inc
C64 Composite Printer	£149.00	C64 128	£70 inc
C64 128 Cassette Unit	£71.00	1041 800	£50 inc
C64 Power Unit	£79.00	C118	£30 inc
Type Alignment Kit (64)	£8.00	Send machine only with guarantee and fault description. * normally 48hr turnaround. * 2 month warranty.	
C64 Mouse and Mat	£19.00	Days 22	
C64 Reset Switch	£7.00	21 Stagemay Rd	
New Manual (64-04 1041)	£6.75	Colindale	
New Mouse (64-04 1041)	£3.00	Waltham	
104 Printer Lead	£3.00	SP1 3BU	
1504 Joystick Adapter	£8.00	Tel 0753 55881	
Commodore Chips	£10.00	WTS	
Electronic Interface plus Support Software (Disk-04 Tapes)	£24.00	COMPUTER SERVICES	
All prices include VAT and P & H.			
Orders by cheque or PO sent, please see 1041 for full price list.			

CHECK EM OUT !!

AVAILABLE IN ALL GOOD SOFTWARE STORES. IF YOU HAVE YOUNGSTER ENTERTAINMENT SEND A CHECKED OFF CARD TO THE ADDRESS BELOW.



90%

TOP QUALITY GAMES

There have been many great and famous Jasons in history. Donovan, Vorhees, And The Argonauts, King, Connery. But could any of them answer questions about C64 drives or creating bouncing text? No! But Jason Finch, so write to him at Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW and let him prove his legendary status.

INSIDE INFO



FREEZING FUN

Dear Inside Info,
My son has a C64 and has been playing Master Mouse. In your magazine you say that it is

possible to freeze the game so that you can enter F0REX which will give you infinite lives. Please can you tell us how to freeze games as I have had pressing all the keys and buttons it can't find on the 64 but nothing happens.
Al Davies, Aves-Cr Wyre

Freezing games is not something you can do from the keyboard. A 'freezer' is invoked by a cartridge which plugs into the expansion port located on the back of the computer at the function key end. But not just any old cartridge (your Dad's old Jetpac Tull eight-track just ain't gonna work); you need to get hold of one that allows F0REX to be entered and the game to be restarted.

And I let you want me to recommend one now. Okay, then, the Action Replay cartridge from David Electronics would be my choice (in fact, it is my choice — there's one stuck almost permanently in the back of my 66). You can contact the company on 07 8782 144707.

You think you've got freezing problems? They're nothing compared to what someone had to put up with. Some ideas from Mr. Theover and it's not just your games that get on ice...



LOST RECORD

Dear Inside Info,
I own a really good piano on a Janopan Floor and then tried to save it with the record button wouldn't go down. It normally works fine so why it won't work with this program?
Paul Morrison, England (I guess).

The fact that the record button would not go down has nothing to do with Janopan Floor, the cassette or even the computer — it's all to do with the cassette. On the top edge are two tabs; one on the left and one on the right. If you push down hard on these with something like a screwdriver or the end of a pen, the tabs are broken off leaving a small hole.

If there are no tabs present on the cassette, the tape deck will detect this and will not allow the record button to be pressed down. The effort also works with audio tapes in ordinary stereo systems.

To record on to a tape without tabs, simply stick some adhesive tape over the holes. Exactly the same rules apply with audio cassettes in normal tape players (though we're not sure whether eight-track cartridges used this system).



WHICH DRIVE?

Dear Inside Info,
I got the C64 Forminator pack last Christmas and then I

got a Citizen 1500 Plus printer. I now want to buy a disk drive but which one is the best and mean reasonable priced to buy? The only drive that I've seen advertised is the 1541, but I've seen the 1571 and 1581 drives mentioned in various publications, so are they available? If they are, where from, at what price, and are they any better in terms of offering a larger capacity than the 1541?

One last thing — is there anywhere I can write to get personal written replies? Your magazine says not to expect them so who can ask me to write to with queries?
David Howarth, Dundee.



Don't be drawn over the edge if you don't find the right drive.

The 1541 is the drive you should try to buy your hands on, without any second hand. Any reasonable computer shop should be able to enter you one. The 1571 enters in the Commodore 128's version of the 1541 and contains a few additional features, namely that it can format and access both sides of a 5.25-inch disk without the disk needing to be turned over. This doesn't really increase the capacity because the 1541 can use both

sides of a disk, you just have to cut a notch in the left-hand side to match the one in the right-hand side and turn the disk over when you put it in the drive.

The 1581 is rather different. It's bulky Commodore compatible but takes 3.5-inch disks. The storage capacity is nearly five times that of the 1541 but there is very little, if any, software available for it. You won't be able to buy the drive now in Britain, either — you'll have to shop around in America or Germany where they are quite popular.

On your last point, it's very difficult for any magazine to guarantee written replies. I



Like the Action Replay cartridge and The Settlers method board, two things that don't go together - Honey Market.

lot of people do send the stamped addressed envelopes but it simply isn't possible to write hundreds of personal letters to everyone, I'm afraid, it would take for too much time. There are certain user groups around there that would offer help but they usually require you to be a member which would get you back up to 120.



FIVE ALIVE

Dear Madie, I'm the end of my line, unless the Honey prompt always appears. How can I stop this?

- 1 I have a Citizen 1000 Plus printer. Is there any way to print out the whole of the screen as with Action Replay's printer dump option?
- 2 Are there any magazines totally dedicated to Bitchers, if there are, where can I get them?
- 3 Is there any way to prevent the messages "LOADING" and "FOUND PROGRAMS" appearing when loading a program?
- 4 In CP/M, Inside Info, had a letter titled "Speak Poofy". I have had games that talk. They're called Mad and Black Thunder (Sarah Moore, Maple).

1 There are two methods. Either simply put in a message box at the end of the program or an option to reset it. The first is the easiest. Suppose you want the following program:

```
10 PRINT "HELLO"
```

```
20 GOTO 10
```

Line 20 represents a recurring loop - all it does is keep jumping to itself and that goes on indefinitely. A slicker approach would be something like the following:

```
1000 PRINT "END OF PROGRAM. DO YOU WANT TO RESTART?"
```

```
1030 GOTO 10
```

```
1030 IF A$="Y" THEN GOTO 1000
```

```
1030 IF A$="N" THEN END
```

```
1040 GOTO 1030
```

2 It all depends what sort of screens you want to print out and unless I know that, I can't really help you. I'm afraid - you're going to have to write back with some more details. (This one could run and run.)

3 Here is an easy way of making the very first "LOADING" message disappear when you're loading a program from tape from outside a fixed program, however, if a program actually loads inside a program, the messages will not appear.

4 Yes, these games use computer speech - a real voice that has been digitized so that the computer can play it back. This type of speech requires a piece of hardware to do the initial recording of the voice but nothing special to play it back. The software-only method relies on attempting to recreate voices that are not real.



A ROUTINE REQUEST

Dear Inside Info, I in CP/M, you said you would send David Rhodes a copy of a pro-



TWO AT ONCE

Dear Inside Info, I could I use the FloppyClerk General on Action Replay II to check on a cartridge if I used a Casetax motherboard from Data? Dominic Stayer, Millhurst



2 Why don't some games load when my Action Replay cartridge is plugged in?

1 No, for a number of reasons. First, a motherboard does nothing more than save data and test on your cartridge slot - it does not allow more than one cartridge to be on at the same time. Therefore you have either the games cartridge active OR the Action Replay cartridge. Secondly, cartridge games work differently from games that load into memory. They sometimes have their own memory, for example, and even if you could get the game and the AR cartridge to work simultaneously, Action Replay wouldn't know how to cope. 2 The Action Replay cartridge changes a number of things within the computer which allows it to, for example, load and save at high speed to both tape and disk. Some programs detect this and refuse to load when Action Replay is active in case you're planning anything naughty. The majority of games should load if you have Action Replay plugged in but not active.

gram" which demonstrated the use of an options screen with a highlighted bar. Is there any chance you could send me one as well?

- 2 Also in the same issue you showed him how to generate double-sized text. I tried it and I noticed that you gave him the wrongy PCMB. The right one is PCMB 02372.2B
- 3 Do you prefer letters which are hand written printed out or handwritten? Alan Butler, Stockport

1 I later decided to include that program in the Inside Info section and it can be found together with the listing giving the Ghostface 2 effect in CP/M.

2 Strictly speaking you can use either the PCMB that I gave him, or the PCMB that you are suggesting. The reasons for this are quite complicated, but it is just convention to add on that extra line - a convention I have personally never seen the point of. As an example, PCMB 02372.2B and PCMB 02372.2B do exactly the same thing - can vary the display into lower case mode.

3 Handwritten ones are much more personal and touching to read, of course, but if that is to be admitted, some people's writing is a real job on the sanity side. Tell you what - if you write it out first see if someone else can work out what you're on about. If not, print it out. I don't want to sound mean, but if I can't read what you've written, I can't answer your queries, and your letter will end up filed in, in the bin.



SMOOTH OPERATOR

Dear Inside Info, 1 How do you (through some text) across the screen on a C64? 2 How do you prevent the RUN/STOP key stopping a program? 3 Is the diskette Copy Light available on cassette? If it is, does it contain the same

information as the disk version, and how much would it set the back? Janet Dyer, Dover

1 You use the program below, that's how. You'll only be able to get the most out of it if you can program in machine language. If not, just change the message at the start and see that it works.

```
10 REM GEEKS (C64) BY J.PENK
20 PRINT "HELLO"
30 PRINT "GEEKS (C64) BY J.PENK"
40 PRINT "GEEKS (C64) BY J.PENK"
50 PRINT "GEEKS (C64) BY J.PENK"
60 PRINT "GEEKS (C64) BY J.PENK"
70 PRINT "GEEKS (C64) BY J.PENK"
80 PRINT "GEEKS (C64) BY J.PENK"
90 PRINT "GEEKS (C64) BY J.PENK"
100 PRINT "GEEKS (C64) BY J.PENK"
110 PRINT "GEEKS (C64) BY J.PENK"
120 PRINT "GEEKS (C64) BY J.PENK"
130 PRINT "GEEKS (C64) BY J.PENK"
140 PRINT "GEEKS (C64) BY J.PENK"
150 PRINT "GEEKS (C64) BY J.PENK"
160 PRINT "GEEKS (C64) BY J.PENK"
170 PRINT "GEEKS (C64) BY J.PENK"
180 PRINT "GEEKS (C64) BY J.PENK"
190 PRINT "GEEKS (C64) BY J.PENK"
200 PRINT "GEEKS (C64) BY J.PENK"
210 PRINT "GEEKS (C64) BY J.PENK"
220 PRINT "GEEKS (C64) BY J.PENK"
230 PRINT "GEEKS (C64) BY J.PENK"
240 PRINT "GEEKS (C64) BY J.PENK"
250 PRINT "GEEKS (C64) BY J.PENK"
260 PRINT "GEEKS (C64) BY J.PENK"
270 PRINT "GEEKS (C64) BY J.PENK"
280 PRINT "GEEKS (C64) BY J.PENK"
290 PRINT "GEEKS (C64) BY J.PENK"
300 PRINT "GEEKS (C64) BY J.PENK"
310 PRINT "GEEKS (C64) BY J.PENK"
320 PRINT "GEEKS (C64) BY J.PENK"
330 PRINT "GEEKS (C64) BY J.PENK"
340 PRINT "GEEKS (C64) BY J.PENK"
350 PRINT "GEEKS (C64) BY J.PENK"
360 PRINT "GEEKS (C64) BY J.PENK"
370 PRINT "GEEKS (C64) BY J.PENK"
380 PRINT "GEEKS (C64) BY J.PENK"
390 PRINT "GEEKS (C64) BY J.PENK"
400 PRINT "GEEKS (C64) BY J.PENK"
410 PRINT "GEEKS (C64) BY J.PENK"
420 PRINT "GEEKS (C64) BY J.PENK"
430 PRINT "GEEKS (C64) BY J.PENK"
440 PRINT "GEEKS (C64) BY J.PENK"
450 PRINT "GEEKS (C64) BY J.PENK"
460 PRINT "GEEKS (C64) BY J.PENK"
470 PRINT "GEEKS (C64) BY J.PENK"
480 PRINT "GEEKS (C64) BY J.PENK"
490 PRINT "GEEKS (C64) BY J.PENK"
500 PRINT "GEEKS (C64) BY J.PENK"
510 PRINT "GEEKS (C64) BY J.PENK"
520 PRINT "GEEKS (C64) BY J.PENK"
530 PRINT "GEEKS (C64) BY J.PENK"
540 PRINT "GEEKS (C64) BY J.PENK"
550 PRINT "GEEKS (C64) BY J.PENK"
560 PRINT "GEEKS (C64) BY J.PENK"
570 PRINT "GEEKS (C64) BY J.PENK"
580 PRINT "GEEKS (C64) BY J.PENK"
590 PRINT "GEEKS (C64) BY J.PENK"
600 PRINT "GEEKS (C64) BY J.PENK"
610 PRINT "GEEKS (C64) BY J.PENK"
620 PRINT "GEEKS (C64) BY J.PENK"
630 PRINT "GEEKS (C64) BY J.PENK"
640 PRINT "GEEKS (C64) BY J.PENK"
650 PRINT "GEEKS (C64) BY J.PENK"
660 PRINT "GEEKS (C64) BY J.PENK"
670 PRINT "GEEKS (C64) BY J.PENK"
680 PRINT "GEEKS (C64) BY J.PENK"
690 PRINT "GEEKS (C64) BY J.PENK"
700 PRINT "GEEKS (C64) BY J.PENK"
710 PRINT "GEEKS (C64) BY J.PENK"
720 PRINT "GEEKS (C64) BY J.PENK"
730 PRINT "GEEKS (C64) BY J.PENK"
740 PRINT "GEEKS (C64) BY J.PENK"
750 PRINT "GEEKS (C64) BY J.PENK"
760 PRINT "GEEKS (C64) BY J.PENK"
770 PRINT "GEEKS (C64) BY J.PENK"
780 PRINT "GEEKS (C64) BY J.PENK"
790 PRINT "GEEKS (C64) BY J.PENK"
800 PRINT "GEEKS (C64) BY J.PENK"
810 PRINT "GEEKS (C64) BY J.PENK"
820 PRINT "GEEKS (C64) BY J.PENK"
830 PRINT "GEEKS (C64) BY J.PENK"
840 PRINT "GEEKS (C64) BY J.PENK"
850 PRINT "GEEKS (C64) BY J.PENK"
860 PRINT "GEEKS (C64) BY J.PENK"
870 PRINT "GEEKS (C64) BY J.PENK"
880 PRINT "GEEKS (C64) BY J.PENK"
890 PRINT "GEEKS (C64) BY J.PENK"
900 PRINT "GEEKS (C64) BY J.PENK"
910 PRINT "GEEKS (C64) BY J.PENK"
920 PRINT "GEEKS (C64) BY J.PENK"
930 PRINT "GEEKS (C64) BY J.PENK"
940 PRINT "GEEKS (C64) BY J.PENK"
950 PRINT "GEEKS (C64) BY J.PENK"
960 PRINT "GEEKS (C64) BY J.PENK"
970 PRINT "GEEKS (C64) BY J.PENK"
980 PRINT "GEEKS (C64) BY J.PENK"
990 PRINT "GEEKS (C64) BY J.PENK"
1000 PRINT "GEEKS (C64) BY J.PENK"
```

2000 PRINT "GEEKS (C64) BY J.PENK"
2010 PRINT "GEEKS (C64) BY J.PENK"
2020 PRINT "GEEKS (C64) BY J.PENK"
2030 PRINT "GEEKS (C64) BY J.PENK"
2040 PRINT "GEEKS (C64) BY J.PENK"
2050 PRINT "GEEKS (C64) BY J.PENK"
2060 PRINT "GEEKS (C64) BY J.PENK"
2070 PRINT "GEEKS (C64) BY J.PENK"
2080 PRINT "GEEKS (C64) BY J.PENK"
2090 PRINT "GEEKS (C64) BY J.PENK"
2100 PRINT "GEEKS (C64) BY J.PENK"
2110 PRINT "GEEKS (C64) BY J.PENK"
2120 PRINT "GEEKS (C64) BY J.PENK"
2130 PRINT "GEEKS (C64) BY J.PENK"
2140 PRINT "GEEKS (C64) BY J.PENK"
2150 PRINT "GEEKS (C64) BY J.PENK"
2160 PRINT "GEEKS (C64) BY J.PENK"
2170 PRINT "GEEKS (C64) BY J.PENK"
2180 PRINT "GEEKS (C64) BY J.PENK"
2190 PRINT "GEEKS (C64) BY J.PENK"
2200 PRINT "GEEKS (C64) BY J.PENK"
2210 PRINT "GEEKS (C64) BY J.PENK"
2220 PRINT "GEEKS (C64) BY J.PENK"
2230 PRINT "GEEKS (C64) BY J.PENK"
2240 PRINT "GEEKS (C64) BY J.PENK"
2250 PRINT "GEEKS (C64) BY J.PENK"
2260 PRINT "GEEKS (C64) BY J.PENK"
2270 PRINT "GEEKS (C64) BY J.PENK"
2280 PRINT "GEEKS (C64) BY J.PENK"
2290 PRINT "GEEKS (C64) BY J.PENK"
2300 PRINT "GEEKS (C64) BY J.PENK"
2310 PRINT "GEEKS (C64) BY J.PENK"
2320 PRINT "GEEKS (C64) BY J.PENK"
2330 PRINT "GEEKS (C64) BY J.PENK"
2340 PRINT "GEEKS (C64) BY J.PENK"
2350 PRINT "GEEKS (C64) BY J.PENK"
2360 PRINT "GEEKS (C64) BY J.PENK"
2370 PRINT "GEEKS (C64) BY J.PENK"
2380 PRINT "GEEKS (C64) BY J.PENK"
2390 PRINT "GEEKS (C64) BY J.PENK"
2400 PRINT "GEEKS (C64) BY J.PENK"
2410 PRINT "GEEKS (C64) BY J.PENK"
2420 PRINT "GEEKS (C64) BY J.PENK"
2430 PRINT "GEEKS (C64) BY J.PENK"
2440 PRINT "GEEKS (C64) BY J.PENK"
2450 PRINT "GEEKS (C64) BY J.PENK"
2460 PRINT "GEEKS (C64) BY J.PENK"
2470 PRINT "GEEKS (C64) BY J.PENK"
2480 PRINT "GEEKS (C64) BY J.PENK"
2490 PRINT "GEEKS (C64) BY J.PENK"
2500 PRINT "GEEKS (C64) BY J.PENK"
2510 PRINT "GEEKS (C64) BY J.PENK"
2520 PRINT "GEEKS (C64) BY J.PENK"
2530 PRINT "GEEKS (C64) BY J.PENK"
2540 PRINT "GEEKS (C64) BY J.PENK"
2550 PRINT "GEEKS (C64) BY J.PENK"
2560 PRINT "GEEKS (C64) BY J.PENK"
2570 PRINT "GEEKS (C64) BY J.PENK"
2580 PRINT "GEEKS (C64) BY J.PENK"
2590 PRINT "GEEKS (C64) BY J.PENK"
2600 PRINT "GEEKS (C64) BY J.PENK"
2610 PRINT "GEEKS (C64) BY J.PENK"
2620 PRINT "GEEKS (C64) BY J.PENK"
2630 PRINT "GEEKS (C64) BY J.PENK"
2640 PRINT "GEEKS (C64) BY J.PENK"
2650 PRINT "GEEKS (C64) BY J.PENK"
2660 PRINT "GEEKS (C64) BY J.PENK"
2670 PRINT "GEEKS (C64) BY J.PENK"
2680 PRINT "GEEKS (C64) BY J.PENK"
2690 PRINT "GEEKS (C64) BY J.PENK"
2700 PRINT "GEEKS (C64) BY J.PENK"
2710 PRINT "GEEKS (C64) BY J.PENK"
2720 PRINT "GEEKS (C64) BY J.PENK"
2730 PRINT "GEEKS (C64) BY J.PENK"
2740 PRINT "GEEKS (C64) BY J.PENK"
2750 PRINT "GEEKS (C64) BY J.PENK"
2760 PRINT "GEEKS (C64) BY J.PENK"
2770 PRINT "GEEKS (C64) BY J.PENK"
2780 PRINT "GEEKS (C64) BY J.PENK"
2790 PRINT "GEEKS (C64) BY J.PENK"
2800 PRINT "GEEKS (C64) BY J.PENK"
2810 PRINT "GEEKS (C64) BY J.PENK"
2820 PRINT "GEEKS (C64) BY J.PENK"
2830 PRINT "GEEKS (C64) BY J.PENK"
2840 PRINT "GEEKS (C64) BY J.PENK"
2850 PRINT "GEEKS (C64) BY J.PENK"
2860 PRINT "GEEKS (C64) BY J.PENK"
2870 PRINT "GEEKS (C64) BY J.PENK"
2880 PRINT "GEEKS (C64) BY J.PENK"
2890 PRINT "GEEKS (C64) BY J.PENK"
2900 PRINT "GEEKS (C64) BY J.PENK"
2910 PRINT "GEEKS (C64) BY J.PENK"
2920 PRINT "GEEKS (C64) BY J.PENK"
2930 PRINT "GEEKS (C64) BY J.PENK"
2940 PRINT "GEEKS (C64) BY J.PENK"
2950 PRINT "GEEKS (C64) BY J.PENK"
2960 PRINT "GEEKS (C64) BY J.PENK"
2970 PRINT "GEEKS (C64) BY J.PENK"
2980 PRINT "GEEKS (C64) BY J.PENK"
2990 PRINT "GEEKS (C64) BY J.PENK"
3000 PRINT "GEEKS (C64) BY J.PENK"
3010 PRINT "GEEKS (C64) BY J.PENK"
3020 PRINT "GEEKS (C64) BY J.PENK"
3030 PRINT "GEEKS (C64) BY J.PENK"
3040 PRINT "GEEKS (C64) BY J.PENK"
3050 PRINT "GEEKS (C64) BY J.PENK"
3060 PRINT "GEEKS (C64) BY J.PENK"
3070 PRINT "GEEKS (C64) BY J.PENK"
3080 PRINT "GEEKS (C64) BY J.PENK"
3090 PRINT "GEEKS (C64) BY J.PENK"
3100 PRINT "GEEKS (C64) BY J.PENK"
3110 PRINT "GEEKS (C64) BY J.PENK"
3120 PRINT "GEEKS (C64) BY J.PENK"
3130 PRINT "GEEKS (C64) BY J.PENK"
3140 PRINT "GEEKS (C64) BY J.PENK"
3150 PRINT "GEEKS (C64) BY J.PENK"
3160 PRINT "GEEKS (C64) BY J.PENK"
3170 PRINT "GEEKS (C64) BY J.PENK"
3180 PRINT "GEEKS (C64) BY J.PENK"
3190 PRINT "GEEKS (C64) BY J.PENK"
3200 PRINT "GEEKS (C64) BY J.PENK"
3210 PRINT "GEEKS (C64) BY J.PENK"
3220 PRINT "GEEKS (C64) BY J.PENK"
3230 PRINT "GEEKS (C64) BY J.PENK"
3240 PRINT "GEEKS (C64) BY J.PENK"
3250 PRINT "GEEKS (C64) BY J.PENK"
3260 PRINT "GEEKS (C64) BY J.PENK"
3270 PRINT "GEEKS (C64) BY J.PENK"
3280 PRINT "GEEKS (C64) BY J.PENK"
3290 PRINT "GEEKS (C64) BY J.PENK"
3300 PRINT "GEEKS (C64) BY J.PENK"
3310 PRINT "GEEKS (C64) BY J.PENK"
3320 PRINT "GEEKS (C64) BY J.PENK"
3330 PRINT "GEEKS (C64) BY J.PENK"
3340 PRINT "GEEKS (C64) BY J.PENK"
3350 PRINT "GEEKS (C64) BY J.PENK"
3360 PRINT "GEEKS (C64) BY J.PENK"
3370 PRINT "GEEKS (C64) BY J.PENK"
3380 PRINT "GEEKS (C64) BY J.PENK"
3390 PRINT "GEEKS (C64) BY J.PENK"
3400 PRINT "GEEKS (C64) BY J.PENK"
3410 PRINT "GEEKS (C64) BY J.PENK"
3420 PRINT "GEEKS (C64) BY J.PENK"
3430 PRINT "GEEKS (C64) BY J.PENK"
3440 PRINT "GEEKS (C64) BY J.PENK"
3450 PRINT "GEEKS (C64) BY J.PENK"
3460 PRINT "GEEKS (C64) BY J.PENK"
3470 PRINT "GEEKS (C64) BY J.PENK"
3480 PRINT "GEEKS (C64) BY J.PENK"
3490 PRINT "GEEKS (C64) BY J.PENK"
3500 PRINT "GEEKS (C64) BY J.PENK"
3510 PRINT "GEEKS (C64) BY J.PENK"
3520 PRINT "GEEKS (C64) BY J.PENK"
3530 PRINT "GEEKS (C64) BY J.PENK"
3540 PRINT "GEEKS (C64) BY J.PENK"
3550 PRINT "GEEKS (C64) BY J.PENK"
3560 PRINT "GEEKS (C64) BY J.PENK"
3570 PRINT "GEEKS (C64) BY J.PENK"
3580 PRINT "GEEKS (C64) BY J.PENK"
3590 PRINT "GEEKS (C64) BY J.PENK"
3600 PRINT "GEEKS (C64) BY J.PENK"
3610 PRINT "GEEKS (C64) BY J.PENK"
3620 PRINT "GEEKS (C64) BY J.PENK"
3630 PRINT "GEEKS (C64) BY J.PENK"
3640 PRINT "GEEKS (C64) BY J.PENK"
3650 PRINT "GEEKS (C64) BY J.PENK"
3660 PRINT "GEEKS (C64) BY J.PENK"
3670 PRINT "GEEKS (C64) BY J.PENK"
3680 PRINT "GEEKS (C64) BY J.PENK"
3690 PRINT "GEEKS (C64) BY J.PENK"
3700 PRINT "GEEKS (C64) BY J.PENK"
3710 PRINT "GEEKS (C64) BY J.PENK"
3720 PRINT "GEEKS (C64) BY J.PENK"
3730 PRINT "GEEKS (C64) BY J.PENK"
3740 PRINT "GEEKS (C64) BY J.PENK"
3750 PRINT "GEEKS (C64) BY J.PENK"
3760 PRINT "GEEKS (C64) BY J.PENK"
3770 PRINT "GEEKS (C64) BY J.PENK"
3780 PRINT "GEEKS (C64) BY J.PENK"
3790 PRINT "GEEKS (C64) BY J.PENK"
3800 PRINT "GEEKS (C64) BY J.PENK"
3810 PRINT "GEEKS (C64) BY J.PENK"
3820 PRINT "GEEKS (C64) BY J.PENK"
3830 PRINT "GEEKS (C64) BY J.PENK"
3840 PRINT "GEEKS (C64) BY J.PENK"
3850 PRINT "GEEKS (C64) BY J.PENK"
3860 PRINT "GEEKS (C64) BY J.PENK"
3870 PRINT "GEEKS (C64) BY J.PENK"
3880 PRINT "GEEKS (C64) BY J.PENK"
3890 PRINT "GEEKS (C64) BY J.PENK"
3900 PRINT "GEEKS (C64) BY J.PENK"
3910 PRINT "GEEKS (C64) BY J.PENK"
3920 PRINT "GEEKS (C64) BY J.PENK"
3930 PRINT "GEEKS (C64) BY J.PENK"
3940 PRINT "GEEKS (C64) BY J.PENK"
3950 PRINT "GEEKS (C64) BY J.PENK"
3960 PRINT "GEEKS (C64) BY J.PENK"
3970 PRINT "GEEKS (C64) BY J.PENK"
3980 PRINT "GEEKS (C64) BY J.PENK"
3990 PRINT "GEEKS (C64) BY J.PENK"
4000 PRINT "GEEKS (C64) BY J.PENK"
4010 PRINT "GEEKS (C64) BY J.PENK"
4020 PRINT "GEEKS (C64) BY J.PENK"
4030 PRINT "GEEKS (C64) BY J.PENK"
4040 PRINT "GEEKS (C64) BY J.PENK"
4050 PRINT "GEEKS (C64) BY J.PENK"
4060 PRINT "GEEKS (C64) BY J.PENK"
4070 PRINT "GEEKS (C64) BY J.PENK"
4080 PRINT "GEEKS (C64) BY J.PENK"
4090 PRINT "GEEKS (C64) BY J.PENK"
4100 PRINT "GEEKS (C64) BY J.PENK"
4110 PRINT "GEEKS (C64) BY J.PENK"
4120 PRINT "GEEKS (C64) BY J.PENK"
4130 PRINT "GEEKS (C64) BY J.PENK"
4140 PRINT "GEEKS (C64) BY J.PENK"
4150 PRINT "GEEKS (C64) BY J.PENK"
4160 PRINT "GEEKS (C64) BY J.PENK"
4170 PRINT "GEEKS (C64) BY J.PENK"
4180 PRINT "GEEKS (C64) BY J.PENK"
4190 PRINT "GEEKS (C64) BY J.PENK"
4200 PRINT "GEEKS (C64) BY J.PENK"
4210 PRINT "GEEKS (C64) BY J.PENK"
4220 PRINT "GEEKS (C64) BY J.PENK"
4230 PRINT "GEEKS (C64) BY J.PENK"
4240 PRINT "GEEKS (C64) BY J.PENK"
4250 PRINT "GEEKS (C64) BY J.PENK"
4260 PRINT "GEEKS (C64) BY J.PENK"
4270 PRINT "GEEKS (C64) BY J.PENK"
4280 PRINT "GEEKS (C64) BY J.PENK"
4290 PRINT "GEEKS (C64) BY J.PENK"
4300 PRINT "GEEKS (C64) BY J.PENK"
4310 PRINT "GEEKS (C64) BY J.PENK"
4320 PRINT "GEEKS (C64) BY J.PENK"
4330 PRINT "GEEKS (C64) BY J.PENK"
4340 PRINT "GEEKS (C64) BY J.PENK"
4350 PRINT "GEEKS (C64) BY J.PENK"
4360 PRINT "GEEKS (C64) BY J.PENK"
4370 PRINT "GEEKS (C64) BY J.PENK"
4380 PRINT "GEEKS (C64) BY J.PENK"
4390 PRINT "GEEKS (C64) BY J.PENK"
4400 PRINT "GEEKS (C64) BY J.PENK"
4410 PRINT "GEEKS (C64) BY J.PENK"
4420 PRINT "GEEKS (C64) BY J.PENK"
4430 PRINT "GEEKS (C64) BY J.PENK"
4440 PRINT "GEEKS (C64) BY J.PENK"
4450 PRINT "GEEKS (C64) BY J.PENK"
4460 PRINT "GEEKS (C64) BY J.PENK"
4470 PRINT "GEEKS (C64) BY J.PENK"
4480 PRINT "GEEKS (C64) BY J.PENK"
4490 PRINT "GEEKS (C64) BY J.PENK"
4500 PRINT "GEEKS (C64) BY J.PENK"
4510 PRINT "GEEKS (C64) BY J.PENK"
4520 PRINT "GEEKS (C64) BY J.PENK"
4530 PRINT "GEEKS (C64) BY J.PENK"
4540 PRINT "GEEKS (C64) BY J.PENK"
4550 PRINT "GEEKS (C64) BY J.PENK"
4560 PRINT "GEEKS (C64) BY J.PENK"
4570 PRINT "GEEKS (C64) BY J.PENK"
4580 PRINT "GEEKS (C64) BY J.PENK"
4590 PRINT "GEEKS (C64) BY J.PENK"
4600 PRINT "GEEKS (C64) BY J.PENK"
4610 PRINT "GEEKS (C64) BY J.PENK"
4620 PRINT "GEEKS (C64) BY J.PENK"
4630 PRINT "GEEKS (C64) BY J.PENK"
4640 PRINT "GEEKS (C64) BY J.PENK"
4650 PRINT "GEEKS (C64) BY J.PENK"
4660 PRINT "GEEKS (C64) BY J.PENK"
4670 PRINT "GEEKS (C64) BY J.PENK"
4680 PRINT "GEEKS (C64) BY J.PENK"
4690 PRINT "GEEKS (C64) BY J.PENK"
4700 PRINT "GEEKS (C64) BY J.PENK"
4710 PRINT "GEEKS (C64) BY J.PENK"
4720 PRINT "GEEKS (C64) BY J.PENK"
4730 PRINT "GEEKS (C64) BY J.PENK"
4740 PRINT "GEEKS (C64) BY J.PENK"
4750 PRINT "GEEKS (C64) BY J.PENK"
4760 PRINT "GEEKS (C64) BY J.PENK"
4770 PRINT "GEEKS (C64) BY J.PENK"
4780 PRINT "GEEKS (C64) BY J.PENK"
4790 PRINT "GEEKS (C64) BY J.PENK"
4800 PRINT "GEEKS (C64) BY J.PENK"
4810 PRINT "GEEKS (C64) BY J.PENK"
4820 PRINT "GEEKS (C64) BY J.PENK"
4830 PRINT "GEEKS (C64) BY J.PENK"
4840 PRINT "GEEKS (C64) BY J.PENK"
4850 PRINT "GEEKS (C64) BY J.PENK"
4860 PRINT "GEEKS (C64) BY J.PENK"
4870 PRINT "GEEKS (C64) BY J.PENK"
4880 PRINT "GEEKS (C64) BY J.PENK"
4890 PRINT "GEEKS (C64) BY J.PENK"
4900 PRINT "GEEKS (C64) BY J.PENK"
4910 PRINT "GEEKS (C64) BY J.PENK"
4920 PRINT "GEEKS (C64) BY J.PENK"
4930 PRINT "GEEKS (C64) BY J.PENK"
4940 PRINT "GEEKS (C64) BY J.PENK"
4950 PRINT "GEEKS (C64) BY J.PENK"
4960 PRINT "GEEKS (C64) BY J.PENK"
4970 PRINT "GEEKS (C64) BY J.PENK"
4980 PRINT "GEEKS (C64) BY J.PENK"
4990 PRINT "GEEKS (C64) BY J.PENK"
5000 PRINT "GEEKS (C64) BY J.PENK"
5010 PRINT "GEEKS (C64) BY J.PENK"
5020 PRINT "GEEKS (C64) BY J.PENK"
5030 PRINT "GEEKS (C64) BY J.PENK"
5040 PRINT "GEEKS (C64) BY J.PENK"
5050 PRINT "GEEKS (C64) BY J.PENK"
5060 PRINT "GEEKS (C64) BY J.PENK"
5070 PRINT "GEEKS (C64) BY J.PENK"
5080 PRINT "GEEKS (C64) BY J.PENK"
5090 PRINT "GEEKS (C64) BY J.PENK"
5100 PRINT "GEEKS (C64) BY J.PENK"
5110 PRINT "GEEKS (C64) BY J.PENK"
5120 PRINT "GEEKS (C64) BY J.PENK"
5130 PRINT "GEEKS (C64) BY J.PENK"
5140 PRINT "GEEKS (C64) BY J.PENK"
5150 PRINT "GEEKS (C64) BY J.PENK"
5160 PRINT "GEEKS (C64) BY J.PENK"
5170 PRINT "GEEKS (C64) BY J.PENK"
5180 PRINT "GEEKS (C64) BY J.PENK"
5190 PRINT "GEEKS (C64) BY J.PENK"
5200 PRINT "GEEKS (C64) BY J.PENK"
5210 PRINT "GEEKS (C64) BY J.PENK"
5220 PRINT "GEEKS (C64) BY J.PENK"
5230 PRINT "GEEKS (C64) BY J.PENK"
5240 PRINT "GEEKS (C64) BY J.PENK"
5250 PRINT "GEEKS (C64) BY J.PENK"
5260 PRINT "GEEKS (C64) BY J.PENK"
5270 PRINT "GEEKS (C64) BY J.PENK"
5280 PRINT "GEEKS (C64) BY J.PENK"
5290 PRINT "GEEKS (C64) BY J.PENK"
5300 PRINT "GEEKS (C64) BY J.PENK"
5310 PRINT "GEEKS (C64) BY J.PENK"
5320 PRINT "GEEKS (C64) BY J.PENK"
5330 PRINT "GEEKS (C64) BY J.PENK"
5340 PRINT "GEEKS (C64) BY J.PENK"
5350 PRINT "GEEKS (C64) BY J.PENK"
5360 PRINT "GEEKS (C64) BY J.PENK"
5370 PRINT "GEEKS (C64) BY J.PENK"
5380 PRINT "GEEKS (C64) BY J.PENK"
5390 PRINT "GEEKS (C64) BY J.PENK"
5400 PRINT "GEEKS (C64) BY J.PENK"
5410 PRINT "GEEKS (C64) BY J.PENK"
5420 PRINT "GEEKS (C64) BY J.PENK"
5430 PRINT "GEEKS (C64) BY J.PENK"
5440 PRINT "GEEKS (C64) BY J.PENK"
5450 PRINT "GEEKS (C64) BY J.PENK"
5460 PRINT "GEEKS (C64) BY J.PENK"
5470 PRINT "GEEKS (C64) BY J.PENK"
5480 PRINT "GEEKS (C64) BY J.PENK"
5490 PRINT "GEEKS (C64) BY J.PENK"
5500 PRINT "GEEKS (C64) BY J.PENK"
5510 PRINT "GEEKS (C64) BY J.PENK"
5520 PRINT "GEEKS (C64) BY J.PENK"
5530 PRINT "GEEKS (C64) BY J.PENK"
5540 PRINT "GEEKS (C64) BY J.PENK"
5550 PRINT "GEEKS (C64) BY J.PENK"
5560 PRINT "GEEKS (C64) BY J.PENK"
5570 PRINT "GEEKS (C64) BY J.PENK"
5580 PRINT "GEEKS (C64) BY J.PENK"
5590 PRINT "GEEKS (C64)

Now That's What I Call A 64 Game. Yep it's that compilation time of the year, again. Everything from Top 40 hits to Watch With Mother Classic Episodes get bundled together, repackaged and sold at a more tempting price. Trenton sorts through the latest economy packs out for the 64.

BUNDLES of FUN



DREAM TEAM

Class

\$74.99 Cass/£18.99 Disk

Yellow heads, metal heads and meat heads — that about sums up the Dream Team. Bottom talent is re-created. They Live. Arnie re-works the script from Terminator 1 and the make-up and release heavily to avoid laddering their fists. Lovers have often been attacked as big names with little games, but these three-pack gameplay that matches their 'glamour' tags.

Don't expect up to six levels of console-style firing and tapping. The WWF lays down the

CGI with high-grade grapple action in both a one-player tournament and a head-to-head two-player mode. And Arnie stars in a non-stop punching, punning frenzy that almost captures the atmosphere of the megabucks movie.

All three play well, and Don particularly is a star. If you missed out on these first time around then it's a bundle you'd be dumb to miss several times around. (Dave, help, I've run out of compliments)

POWER RATING 90%

SUPERFIGHTER

Class

\$14.99 Cass/£4.99 Disk

Fighters, yes. Super, no. Superfighter tries to get the game blood flowing with a combination of good, average and decidedly dull beat 'em ups. The result is not really what you'd call a knockout combination.

WWF merchandise is a fun rumble in a different kind of game, with more flash moves than, um, Flash Gordon moving a fat and

JamesMaster Ed Haskew Jim Douglas looks like TV's famous Paul Hogan.

is genuinely great. Fighter tries to bring the fan-of-the-high-tech arcade bumper to the 64, and it almost works apart from the fact that it doesn't. The real weak link, though, is the thoroughly predictable, massively over and totally unexciting Final Fight. We

(Above) The WWF tournament grapple team hit the mat. This thing never's called 'standing on his mind pipe' — Dave!
(Right) Early card! The yellow 'on pipe' is prize to win the belt above.



gave it a monumental 10 per cent when we first reviewed it and to be honest that was probably generous marking.

If you want top-flight fighting action, you'd be better going for Dream Team of this batch. PS-Fighter can hold its own but the whole bunch is badly let down by the slow Final Fight.

POWER RATING 63%



So, what fight is all this about? I'm not really a fan of it, but I'm a fan of it, I'm a fan of it, I'm a fan of it.

GRANDSLAM COLLECTION

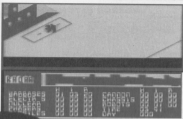
Grandslam Video

\$19.99 Cass 134.99 Disk

They say good things come in threes. (Except boxes, which do always seem to come in threes, but it isn't good news when they do.) The Grandslam Collection attempts to go 10 times better by offering not three, not six, not sixteen, but a massive 30 games. This is what's known in the trade as a sampling offer. So what's the catch?

Well, for starters all of the 30 games on offer are a little long in the tooth. In fact, some are so long in the tooth that they have trouble closing their mouths. Now this isn't always a problem, because although games don't improve with age, some retain that classic quality — despite being written before the Dead Sea Scrolls!

The Grandslam Collection doesn't contain any die-hard classics. There are a few games that demand attention, though, even if it's only for the sake of historical interest in an article down Memory Street (the Lane was turned into a car park back in 1982). Nick Faldo Plays the Open, *mi*, Miami Vice, Tom Thar and Older Hairs are simply fun, and although they may seem a little raw by 1993 standards, they are still playable and evoke a certain charm. On the other downside, however, there are *Mother Earth*, *Crusty Griffs*, *Romulus*, *CC&B* and *Peter Beardsley's International Football*; games only fit for the local goal pound (Remember folks: a game is fit for the end not

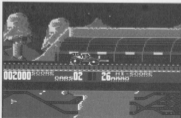


(Miami) The ridiculously dull and not really very good *Mother Earth*. Even the rather dull but still somewhat jolly wrong way-round-head-on-up *They Call Deforum*.

(just for Christmas)

The majority of the games in the Grandslam Collection are worth at least nibbling at more than half an hour, but all of them are worth checking out at least once — if only for a laugh. At about 60p per game you know that you're getting quantity and not quality. The Grandslam Collection is a fun way of finding out how games used to be made. It's not the bargain of the century, but if you want to extend your games collection and happen to have the odd £20 doing nothing (Jewee — Roger)... But, be warned, there are some real howlers here.

POWER RATING 6 1/2



Blitz Thunder tells the tale of an everyday car on an everyday planet — except that the car can't be seen and the planet looks like some particularly nasty hills who aren't keen on your driving legs either. They just don't appreciate how tough that 'regular is to drive!



The Grandslam Collection has both good games — *Miami Vice* (above) — and bad games like *CC&B* (above). You pay for quantity...



SO WHAT BE IN THIS 'ERE GRANDSLAM COLLECTION THEN?

American Football, *Agent Orange*, *Blitz Thunder*, *Crusty Griffs*, *Cave*, *Dark Empire*, *Deforum*, *Espresso*, *Full Contact*, *The Flintstones*, *Gladiators*, *Griffon*, *Head Start*, *Miami Vice*, *Mission Omega*, *Mother Earth*, *Nick Faldo Plays the Open*, *Peter Beardsley's International Football*, *Peter Griffin*, *mi*, *Romulus*, *Scorpio Agents*, *South of Darkness*, *Tennessee Time*, *Tom Thar*, *Tommy*, *Tommy 143*, *The Tale*, *They Call Deforum*, *They Call Deforum*.

HORROR BEYOND BELIEF!

The Mighty Brain

Seen strange lights in the sky? Found strange patterns in a local corn field?

CIBT X



Then you've had a close encounter with The Mighty Brain! To find out why he's so flash and what he has against cereal crops write to TMB C/O Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

SEE PAGE 58

Dear Bob,
I've been getting C/P since I bought my C64 and would like to ask you a few questions:
1) Is there a really good golf sim available on tape that doesn't have a pretty multi-look?
2) Is the Magnam Light Zapper worth getting?

3) Learningz has been hovering about the market for months. When will it be released?
4) Is James Pond II - Colossus VideoCod ever going to be released on cartridge? I think it would be fab.
5) What rating do you give Navy Seals, because I think it deserves about 97 per cent! Richard Crockett, Derby.
PS Is there a joystick compatible with the C64?

1) There's a cracking new golf sim on the way from Grandstream Video - we've got a demo and a full review of it in this very

issue. It will still be a multi-look - there's an awful lot of data required for each hole you see - but Mike Pade's Championship Golf is still very worth.

2) No, not in my opinion. The gun itself is sound but, like any specialist peripheral, it needs good software to be effective.

There are some Zapper games available but none of them are what I would describe as, well, Corbans.

3) It's not been an even as the coding is finished. Programming is a strange process and it's hard to predict exactly when everything will be finished. The last few months have been spent polishing the game to ensure that it can hold its own against all the other versions of the game already available.

4) No, disk and tape only I'm afraid.
5) We gave Navy Seals 81 per cent. It was good, real good, but not 97 per cent good.

PS Yes, there are two types of controller that work with the C64. Sega Mega Drive controllers work using button 1 as fire, and Sega Master System 'pads work with button 1 as fire. Obviously the other buttons offer no extra functions, but if you

SHARPER THAN A SERPENT'S TOOTH?

Some readers may remember a gentleman called Neil West who did a bit of writing for Commodore Format a while back. He laded out our reviewers' time up when he was given a review of the Mega mag, Mags. We related how well in his new job, hoping that the immense task of reading copies interesting would not prove too much for the lad. So imagine our honor when we read this answer to a letter in his new mag which we've reprinted here (well, over there to the right a bit actually)...

"Stooking? Perhaps, but I must forgive the Mags team - they can't help it. You see, since my arrival on Earth I have discovered your species closely and have discovered that humans can be divided into two distinct types: neophobes and neophiles.

Neophiles are people who openly seek and embrace change. Their inquiring minds have led to the evolution of your species by seeking out new truths and challenging 'accepted' wisdom - that the world was flat, the sun orbited the Earth,

etc. Neophobes, conversely, are terrified of change and can only accept 'facts' that are sanctioned by society. They refuse to listen to the words of neophiles and often found them into occupants of the 'corn'.

Typically computer owners tend to be neophiles and console owners neophobes. Computers are tools, the uses of which are unspecified and rely on the imagination of their users. They are open systems which can be manipulated in an infinite number of ways. Neophiles, on the other hand, prefer consoles, as they are closed systems which offer a massively restricted choice of functions to the user. Neophobes, and therefore most console users, cannot accept my existence owing to their deep rooted fear of anything which questions their socially conditioned ideas. But strangely You 'Four Commodore' (4) owners, being open minded, have no trouble in accepting me.

I am carrying this debate to pages of Mags, but, of course, if

you wish add your weight to this 'dispute' please send your letters to me C/O Commodore Format and I will then contact 'Nealy' with the full and frank truth.

TMB



want a 'pad' as opposed to a 'stick' than they total for about \$15 and \$7 respectively. They should work with most games (but there are bound to be a few that cause problems).

I LOVE JACKIE BREMNER

Dear TMI,
Since lifting CP1 from the manager's shelf, paying for it and reading it I have been an avid fan. Between months 3 time my months according to CP1 I lose weight, sleep and even, from time to time, gain consciousness. Now, my many-colored letters page got down to the extent of a good letter, the questions — only I'm not going to furnish them, I'm going to furnish them!
Apple) Do you accept good reader material? Banana) Why don't you get rid of 'Frames'? He spins the mug!
Tomato) Can you cure a dog with a green tongue by letting it play dot? Spicy games? Bear Claws, Turn!
TMM

In deference to your 'alternative' listing system, I'd like my answers.
Spicy? Of course. If someone sends in a good idea, or feature we'll contact them and see if we can work together. And, of course, good reader games will always find their way on to the CP Frame Pack. Hello! He doesn't just spin the mug, he spins my life. But I've doesn't shape up in the way indicated in his recent 'spirited adventure' (see page 48) he could be on his way out!

Wah! (Shark) Parent studies at MIT? (Massachusetts Institute of Technology) show that with hope have made dramatic improvements if they are allowed to use Amiga word processing packages, while hamsters with hamlets can reportedly be cured if they play an arcade machine. Dogs, however, seem to immune to such computer therapy.

TMM

GAZZA IS A BABY

Dear Mighty Brain,
I'd like to ask you a few questions
1) You might think that I'm a bit of a 'ler' when I've asked you this question, but what exactly are poker?
2) Why have you put Alien at Number One in the Charts? I think it's a bit of rubbish, as I can complete the darts of it.
3) Do you know what the best tennis game is? Jimmy White, Blazepac
TMM

1) First off, I must say I like the word 'der' — it assumes it's onomatopoeic? Anyway, POKER is simply short programs which subvert a game's code, loaded before

Can you see it in your head, the head, the body, the legs, the arms of all the characters. Anything could be happening down at the Street View.



you load the game they dislike. One of the game conditions (such as lives, energy or ammunition), so, for example, when you play and you lose a 'life' the game then doesn't register its loss, which means that you can continue further than normal into the game.

2) He didn't! You (the C&A game-buying public) did! Independent researchers Galling, who monitor the sale of software, the length and breadth of the nation, simply recorded which game had sold the most copies in the months in question. So sales figures, just like in the record charts, determines what's at number one.
3) Look for me on a busy summer's afternoon. You can't beat it!
TMM

MUSIC TO MY FEARS

Dear TMI,
I admire you for having Daniel Blagden, I think who's made from the same doggy at Seymour. Anyway enough of the compliments, now for the questions:
1) Do you like any of the CP crew?
2) In CP24 the CP Special was Hidden Treasures. In the two-games was shown — (Robert and the Challenge. How can I get hold of them?
3) How come Roger is a poor stupid two-pot yet to find all those listing POKER in Funbusters?
Please print this letter or I'll unleash my music teacher on you — and that's bad!
Lee Mullen, Harwell.

You state your case strongly, but I think you'll find that Daniel is made of flesh and blood like the rest of you!
1) I think that easiest way

The 'Hidden' of Seymour Street, on-screen code frame was, in fact, a hard 'disk', hard-thing will read

is express my 'liking' of the team in terms of scores: Trenton 1/10, Dave 1/10, Clur 4/10, Ollie 5/10, Lisa 12/10, Ian 5/10, Frames — 12/10, Kimhawk MA, Andy 4/10.

2) Try the following addresses:
■ Atlas Adventure Software, 67 Lloyd Street, Gaywood LL30 2YP.
■ River Software, 48 Hyde Place, Aylesham, Canterbury CT3 2AL.
■ The Guild, 780 Tyburn Road, Ealing, Birmingham B39 6BL.
3) Roger is a bit! For Funbusters he has convinced two of his school friends — who are a bit smarter than the tricked fool — to write them for him, so this is why they always have M Pugh and 'Wiz' in the first few lines!
TMM

AS EASY AS ABC

Dear TMI,
I have been reading CP for nearly two years now and I was wondering if you could answer some questions:
1) Why don't you have a top 100 C&A games of all time? I think that it would be a very good idea. Amiga Power has one and they're so easy to make.
2) Any chance of Turbocharge or Kick Off 2' coming out on budget?
3) According to surveys more people are buying Amiga than C&A. But is it not right that your 'ABC' figure is nearly identical, or in some cases better, than some Amiga magazines?
4) How come James writes nearly all the reviews of games?
Dean Gilman, Pocham.

1) A top 100? It sounds good, especially on the C&A — a magazine that must have nearly 10 times the amount of games available for it as the Amiga — but there is a good reason why we don't have one.

The list, while valid as CP's all-time great list, would have little other function. Many readers would almost certainly disagree with virtually every single entry, and those objections would be as valid as our reasons for picking these games.

Secondly many of the games featured would be either diluted or very hard to get hold of, and for now C&A's this could be a real dilemma. The third and final point is that Trenton helped compile the first list for Amiga Power and is still recovering from the vehement arguments that went on. He wouldn't be up for another such 'detour' especially with the likes of me (just a dver), Clur (just a writer) and Cypselinda (just dull). 2) There's no news as yet, but Roger is keeping a close eye on the release schedules. So as soon as these rather spiffy games appear we'll let you know. Until then Alix Off 2, at least, may be worth checking out in its completion form.



3) Just for the record - and for those folks who don't know about these things - a magazine's popularity is measured by its ABC figure. ABC stands for the Audit Bureau of Circulation and they measure how many copies of each mag sell each month. Every six months they publish these figures which stops mags squabbling and are a good idea all round.

Certainly more people are buying Amigas now, but the C64 has had a massive head start on Commodore's new whippersnapper. To this day the C64 is the best-selling home computer in the history of history. But even supposing that there are an even number of Amiga and C64 owners in the world, I like to think that C64 fans know a quality mag when they read it, hence our ABC is similar to quality Amiga titles like Amiga Power, they officially have a mere 180 readers advantage on us per month.

4) James Leach HQ (read in GamesMaster) write almost all of the game reviews for two simple reasons. 1) He was a massive games-head who could spot both Car Wars and dogs at 20 paces. 2) He could write well and fast, a major bonus when you're producing a monthly magazine. Chaz, James' successor, has these attributes too and so will write the majority of the game reviews in the future. Both Trendy and Sam though have been demanding their fair crack at gaming too in recent months so she'll probably let them have a go at a couple of games per month.

TMB

AFRICAN QUEEN

Dear Tim,

- 1) Do you have a girlfriend? If you do, what is her name?
- 2) Have you ever been struck by lightning?
- 3) What's your phone number?
- 4) What's your favourite place and where is it? Gary Nansen, Tyne and Wear.

- 1) No, not currently. I had a bit of a fling a few months ago, but I'd rather not talk about it. To answer your question in the spirit it is intended, though, if I had to pick my "ideal" human girlfriend it would have been Ingrid Bergman, who I knew in my movie days.
- 2) I must apologise, but Gail went into eating frogs over this month's letters and an escaped lamp of marmalade has obscured the word that begins 'light'. If you mean lightning, no, if you mean lighting you, I received a nasty blow just a few weeks ago, when one of these fluorescent strip lights fell on me. How did you know?
- 3) Brains out-evolved phones many years ago. We now use telepathy, as it is more direct, less prone to interference and peak time calls are cheaper!
- 4) My favourite place? How that's what I call a question! Oh Bambi it would have to be the Grand Canyon in Arizona. The

scale of the place has to be seen to be believed, while the sheer geological forces that created the great rift are awe-inspiring. It's a wonderful illustration of the raw beauty your planet possesses - it looks a little like here too!

TMB



What a lady! It's always fun with in Commodore.

TTMMBB!

Dear truly-tremendous, mega-titanous, big-headed brain-in-Other words TMB,

I have some questions to boost your immense brain power.

- 1) How many C64s have you got in your office?
- 2) Can you finish all the games that you review? If not, how can you give them scores when you haven't seen all of the levels?

- 3) What percentage did Creature 2 score?
- 4) Who is the Commodore Commodore is the best gamesplayer?
- 5) Will you print the totally cool letter? Paul Savern, Nottingham.

PS Here are my top 10 soundtracks:

- 1) Fogi Bear and the Great Mander
- 2) GJ Puff's Myster Capar
- 3) Coy-Coy Twa
- 4) James Pond 2's Godname-Ato-Cat
- 5) JGH
- 6) Storman Seymour
- 7) Jubile Scoble
- 8) Slick (score menu)
- 9) Florida's Guest
- 10) Mince/Peter Stecor

- 1) We have four. Three C64s and one 128C. One of the C64s is broken though and waiting to be fixed isn't it, Web? (Dodge - B&B)
- 2) I would if I had the time, but I haven't. The former's, though, do tend tend to get so far into every game as possible, but unfortunately the time constraints of the mag mean that finishing each one remains an ideal. I must say, though, that it is always necessary to see all levels of games. After a day or two's play, our reviews squad give a pretty accurate picture of a game - its merits and flaws, how play develops, the difference between levels, etc. Besides, once they've played the game properly they commonly use an Action Replay to find cheats.
- 3) 50 per cent, although I think it should have been a bit higher!
- 4) Once again, it's not! But among the others it would be a toss up between Claz and Trendy. Chaz's letter at platforms and puzzles, while Trendy is better at strategy and adventures.
- 5) But it's at room temperature!

TMB

PS Great stuff! Keep those soundtracks Top 10s rolling in, folks!

TV TIMES!

Dear TMB,

Itty doesn't every C64 owner and CF reader write to that influence. FY, 71 Grompton

Food, London I suggest that they stop giving the Commodore 64. The machines cheaper than the Sega or Nintendo and the games cost a tenth as much. It's also a real computer not just a toy, so you can write your own games and use it for hundreds of other things besides games.

Michael McMann, East Grinstead

Two right! This what we want, massive civil disobedience campaigns, marches on Washington, bus boycotts in Montgomery! Well, maybe things aren't quite that serious but they do need sorting. So let that influence and GamesMaster have both managed to ignore the C64. I believe the reason for this is ignorance of the machine's true abilities and massive user base. They want games that look good and will sell in an audience. With Sega and Nintendo's current level of 'media saturation' consoles may appear to be perfect crowd-pleasers. We know this is not the case, but the only way to convince them is to prove the popular power of the C64. I urge everyone to take a leaf out of Michael's book and write to that influence at the above address. While you're at it why not drop GamesMaster a line! They can be contacted either through the GamesMaster Magazine (and our 'reader' James Leach) or at the TV show. The addresses are (Mag) GamesMaster 30 Marshwood Street, Bath, Avon BA1 2PW. (TV) GamesMaster, PO Box 91, London E14 9GF.

TMB

RAPID FIRE ROUND

Trendy WebB looks like he should be in Thunderbolt. Please, Trendy, Pardon. Nah, Thunderbolt STOP! Elsewhere's not what I want!

When is Chuck Rock (which you reviewed in DRG) going to be released? Also, somewhere it should be out right now.

How come that new fellow Jason Fresh gets so many pages as you? Chris France. Because Trendy's trying to bribe him to fit one of our C64s. (See TMB&B)

How many Commodore dealers are based in the Midlands and where are they? Michael Morris, Warwickshire 162, The Midlands.

THE END

Inhaled, inhaled or just plain curious? Then drop The Mighty Brain a line expressing your point of view or asking that vital question. Send them to TMB C/O Commodore.

Format, 30 Marshwood Street, Bath, Avon BA1 2PW. Please don't send any GBAs, though, as The Big B can't reply in person.

Oh yeah, before I



BRITAIN'S BIGGEST SUPER NINTENDO MAGAZINE

Here at Super Play we've been flooded with letters in the few short months since our launch. It's no surprise, really – after all, the Super Nintendo is the best console in the world at the moment. It's no great shock that people should come to Super Play for their info, either – after all, where else is there to go for such a wealth of Super Nintendo news, reviews, previews and player's guides, every month?

So, to all of you who've caught on to Super Play, welcome aboard. We think you'll be glad you joined us. And to everyone else, what are you playing at? If you're even vaguely interested in video games, you must be interested in the Super Nintendo. And if you're into the Super Nintendo, you owe it to yourself to check out Super Play. We'll be waiting for you.

£1.95
EVERY MONTH

JANUARY ISSUE
OUT NOW

February issue out
7 January



In the January issue:

- Complete guide to the Super Nintendo CD ROM!
- The world's best Super Mario World tips
- Future Entertainment Store giant report
- Complete guide to the Super Scope light gun
- Christmas Super Nintendo shopping guide
- Zoda's Whopper's guide
- First UK Super NES reader awards
- And reviews of:
 - Monkey's Magical Quest
 - Super Double Dragon
 - Super Aleste
 - Spiderman & The 2-Men
 - Cosmo Gang
 - Kick Off
- And many more!

And coming in February:

- The secrets of the new Super NES chips revealed!
- Our first report from Japan!
- And reviews of:
 - NHLPA Hockey
 - Novus Grand Prix
 - Desert Strike
 - YellowBall Tails
- And many more!

Don't miss
out on a single
thing!

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

Because the world's best games
machine deserves the world's
best games magazine.

ROGER FRAMES

buys
Budget Games



"Oh! But he was a tight-fisted hand at the grindstone, Scrooge! A squeezing, wrenching, grasping, scraping, clutching, covetous old sinner!"

Charles Dickens, *A Christmas Carol*.

...In which Roger is shown the error of his ways by three ghostly visitors and decides to give all his games to charity (except his 10 faves from the past year).



Without a doubt the budget release of the year — the original *Creatures*. One of those games that makes us proud to be a 64 owner (you no-one else can play it).

CREATURES

HIT BOARD SCORE 17 061 832 832

Okay, so *CF* might seem to have tumbled into the Apes fan club just lately, what with the 13-page complete *Creatures 2* isolation last issue, and our regular *Mayhem* in *Miscellaneous* feature, but there is a perfectly good reason. No, we're not laying backhanders from the *Howlands* label! Even though my old, money-grabbing self might have considered such a thing, *Tramont* would never allow such an invidious practice to take place. And my view, philistine that I would be, is impossible to even contemplate such a thing. No, the reason we rave is because these Apes lack undeniably come up with goods every



"Yes the night before Christmas and Scrooge Frames arrive in an unbroken able night — a ghostly, strangely familiar figure. The writing comes again: "I am here to show you to change your entirely ways."

The ghost took an unwilling Scrooge by the scruff of his neck and carried him to a flickering long game, when Roger was happy to receive a few nicks in his stocking and was not the present-hogging miser he is today.



time. If you want proof just check out the original *Creatures* — now it's out on budget there's no excuse for not owning it.

It's the ultimate platform blast-up for the 64. Basically you just control the bobby Clyde (the only hero with ballistics) as he wanders around various luscious levels firing Dobby bullets at luscious nasties. You can also collect magic pellets that the local witch will mix up to give you special, even *obolator* weapons. Sounds simple, but it ain't. What it is, is great fun. Utterly absorbing, in fact. And it looks amazing — definitely some of the best graphics ever seen on an 8-bit. If looks could kill *Creatures* would be a convicted murderer with a 2,000 year jail sentence.

No 64 should be without one.



RAINBOW ISLANDS

HIT BOARD SCORE 17 061 832 832

Rainbow Islands is so cute, that if you can stand it for more than a few levels you just have to be a girl — either that or the school spinner. Bub and Bob, that adorably cute and incredibly spokesome duo from the greatest ever platform get-out-ya-fairy-tail-and-bow-tie-up, *Bubble Bobble* (which was actually pretty good despite the cutely-ness) found around a multitude of platforms with only their particularly silly rainbow guns to protect them. They spid insects, kill crabs and turn spiders into collectable precious jewels.

Venerable was hooked — I took an age to prise the joystick from her vice-like grasp, but at least I kept her from bugging me for a while. Not that I was desperate to play anything so childish, of course (although, I dare



Look, don't think I'm giving all girls for recommending this, but I reckon that *Rainbow Islands* is really rather good.

have its moments.) Yes, moments that last a few hours if the amount of time you spent playing it was anything to go by. —*Jim Clark*, I admit it — it's a semi-emergingly good game, just don't let your mates know you've been playing it.

CRIT 92%

TURRICAN 2

NIKKI £3.99 **CD-ROM** **505 525 0386**

PowerBlang! Da, you wretched Genocoids without the prison sentence — this is the sort of game that gives composers a bad name, not because it's cringe, but because parents think it's weeping your mind. Rubbish, it provides an essential catharsis to the pressures of modern life providing an outlet for anger that would otherwise be released in a burst of actual violence. (What have you been reading?) — *Jim*

So to vent your pent-up frustration with the real world, boot up Turrican 2 and savor



The ghost town. Remember back to the late 1980s, but before the full-on warren? You will be haunted by two more ghasts this night, expect the rest as the shock ball strikes you. — *Jim Clark* Remember hell into a deep, deep silence.

The ghost towns are and the ghost of Christmas present, a beautiful young woman, appeared. She took Berger down the snowy streets to watch the 1991 season's Christmas party at Santa's house. From the cold streets they passed in through the big window at the moment of loving friends, when everyone but Berger was having the time of their lives.

After starting through at Dave sliding his face with Christmas just for half an hour and drinking at the thought of all that Yuletide cheer, Berger begged the beautiful girl to take him back home before he started thinking like a girl. He was beginning to cry.



GHOULS 'N' GHOSTS

NIKKI £3.99 **CD-ROM** **505 525 0386**

Forget about getting dressed up in sheets and haunting your

neighbor once a year.

Get into the real spooky stuff

on your 64 with *Ghouls 'n' Ghosts*

and score a hot date staged for just

12.99 — what a bang!

Chilling music and speedy graphics make this a classic horror sound and hit the already-dead 'em-up. If you haven't got the cash handy, be prepared to sell your granny for the four quid to buy the ultimate undead experience. Top, it even beats going to a Daniel Mitouque concert.

CRIT 91%

getting picked to be on Gex's Evil Team again. If *SNK* sounds like a rival to the James Bond fan club to me — *Jim* was a professional footballer, it'd be possible by the Italian even if it had a smashed knee. Get it before 1997-98 does.

CRIT 91%



Get out of the way you temporary footballer! This might as well be saying I want the speed you're missing. *SNK* on 64? You drive to Britain like I did with *SNK* that time.



Behind you, there's a huge black might thing! The more things you collect, the better way, available! The lake, you've been Turrican!

murder and mayhem through the impressively massive levels on offer. As forgiveness-grab-your-feet-and-brain-rem-up, this is definitely one of the best. There's no plot to speak of, but who needs a story to beg things down when all you really want to do is blast away like a mad thing?

Set on an impossibly redefining alien planet (nothing compared to the wonders I have seen — *TMB*), *Turrican 2* comes highly recommended, if you at all fancy a bit of gratuitous violence. But don't expect much more than that.

CRIT 92%



My mother always told me never to talk to strangers. Especially when they're carrying rather large rifles. And double especially when they look like *Ghouls 'n' Ghosts*...

EMLYN HUGHES INTERNATIONAL SOCCER

TOUCHDOWN! £3.99 **CD-ROM** **505 541 128**

No, not a collection of all the totally pointless football questions Emlyn has been asked on *A Question of Sport*. This is, in fact, my favourite budget kick-a-stuffed-obj-blast-rem-up title. It's 10 times better than being dosed in shorts and a string T-shirt then running around the school playing fields aimlessly trying to avoid clashes with Slagger Stinson. And 27 times better than suddenly being hit on the head by a ball from nowhere, falling in the frozen mud and never

SUPER CARS

CD-ROM **£3.99** **CD-ROM** **505 753 403**

The best of the budget racing games so far. Speedier, greater, more vicious and basically better than the rest.

Superman has you driving very, very fast around 27 circuits forcing the other cars out of your way. The rules are simple — it doesn't matter how you do it, just get there first! Reach the finishing line

and you're (quite rightly!) rewarded with cash to buy nifty little add-ons for the car: turbo boosters, better tires, even missiles to blast

your opponents out of the way. Zoom on with the best put-your-foot-to-the-foot-and-brake-rem-up.

CRIT 91%



Across, across on foot, you leave you can do what being kicked for the top 10 in the ball.



RICK DANGEROUS

BOX £3.99 (R) 051 855 0888

What a guff! In these nothing this man will step or to collect those valuable pellets? Rick is a bit of a hero if you ask me, risking life and limb for the amount of glory and a pile of expensive ancient artefacts. Come, I can't feel my old self taking over again.

And in platform puzzling at its best, I don't know anyone that doesn't fall for him at the first wigg. Even Mum's been known to have a quick look when I'm at school. Mind you she didn't get very far - after all, she was a girl once, you know.

CDPR **90%**



Wacky bats, leeches, skeletons, angels, we're going to have to do this scene all over again. Rate 90% - good, action!



KLAX

RET 904440 £3.99 (T) 051 853 863

Makes your brain tired this one. It's pure puzzling - there's no need to avoid mistakes, just sort out the piles of coloured bricks falling steadily towards you - it's vaguely reminiscent of a runway roller coaster at Blackpool pleasure beach. Except without the screaming kids sticking in cream up their noses.

The tablets zoom along a conveyor belt to fall into a deep well at the end. The blocks up to the colour match up in a row of three or more to make them implode on the spot and whack up your score at the same time. Totally enjoyable, completely addictive and so fast your eyes might zap. Buy this fun coloured tile play-ten-up before the total tilt of the world shifts, and the resulting magnetic turbulence wipes the data off every cassette in existence.

CDPR **90%**



LOTUS ESPRIT TURBO CHALLENGE

BOX £3.99 (R) 0542 753403

Two-player heaven, that's what this is. If you get lumbered baby-sitting a doozy cousin Lotus is sure to keep him quiet and you from whacking him over the head. Though I didn't give it better a mark than Superspins this is still a damned good burn-ten-up.

There are various styles of racing games - which one you prefer depends on which controls and views you prefer. In Lotus you're behind the car, as opposed to the overhead view in Superspins. You pass your money and you take your choice - a real driving feel or remote controlled models? If you've got the cash, and the economy's looking daff, get 'em both before inflation sends the prices rocketing.

CDPR **90%**



TOTAL RECALL

RET 904440 £3.99 (T) 051 823883

I'm sure I've reviewed this before. It is a juddie-ee? The American play strange FXOL, but one thing I do know is that this is the best cartoon-based target-your-personal-attention-ten-up-game that has ever gone budget. Every section of the game is playable to the last. It's got just the right blend of difficulty to sustain even the laugher-terminator loops, wrong Amie film.

Buy this one too. In fact buy all of these games, 'cos they're the fattest, most groovy things in the universe and if you don't the world shortage in cassettes will still mean that all the CD4 apps will be taken off the shop shelves and used for Daniel Mingeau cassette singles. (A/WT) you getting just a little bit too paranoid there, Roger? - dit.

CDPR **90%**



THE VERY WORST
of 199

There are some great budget bargains, but there are some real dogs, too. And this following list are the ones you should leave well alone, unless you want to pay £3.99 for a blank tape (yes that's about as they're good for.)

DIZZY PANIC

CodeMasters

A dismal attempt to keep the egg's name alive with a puzzling Klax clone. Make yourself a cheese omelette, you'll have much more fun.
Issue 13 **13%**

WORLD CRICKET

Ziggain

Cricket has to be the most tedious game ever. Why make it even more boring?
Issue 24 **34%**

3D STOCK CARS 3

Challenge

This remote control thingies run around a real life track. If you bought this you must be very, very stupid indeed.
Issue 15 **35%**

SKY HIGH STUNTMAN

CodeMasters

The worst attempt to make a shoot-'em-up that isn't too different that I have ever had the misfortune to come across.
Issue 11 **35%**

SOCCER RIVALS

Sub

Sports management games should be doomed at birth. Duff, duff, duffly dull.
Issue 13 **35%**

VENDETTA

Kix

A fighting, driving pile of poo. How isn't the word for it - you could sell your house intercom access.
Issue 25 **35%**

INDIANA AND THE LAST CRUSADE

Kix

The slowest, most dull idea for a platform game that has grazed my 84's memory.
Issue 11 **35%**

CROSSFIRE

Atlanta

Not released on its own but as part of the Four-Game Pack this deserves a special mention for being the worst game anyone I've ever seen. An appalling shooting gallery thing it is supposed to be based in Chicago, but it looks more like High Wycombe.
Issue 26 **UNRATABLE**



The real car and the virtual car have a race to get the most time inside the tunnel and the most cash.

The third ghost had a slight glitch and a lousy video.

He sneaked through to the CP software where, as to Superspins' death, using Superspin's level 10 is not the most generous game Superspin had ever seen.

The ghost appeared 0100 to show Superspin the terrifying forces if he didn't change his ways. Superspin wrote in a cold voice, immediately he made a bookshelf of pointers to be less of a waste and give all his money to charity. (W/WT, except 10 - we all need something to die during the Queen's speech.)



Let's make a

MONSTER

Month three in the making of *Mayhem in Monsterland*, and the Apex Boyz, Steve and John (the brains behind *Creatures 1 & 2*), run into their first real problems. Redesigns a-hoy...!

Happy New Year and all that monkey. (Seem odd saying that as we're still in October. Never mind, you'll read about our return to the madly festive New Year's bash in Full On March (see, see).

So what have we done this month? Well, we've had to decide what sort of status panel we want to use in the game - you know, the bit with all the info that you need to know how well (or badly) you're doing. With the playing area taking up the entire screen and scrolling left and right we can't really make the status out of the characters - not only would they take up valuable screen space, but they would also scroll along with the screen. So the status information is going to be built up of sprites (as with both *Creatures* and *Photogrades*).

The first thing to consider is where to put it on the screen. At the top or the bottom? We have to bear in mind that the sprites that will be used for the status will also be used for the bad guys. In other words, they can't share the same part of the screen. So if we position the status at the top, no badies can walk or fly around it there. If we position it at the bottom no badies can go there either.

In the end we decided to put it at the bottom. Badies walk on top of platforms, so if we make all the platforms at the bottom of the screen thick enough, we can insert a status strip in the small space (as with *Creatures*).

OMINOUS OCTOBER

WEEK ONE

JOHN I've been coding some of the status-area display routines. This week, as the CGA can only display a maximum of eight sprites in any one horizontal strip of the screen, we're slightly limited with the amount of information

we can show to the player. The game's playing area is the entire height of the screen, and we want *Mayhem* to be able to show around in the entire height of the screen as well - which includes the part behind the status area. As *Mayhem* is less sprites, the amount of status

sprites we can use is now limited to six. So we have to decide what information is essential to the game. Score and Lives are the obvious ones. But we also want to put in a Star count. Stars are spread throughout *Monsterland* since *Mayhem* has transformed it from sad to happy, and *Mayhem* can pick them up for extra points and lives.

Now we know what is to be included in the status, we have to figure out a way of displaying it which will be easy to read. Don't you just hate playing games that have overly-complicated status panels? Especially

if you lose a life because you didn't see the bullet that killed you, or you were too busy watching the status area for some info.

We'll put Score on the left, Lives on the right and Stars in the middle. Simple and effective.

STEVE

I've finished the game text I started last month. There is, however, a slight problem. When we put the font in the game and printed a few words on screen, we didn't like it. So on to the next character set, which will have a reflective as well. The letters will be made from the same two by

two characters, but with an extra line underneath for the spaces. This will use a lot more character set memory, but with luck will be worth it.

The novelty of looking fonts has worn off a little bit so it's time to take a break (sounds like a good slogan for a confectionary advert).

I'm going to design some level maps using those graphics based on geometric shapes I described last month. They come across a problem, though. Simply put -

The drawing set of graphics space in the level

scape designer. The only way to get over

this is to use John's bit so I'll change his map editor to cope with the amount of graphics. He expected this to happen and it will not be the first time I will have to wait for a new editor before I can carry on.

WEEK 2

JOHN Andy Roberts came down this week and saw the game for the first time. His first reaction was that it was a little too similar to some console platform games. The three of us sat around and discussed (argued) whether it was or not, ending up with us going out and buying a Super NES to compare games. The decision is that *Mayhem* is NOT too similar, and, in fact, has far more originality.

Anyway, away from the research and back to programming. I've decided well. Andy talked me into it that it's time to create a temporary Get Ready screen. This would give me a chance to test our type-font ideas and let me do some presentation routines (which I haven't done for months). By the end of the week, I have a screen of text, complete with reflections, dipping slowly under each letter. It looks okay, but not quite how I imagined. Not that I'm saying it's rubbish (well, not much), it's just not so table-tilt as I thought it would be. Boo too.

STEVE I now have a suitable map to give John to put in his version of the game. This is the first real look and feel we have had of things to come in *Monsterland*. The map has a few bits of background and some pretty slopes for John



From left to right the various fonts for *Mayhem* in the order they were designed.

A B C D E F G H I J K L M N O P

A B C D E F G H I J

Steve's more the only type, and this month has been a redesign nightmare.

To use it feels when the code is written (which he should start next week), but I think the graphics could be fappable. I've already started sketching some smiley flowers.

It took a long time to get the ripple font finished and but we don't think we can really keep it in the game. So guess what? I'll have to design another one. This time, though, I've had a great time and will do the best in some case letters in hope. Fully give it a more cute look. In fact, this one is a tiny bit similar to the Cheesey 2 font.

A day and a half later and it's complete. The new font is voted by a majority because the one that'll stay in the game (that is, unless we change our minds).

WEEK 3

JOHN The next major parts of the game to be coded are all the slope routines which will enable Mayhem to run up and down the slopes of Mountainland. One of the differences between Cheesey 2 and Mayhem in Mountainland that Steve moved over is stationary screen at a constant speed whereas Mayhem moves over a slowly-schilling screen at eight different speeds. So the slope routines in Mayhem are going to be a bit more complex. He decided that I'll complete all the routines for platforms which slope from the bottom left to the top right, then duplicate or modify them for slopes in the opposite direction.

The first problem I've encountered is to do with Steve's design of the graphics - they're useless, seriously. Though, they look fine, but can't be used in their present form. For one to physically move Mayhem up a slope I need to check for special 'control characters'. Each character would have a specific function, but would also look like it's part of the slope. Steve doesn't realise this and has gone ahead and designed the slopes so that they look the same, but are built up of the control characters that I'm programming Mayhem to look for. Gary (Steve's brother),

STEVE This is not going to be fun. Re-coding of these slope characters is going to take ages. Thanks, John, for telling me this when I had finished the slopes. This means that I can't just design a nice-looking slope as I normally would



I will have to work to show you examples which explain where I can place characters. It's a bit of a chore but it has to be done. So six hours later and all I will with the slope characters (hopefully).

That had a good idea for a new font. With the lack of 'background' in the last one, I decided to brighten things up a smidge. This font has started off with some red shaded letters which range from grey to purple to pink and to yellow (not, yep, really effects (you may get to see them next month). Andy Roberts is still about and is so stressed, nervous, fortunate, and he has been offering his invaluable (?) assistance with pointers on how to make the graphical look better.

WEEK 4

JOHN Starting the week with a bangover than fall after some serious partying at the weekend. It's time to wave a hand farewell to Andy and get back to writing Mayhem. The slope routines are finished (hardly) Mayhem

can walk up and down any slope at any length at any speed. As the game only accepts left and right (and not up and down) this wasn't too difficult to achieve. One thing that does look bad is when Mayhem charges at full speed across a series of little slopes, hugging them so he

series of little slopes, hugging them so he moves up and down.

STEVE That was one party to remember (apart from the bits that seem to have gone blank). Back to work now with more bits on the newly named Popland. It's adding even more colour to it in the form of rainbow platforms which are not only horizontal but vertical as well. The also put some new coloured Cheesey in the background which make it look a bit more colourful again. They happen to be in three approx 100 colours arranged a platform of multi-coloured graphics on a full screen small. I love these new letters (compared to other C64 games) that John can give me.

NEXT MONTH

Join us next month when we find Steve playing merrily towards Popland, meeting a few more new monsters along the way, while John is left nervously playing with Mayhem (over).

THE DEF GUIDE TO C64 GRAPHICS

Have any of you ever played a game and thought "I could do better graphics than that"? And then set down and found it harder than you thought? Well, here we fear 'you' aren't here, we've compiled a few tips on how to create different styles of shading on your trusty C64. So boot up your graphic editors and read on...



1 When colouring an object using two different colours (one dark and one light), don't just change from one to the other. You can turn a better, and more realistic job between the two by blending them. Do this by creating a chequerboard pattern, and insert it between the two areas of solid colour.



2 If you've designed an object on a non-increasing background, (for example, a black ball on a yellow square), the pixels that form the edge of the object become easier to see. This makes it look chunky in definition. To help get over this, use a 'middle' colour, which is brighter than your dark colour but darker than your light one. Use it as an outline, effectively blending the step from the dark to light colours you're using.



3 Have you ever found that 16 colours (just aren't enough? Have you ever wanted more? Have you ever found that your dishwasher looks over shiny plates? Well believe it or not, it's possible to create new ones (colors, that is, not china plates). If you have two colours of equal brightness, you can mix them to create a third colour of equal brightness. To do this, use alternate horizontal lines of the two colours. This can be very effective and is used in Mayhem in Mountainland together with the other techniques above.

IJKLMNOPQ

abcde fghijklm
vwxyz 012345

NOW A TOTAL MOUSE/ GRAPHICS PACKAGE FOR YOUR COMMODORE 64/128 AT A TRULY UNBEATABLE PRICE!!



COMMODORE MOUSE SYSTEM COMPLETE WITH DCP



- This Commodore Mouse is a high resolution two button mouse featuring optical encoding, rubber guides, microswitches, rubber coated ball and high quality ballrace.
- When combined with DCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...
 - Create on touch - sketch it, expand it, move it, rotate it, copy it, colour it, etc., etc.
 - Spray patterns or shades, make obscure lines - spray and manipulate shapes.
 - Zoom in to add detail in fine mode. • Push/pull/lock drives screen for ease of use.
 - Mouse operation, plus joystick and keyboard control.
 - 16 pens, 8 sprays, 18 brushes - so flexible screen can create superb graphics easily.
 - Full run and paste facilities plus onscreen printer support.



**ONLY
£34.99**

MOUSE PACKAGE
INCLUDES MOUSE,
MOUSE CABLE/LEADS
AND DCP ADVANCED
ART STUDIO

PLEASE NOTE: 1 YEAR WARRANTY FROM DATE OF PURCHASE

FREE!
MOUSE MAT AND
MOUSE HOLDER

CALL 0474 414 000
OR VISIT US ONLINE AT WWW.DATEL.CO.UK



LC 200 COLOUR PRINTER PACKAGE

- NOW YOU CAN PRINT GET YOUR PICTURES IN FULL COLOUR!**
- The Star LC200 Colour Printer not only prints in True Letter Quality for your regular jobs but also prints out your pictures from Art Studio, Action Replay, etc., in glorious colour!
 - LC200 is a full Commodore printer so it works with other Commodore things, etc. etc.
 - Made possible by DATEL's unique colour printer driver - now you can have a technology up to 10 enhanced!
 - No need to top.
- PACKAGE INCLUDES: STAR LC200 COLOUR PRINTER RRP £249.00**
SUPPORT FOR REQUIRED SOFTWARE RRP £39.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
WORKSHEET £299.99
- COMPLETE PACKAGE NOW ONLY £399.99**
- COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99**
- If you already have an LC 200 or LC 200 Colour Printer we can supply the Driver separately.
 - Works with Royal Version of LC 200, should that, Sprint 128, etc.



1541 HARD DISK DRIVE

The 1541 HD is a superb quality disk drive specially designed for the Commodore 64/128.

Vertical design with 5 1/4" floppy disks

ONLY £149.99
 (SEE OUR WEBSITE FOR MORE INFO)



UNBEATABLE MIDI PACKAGE!



The Advanced MIDI System may be the best MIDI/MIDI package offered for the 64/128 offering a huge range of musical capabilities. Features a MIDI synthesizer, with the Baker 608 interface you have the T855, 608 and 607/128.

OTHER COMMODORE ACCESSORIES



DATALUX

- 1 additional cartridge slot provided.
- Super interface via the original connector without.
- Serials provided for matching between drive cartridge and the standard packaging.
- Best source built in.

ONLY £19.99



SPRINT 128

- Full feature Commodore interface solution.
- Covered over 94/128/128 range of full size Commodore floppy drives.
- Easy to use - compatible Commodore language file.
- Advanced Management Only interface with program to match.

ONLY £29.99



DATA RECORDER

- Quality Commodore compatible Data Recorder.
- Easy to use.
- More than 1000 records available.
- Compact size.
- Data transfer - no data output.

ONLY £29.99



HOW TO GET YOUR ORDER FAST!

TELEPHONE (24hrs) **01924 447000** CREDIT CARD ORDERS
 ONLINE VISIT US ON WWW.DATEL.CO.UK



107/108 ROAD, PENTON INDUSTRIAL ESTATE, PENTON, STONE-ON-TRENT,
 ST4 6PL, ENGLAND. FAX 01924 447000. CUSTOMER SERVICE 01924 74224

DATEL LONDON SHOP



888, TOTTENHAM COURT RD,
 LONDON, W1. TEL: 071 8366040

THE ULTIMATE CARTRIDGE COMES OF AGE!

ONLY **£34.99** POST FREE

THE ACTION REPLAY MK IV WILL LOAD A 200 BLOCK PROGRAM IN UNDER 8 SECONDS!

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

- **TURBO LOADER** - Load 200 block program in under 8 seconds - world's fastest disk serial loader. On-board RAM and ROM achieved high loading speeds. Works with 15451313 Commodore 1601.
- **SOFTWARE LIVES GENERATOR** - Automatic in-game lives! Very easy to use, works with many programs. No user knowledge required.
- **WORD MACHINE COORDINATOR** - Full 64K Framer Monitor - update ALL memory, including stack, IO area and registers in their frozen state. Ideal for debugging or just for fun!
- **SPRITE CONTROL** - Press the action and view the sprites - watch the animation - customise your games - all sprite collisions.
- **PREDIX FACILITY** - Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.
- **DISK COPY** - Easy to use disk-to-disk copier. Much faster than conventional methods. Ideal for backing up data disks.

- **TAPE TURBO** - This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.
- **FAST FORMAT** - Format an entire disk in about 18 seconds - no more waiting about!
- **PRINTER PUMP** - Print out your frozen screen to printer - MPS 801, 801, Epson, Star, etc. - very versatile.
- **CENTRONICS INTERFACE** - For parallel printers, Star, Epson, etc. Print out listings with graphic characters, etc. (Cable required for parallel port £12.99).
- **SCREEN EDITOR** - Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!
- **EXTENDED TOOLKIT** - Many single stroke commands for load, save, dir, etc. Plus range of extra commands, i.e. Right Number, Out, Delete, Merge, Append, Linsert, etc.

ACTION REPLAY

THE

FOR CBM 64/128



GRAPHICS SUPPORT UTILITIES DISK

- **SLIDE SHOW** - View your favourite screens in a slide show type display.
- **BLOW UP** - Magnify utility allows you to take any part of a picture & "blow it up" to full screen size.
- **SPRITE EDITOR** - A complete sprite editor helps you to create or edit sprites.
- **MESSAGE MAKER** - Any screen captured with Action Replay or created with a graphics package can be frozen into a scrolling message window with music.

ONLY £9.99

THE REVIEWERS SAID...

"It's stunning, innovat and totally impressive. This is easily the best value for money cartridge. **THE CARTRIDGE KING!**"
COMMODORE DISK USER

WARNING: 100% COPYRIGHT ACT WARNING

Copyright © 1988, Datel Electronics, Inc. All rights reserved. No part of this product may be reproduced or transmitted in any form or by any means electronic, mechanical, photocopying, recording, or by any information storage and retrieval system, without the prior written permission of Datel Electronics, Inc. This product is registered with the Copyright Clearance Center, Inc., 27 Congress Street, Salem, MA 01970. 0-917-985-9000. 0-917-985-9000.

DATel
Electronics

HOW TO GET YOUR ORDER FAST!

ALL CHECKED-OUT ORDERS BECOME PAYABLE TO...
DATel ELECTRONICS
GOWAN ROAD, PENTON INDUSTRIAL ESTATE, PENTON,
STOCK-ON-TRENT, ST4 2RS, ENGLAND. TEL: 0792 744707
TECHNICAL-CUSTOMER SERVICE 0792 744204



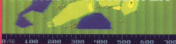
24 HOUR MAIL
ORDER HOTLINE
0782 744707

ORDER BY PHONE OR MAIL
FROM 9 AM TO 5 PM EST

24 CALL AT OUR LONDON SHOP 232, TOTTENHAM COURT RD, LONDON, W1. TEL: 071 582 8482



FAIRWAY TO HEAVEN



Ever wanted to play a hole at the famous San Martin golf club in South Portugal? Here's your chance as we take you on a guided tour of the first hole, bunkers and all.



First the tee shot, the most important in the whole game. Unfortunately the ball went in the water first time, so this is shot two.

As yourself what you'd like to see on the perfect golfing sim: smart scenery? Nice Paddy golf? Good ball control? It's here. No, having to wait an eon between screens? No problem. Lots and lots of play options? Not of course, sir. What more could a budding US Open winner ask for, except a pair of fabulous trousers, a stiff name and some of those "legend" ugly shoes?

The most stunning aspect of Nick Faldo's is the speed the game runs at. It's when, boom, three or four par holes fill a screen, check the map and then you're straight back on the green — you can just play and go! Somehow the entire course is re-mapped and re-drawn in just a few seconds but with no loss of graphic quality! So while your Disk is crunching the calculations, you're working out how to play the next hole.

First you have to decide which type of game you want to play. There's one-, two-, three- and four- (yes, once I caught a fat one... — Clur (Clur got a grip-woman) — Clur player strategy of two- and four-player strategy to choose from. Strategy's rather like playing on the holiday camp's crazy golf course, where the winner is the player who takes the fewest shots to clear the wacky bridge, windmill and wind keep-the-loop hole thing.

Matchplay is a struggle to get down' in the fewest strokes'. Or, put more simply,

NICK FALDO

What's your idea of the perfect round of golf?

A battle with the elements on the back nine at the Barrow in Furness corporation pitch and putt or a blisteringly fast C64 golf sim in the comfort of your own room? Clur (County Crazy Golf Champion, Rhyll, 1978) gets her Tarby trousers on and goes where eagles dare — and bogies fear to tread.

by, where the player with the most holes to their name wins the game. It's either like tennis (no, it's not — E2) — the margin of victory for each hole is irrelevant, it's the number of holes each player wins that counts.

You can only get 14 clubs around for each game. It's not that

your clubby's a bit of a weed, it's the rules! You have to choose which iron, woods and wedges to take on the fairway before you leave for the first hole. Using a simple selection screen you can highlight clubs you want and stuff 'em in your bag. The skill level required is use each club is displayed next to the name, so as the distance which that particular club can hit a ball at full effect.

Right, you've chosen your opponent(s), you've got some high quality fitting clubs, now all you really want to do is get out and hit something, hard. So then you ramble around with the fire button and, whaaaa... the ball's

headed right, into a bunker that a Houdini would have trouble escaping.

Each shot must be set up perfectly. You have to take account of everything from the wind speed to altering the position of your feet. There are eight options in the push-up menu, five of which are under your control, while the other three help you control your shot.

Once you're happy with the set-



3 When one talks about addressing the ball one does not do it with a lip.

4 One does not take the example of a Pennsylvania woman who took 188 shots to play one hole. The tee shot went into the nearby river where the ball floated one and a half miles downstream. So she took her husband's boat one and a half miles down river, following the ball to hit it back towards the tee-

way when it came to its final resting place.

5 To be invited to join a golf club one has to be very fat, very bald or very rich. All three? You're probably already at the 18th hole sipping 64 year old Lapras.

6 And finally a quote from the late, great Herbert George Wells: (RIP to his memory) "The uglier a man's legs are, the better he plays golf. It's almost a law."

A BEGINNER'S GUIDE TO THE NICETIES AND ETIQUETTES OF ONE'S GOLF CLUB

(THAT'S CLUB AS IN CLUB NOT AS IN IRON OR DRIVER)

1 One must never, ever, ever beat one's boss at golf or even hint that one might play better for fear of a P45.
2 One does have to wear the most ridiculous clothing on the fairway — better socks, plus plus flares, one clean white glove (is Jackson playing) and, of course, the tall tasteful gold brogue wash. One does not own one's Address short suit, even if it is a beautiful shade of peach,



How far the very difficult ball on the hole shot. Here's where your player starts to play, to curve the ball left around the tree.



Whoopee, almost it finally and ended up in the bunker. What I would do with was in a sand-ridge and a nice cup of Earl Grey.



And we made it -- on the green in three, and had for an amateur. Now all there is left to do is to get the ball in the hole.

FALDO'S CHAMPIONSHIP GOLF

up than you can aim and finally start the club swinging. It's a delicate operation, requiring a swift series of precise fine-tune taps or you'll hook (hit the ball heavily left) or slice (hit it heavily right) the shot. Of course, once you get used to the controls, you can use a slight flick or slow to avoid the occasional gigantic tree, gigantic lake or defective digitizer as a bush (?).

Your player's smoothly animated with a perfect swing as he adjusts the tiny white ball up into the sky. Now all

you have to do is watch that help-in-one fly -- straight into a nearby pond. After fighting along the fairway, battling through bunkers, and getting on the green it's time to putt your ball. Sinking the ball is tougher than it looks, despite the constant controls. Luckily there are maps to show the high- and low-points on each green, so the ladies soon start picking off your baggies -- or something.

Nick Faldo's Championship Golf gives you all the best aspects of a round at your favorite club, without the walking and grossly weather. Skillful play not luck will get the, as Winston Churchill put it, "very small ball in the even smaller hole!" (He meant "very bright for a Prince of Wales, was he?" -- 1988).

The more you play the better you get. And the better you get the more you want to play.

The more you play the better you get. And the better you get the more you want to play.

play. Some people might accuse a golf game of being too specialized, but that's not true. Anyone, no matter how badly they do at first, will understand and enjoy this game after a few short holes.

If you're too lazy, or too skint, to play the spot of top retired comedians -- you know,

What a nice man, what a very nice man, thanks Faldo to such a nice man, what a nice man. (Are you after some thing, Gary? Ha)



the ones who aren't actually funny! -- then Nick Faldo's Championship Golf is a sure-fire winner. It features the Leadbetter and Jack Nicklaus of this world for dead (or floundering at the first of the very least) with its fast, accurate galling action. So buy it now! (No, no, don't wait for your next birthday! The game may be a tad on the pricey side but it's well worth every penny.)

CLASS



NICK FALDO'S CHAMPIONSHIP GOLF
BRANDSMA 17 021 663 7044 •
CALL 214.99 • BORN 234.99 •
OUT NOW!

POWER RATING

100
95
80
70
60
50
40
30
20

UPPERS

- Excellent graphics.
- The screen can restore very quickly.
- Impressively wide range of play options for each shot.
- Putting feels different from fairway shots.

DOWNERS

- A tad expensive for a specialist game.



THE GREATEST SHOW ON TV...

The greatest show on TV is now a magazine!

£1.95

NEW!



GAMES MASTER

Segal Nintendo! Amiga! More!

50 PAGES
OF HOT NEW
RELEASES
(See page 8)

MEGA DRIVE

Just in time for
Cannon Fists Challenge,
Road Rash 2

SUPER NES

With the release of
Wing Commander

AMIGA

With 3 Amiga World
Master Challenges

JAMES BOND 3

Amiga, MSX and Mega
Drive - exclusive bonus
feature planned for later



20 PAGES
OF TIPS
FROM THE
MASTER!



WIN
A £2,000
GAMES
STATION
(See page 40)

CHOPPER FRENZY!

Desert Strike - The ultimate SNES blast!
Gunship 2000 - The ultimate Amiga sim!

PLUS: All the latest news on
New Geo, PC Engine, Mega CD,
Game Boy, Game Gear and Lynx!



Future

4

Inside the first issue you'll find an ENORMOUS and thoroughly updated Desert Strike poster calendar. Guaranteed to make even the greatest technical aficionado's waiting room a more exciting and informative place to be. It boasts not one but TWO exclusive pieces of chopper related artwork for your collection too something.

Along with all the news, reviews, previews, industry challenges, guest commentators and a gamut of illustrated quiz, each issue will sport a truly awesome tip section headed by the words of all gaming knowledge, the GamesMaster himself.

THIS IS NOW ON PAPER!



Maximum information with minimum fuss. Each month, the newest games for all the major formats will be reviewed by our resident team, including a host of guest reviewers from the show. More prob-mem, more beginner's tips and more facts.

GamesMaster Magazine is an all-new games guide from Future Publishing. We've teamed up with the people behind the GamesMaster TV show to produce the smartest, liveliest and most informative reading experience ever! If you like the TV show, you'll love the mag, because each issue will give you a month's worth of concentrated GamesMaster excitement! Every month we'll bring you exclusive info from Japan and America as well as the UK.

We'll be reporting on both official and grey import releases, and giving a full release schedule for the whole of 1993. GamesMaster: soon you'll be able to hold it in your hand...

FIRST ISSUE IS ON SALE THURSDAY 3RD DECEMBER



And there's also a 100-page tip book with codes, cheats and hints for more than 200 real-time games! One of this handy volume will transform even the most mind-boggling into a virtuous software gladiator! It's not called The Winner's Handbook for nothing.



Your guarantee of value

GAMESMASTER



Gadrooks, zounds and other Olde Worlde sayings. An arcade war game? Yup, someone has finally flipped and tried to make tactical battling fun! What kind of fool

would want to play such a silly game? Well, erm, Trenton actually!

RAMPART

Material, it says on the box, conjuring up images of knights in shining armour slaving honourable battle on the Field of the Cloth of Gold. Rampart has no truck with this ponceing around in tin tank, preferring instead the tried and tested military solution of heavy artillery. Let's face it, if you can't blow it apart then you definitely don't want to fight it with a sword!

Rampart has to be the first strategic wargame arcade conversion ever! Your goal is to 'encourage' all the people in the surrounding area to accept your particular political stance. This is achieved in the first democratic touch: first, namely a fight. You start with a castle and some cannons which the enemy tries to destroy by blowing your buildings and weapons to bits. Obviously you get to do the same to him. This 'debate' ends until one of you loses control of your

castle. Then the winner is hailed as the conquering hero and the loser gets to meet Mr Excitator (known as Poppy). It's not all killing though, it's just mostly killing. Rampart is both one- and two-player mode is a game of three halves (and two more gaps like that and you're in). In one-player mode you have to fend off some sea-borne raiders and in two-player it's a mate's castle.

The first phase of the war is to pick your castle. Dotted around the map are five potential sites for your empire. You try to pick the one which is a) best situated to attack the enemy by which you offer the greatest potential supply of arms and c) least likely to burst into flames destroying national art treasures.

As soon as you've selected the corner of some foreign land that will be forever England, little blocks build huge walls around your central towers. You're allotted a few cannons and 10 seconds to place them. Once you're set, the main Strategic Air Command screen arrives to begin. In one-player mode a flotilla of computer controlled ships ring down the screen peeping off shots at your defence; in two-player mode the other guy and the computer start firing a gun. To fire back you just move the target cursor and press the button.

If all your cannons fire simultaneously and the shots hit instantly Rampart would be a walk-over, a rout no less. This is not the case. Rampart will have you talking at the unfairness of life, the unfairness and the laws of ballistics. If you think about cannons it becomes clear that they were useless old junk. They took an age to load and the balls were as very heavy and big very large.

So, helping to the defence of reality (and gameplay), Rampart only allows each of your cannons in the one ball at any one time. This forces you to pick your target and allow a lead in each shot - aim a little bit ahead of the target. And those cannon juggling acts aren't made any easier by the strict time limit - each battle only lasts 30 seconds!

As the timer hits zero the war suddenly stops, so if you're the last to become peace-loving hippies. Of course they haven't, this is just the

rebuild phase where you repair your castle and expand your empire. In Ploemana style, you have to surround your tower with new walls and if you fall then it's game over. The trouble is you have to re-build with randomly generated wall segments. If you have time - once again there's a 30 second limit - you can try to enclose another tower to push up your gun count. After the you re-arm and go at it again.

Rampart could be great, but it's just too tough! The game starts off hard and then ups the difficulty level in 800 steps. In two-player mode it's fine, as human players effectively set their own degree of toughness, but in one-player mode you're always on the sharp end. So while you play eventually ease your enthusiasm, played against a mate Rampart's a foot



TRENTON

And what comes to mind first? With releases of The Child War the massive Red Army dimension is ready to rip up the beautiful Blue terrain.



RED DEFEATED PRESS FIRE TO CONTINUE

When, ever, ever fail to rebuild your castle, if you do the other team get a free striking (optional) and every third recovery bonuses. Some they may be stronger but what about the quality?

Oh look - little bearded lad's fire some heavy artillery at them!

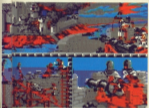


IAN CYCLOPEDIA INVESTIGATES FORTIFICATIONS

- The thickest castle walls ever built surrounded the city of Unimanned in 19 (okay, they were 27 meters wide! They didn't do much good, though - a marauding bunch of Elanites smashed through them in 2588 BC.
- Only seven towns in the UK don't have a thoroughfare named Castle Street, Road or Green.
- Beautiful Georgian Bath actually boasts a fine fortress. Ham Bath overlooks the town from the East and was only built to stop arguments over why it was built.
- The longest and bloodiest siege in history was that of Limerick. It lasted from 20th August 1811 to 27th January 1814. Roughly over 1.3 million people died defending their city.
- War, huh, what is it good for? Absolutely nothing! Say it again...



72 lines lower, the more cartoons. The more cartoons the more cartoon!



In a sudden spate of activity the two enemies build huge allies and develop elaborate metal structures. Later they blow them up!



RAMPART

DOMARK '87 081 750 0000 © CAPCOM
£10.99/999 £14.99 © OUT NOW

POWER RATING

100
90
80
72
60
50
40
30
20

UPPERS

- Most blend of arcade games styles.
- Effective graphics.
- Safe, safe, very healthy.
- Encourages excellent technique in two-player mode.

- It's too difficult.
- Totally unorthodox scoring system.

DOWNERS



The time has come for you to flex those biceps and stand strong against the onslaught from the competition. See if you have got what it takes to become the ultimate World Warrior.

Ask your dealer when!



CAPCOM
USA

U.S. GOLD

Available on Spectrum console,
C64, Amstrad CPC, Amstrad 286, Atari,
Atari ST, Amiga and PC Compatible

Street Fighter™ © CAPCOM USA, Inc. All rights reserved. Street Fighter™ is a registered trademark of Capcom USA, Inc. Reprinted and distributed under license from Capcom USA by U.S. Gold Ltd. U.S. Gold™ and U.S. Gold logo are registered trademarks of U.S. Gold Ltd.

The CHARTS



1 Coming soon to your local cinema - Golden Axe The Magic Dungeon by James Cameron and starring by Michael, it's a sensitive study of sensitive elephants.



2 A story of love, a story of desire too. A story of living people with few friends. The most amazing DVD-ROM is now on cassette in its special budget cut version.



3 The birds in birds is not, in fact, the birds (yet), you can hardly copyright statistics games, can you?, so distribute though copyright laws in the action book.



4 Keep an eye out out for PLUNDER, a fitting sequel to comedy starring Alan Adams based in a Special Library in Cambridge (see below) and.



5 Here's nine of 16 of the latest series Fun School from Data Systems to the Fun School Dreamy have been released together as the Over the

CF'S TOP 80 GAMES

- 1** **GOLDEN AXE** ▶
Trenix £3.99 CFR 89%
- 2** **CREATURES** ▲
Kixx £3.99 CFR 94%
- 3** **ARMI** ▼
Zeppelin £3.99 CFR 83%
- 4** **BLICKS** ▲
CodeMasters £3.99 CFR 85%
- 5** **FUN SCHOOL 2 OVER THE HILL SQUAD** ▲
Hit Squad £3.99 CFR 84%
- 6** **LOTUS TURBO CHALLENGE** ▶
GBH £3.99 CFR 90%
- 7** **GREENE SOUCESS SOCCER MANAGER** ▼
Zeppelin £3.99 CFR 71%
- 8** **SPELLBOUND DIZZY** ▲
CodeMasters £3.99 CFR 91%
- 9** **RAINBOW ISLANDS** ▲
Hit Squad £3.99 CFR 92%
- 10** **TEST DRIVE 3** ▲
Hit Squad £3.99 CFR 83%

11	Index 60	Games	15.99	81	World Soccer League	Games	15.99
12	Index 70	CodeMasters	15.99	81	PlanetCrash	Games	14.99
13	20 Pin	CodeMasters	15.99	81	Play'n'Learn Adventure	CodeMasters	15.99
14	20 Pin	Games	15.99	81	Superman Adventure	CodeMasters	15.99
15	20 Pin	Games	15.99	81	20 Pin	Games	15.99
16	20 Pin	Games	15.99	81	20 Pin	Games	15.99
17	20 Pin	Games	15.99	81	20 Pin	Games	15.99
18	20 Pin	Games	15.99	81	20 Pin	Games	15.99
19	20 Pin	Games	15.99	81	20 Pin	Games	15.99
20	20 Pin	Games	15.99	81	20 Pin	Games	15.99
21	20 Pin	Games	15.99	81	20 Pin	Games	15.99
22	20 Pin	Games	15.99	81	20 Pin	Games	15.99
23	20 Pin	Games	15.99	81	20 Pin	Games	15.99
24	20 Pin	Games	15.99	81	20 Pin	Games	15.99
25	20 Pin	Games	15.99	81	20 Pin	Games	15.99
26	20 Pin	Games	15.99	81	20 Pin	Games	15.99
27	20 Pin	Games	15.99	81	20 Pin	Games	15.99
28	20 Pin	Games	15.99	81	20 Pin	Games	15.99
29	20 Pin	Games	15.99	81	20 Pin	Games	15.99
30	20 Pin	Games	15.99	81	20 Pin	Games	15.99
31	20 Pin	Games	15.99	81	20 Pin	Games	15.99
32	20 Pin	Games	15.99	81	20 Pin	Games	15.99
33	20 Pin	Games	15.99	81	20 Pin	Games	15.99
34	20 Pin	Games	15.99	81	20 Pin	Games	15.99
35	20 Pin	Games	15.99	81	20 Pin	Games	15.99
36	20 Pin	Games	15.99	81	20 Pin	Games	15.99
37	20 Pin	Games	15.99	81	20 Pin	Games	15.99
38	20 Pin	Games	15.99	81	20 Pin	Games	15.99
39	20 Pin	Games	15.99	81	20 Pin	Games	15.99
40	20 Pin	Games	15.99	81	20 Pin	Games	15.99
41	20 Pin	Games	15.99	81	20 Pin	Games	15.99
42	20 Pin	Games	15.99	81	20 Pin	Games	15.99
43	20 Pin	Games	15.99	81	20 Pin	Games	15.99
44	20 Pin	Games	15.99	81	20 Pin	Games	15.99
45	20 Pin	Games	15.99	81	20 Pin	Games	15.99
46	20 Pin	Games	15.99	81	20 Pin	Games	15.99
47	20 Pin	Games	15.99	81	20 Pin	Games	15.99
48	20 Pin	Games	15.99	81	20 Pin	Games	15.99
49	20 Pin	Games	15.99	81	20 Pin	Games	15.99
50	20 Pin	Games	15.99	81	20 Pin	Games	15.99

THE KEY

- COMP UP ▲ DOWN ▼ NEW ENTRY NEW STANDARD STILL ▶



6 Lotus Turbo Challenge is a coming-of-age film in which the aged member, Bruce Willis, teaches his lot of pre-pubescent boys.



7 The Fun School 2 Over the Hill Squad, the legendary football manager, can take trouble with the manager because of the made post-match team both sides.



8 Truly Spellbound is Dizzy. You'll believe a man can perform miracles in boxing like in this special edition because from the Special Edition.



9 After the success of Test Drive and the Best History's new classic adaptation in Rainbow Islands, with Bill and Ted supporting the voices of Bob and Bob.



10 In this sequel to the original hit series Fun School, Bruce Willis once again shows the kids some homework and tries to teach John Candy how to put his seat belt on.

"The biggest hero of them all" *Amiga Power*
is back in

CRYSTAL KINGDOM DIZZY

Includes
Codemasters unique
GAME GENIE™
enhancer codes
for great
entertainment!

**Free
Poster**

**Free
Dizzy
Stickers**

Highly entertaining, rich visuals, big, tunable

Join superstar Dizzy in his most exciting adventure yet created! Four complete worlds of magic and mystery await! Featuring all the brilliant Dizzy characters and more interaction than ever before!

The mystical crystal treasures of the Yaffs Folk have been stolen from the temple of Zeffari Fierona (don't fear it, as prophecy has it, Dizzy's world will be under the shadow of darkness for ever! Dizziness for ever! Time is running out...

£19.99

• AMIGA •
• ATARI ST •

£9.99

• COMMODORE 64 •
• SPECTRUM •
• AMSTRAD CPC •



CODEMASTERS

©1992 Codemasters Limited,
Lower Farm House, Broom's Barn, Southam, Warwickshire CV33 0DL,
Tel: 0203 814133 Fax: 0203 811500.

LETHAL WEAPON



TWO COPS - BOTH LETHAL

A multi-level shoot 'em up based on aspects of all three LETHAL WEAPON movies. You can choose to be either one of the two high fire-power cops... each having his individual strengths - and weaknesses! There are many missions to complete including the rescue of a kidnapped girl, the pursuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the game-play.

**IT'S MEAN FAST
AND LETHAL!**

ocean



**COMMODORE
AMIGA 5+
AMIGA
IBM PC &
COMPATIBLES**

© 1991 OCEAN SOFTWARE LTD. ALL RIGHTS RESERVED.