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# Commodore

FORMAT

## POWERPACK'D

## ARNIE 2

THE BEST FULL GAMES!

THE BEST TECHIE TOOLS!

STEEL FULL GAME  
CORYA FULL ADVENTURE  
THRUST FULL GAME  
R.R.O.S.T. FULL UTILITY

PLUS 80 POKES!

He's back! It's **ARNIE 2**  
the killer sequel  
everyone's been  
waiting for?  
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- now!



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STEEL  
PLUS 80 POKES

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### 37 LET'S MAKE A MONSTER

The *Rocky* regular's casting report has a bonus this month - lots of 'em, in fact. All they're after are the bonus system. All the latest news on Apex Productions' latest megagame is in the making.



### 48 THE ULTIMATE SHOOT-'EM-UP

Share the dream of fame, or at least the CD. Share the dream of fame, or at least the CD. Share the dream of fame, or at least the CD. Share the dream of fame, or at least the CD. Share the dream of fame, or at least the CD.

### 38 FROST - WHAT IT DOES, HOW IT WORKS

It'll be all spins on the right, in fact it'll be all spins every night when you start using FROST. This brilliant award-winning spins designer enables you to create your own game characters. The Dave can do not spins, even instructions on what to do for the full info on the this terrific feature that runs to p.25.

### 4 POWER PACK

Do you get more's better? Of course, you don't worry with it it's a Power Pack featuring three full games, an *DOSS* and a full spins design suite. For all the info see it head turn to page 4. "Fair enough, what favour is it?"

## If it's worth loading it's been... POWERTESTED!

### 53 ARNIE 2

Zippell

The return of the CGA's latest action hero, is it a back-buster or a blow-out? It was a tough mission but CP had to find out.

### 54 FIST FIGHTER

Zippell

Purpose: face-punching fun or real cynical satire? Zippell's postdoc punches like a train.

### 55 INTERNATIONAL TRUCK RACING

Zippell

An *MSX* clone later - without the traffic! A racing simula, for - without the hair.



### 56 TROLLS

Plan

How out-of-a-game get? Are the Euro sailors trying to take the flock?

### 58 STONE AGE

Skandell

Does 1,000,000 BC mean Before Commodore? The dig for archaeological evidence.

### 60 WORLD CHAMP' SQUASH

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The sport of red-faced, middle-aged middle managers comes to the CGA. Is it fit or fat? 7

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### 38 FROST INSTRUCTIONS

All the info on the stunning sports designer on this month's Power Pack.

### 33 PULL-OUT

#### ARNIE 2 POSTER

With Special Forces-type facts on one side and a huge ARNIE pic on the other!

### 37 LET'S MAKE A MONSTER

Apex Productions make Monsterland even more 'spooky'.

### 48 THE ULTIMATE SHOOT-'EM-UP!

What makes the greatest blasters ever to grace the CGA the greatest?

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Totally thorough tape tabs.

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Jason Powell - the techie specialist!

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Buy, buy - get postal! Form!

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The future - here!

# QUICK START

## FULL GAMES

### THRUST

Take the pods and destroy the planets. Side one, Tape count 80  
Keyboard: combined

A - Rotate ship anti-clockwise.

S - Rotate ship clockwise.

SPACE - Thrust.

SPACE BAR - Activate vector beam/blast.

DEL/END - Fire.

### COYRA

Ern, you don't use the joystick at all. You have to type things in on the keyboard. It's a TEXT adventure you see - just read what comes up on screen and type in what you want to do. There's a novel detailed explanation of some commands you could try in the main instructions. Side one, Tape count 88

### STEEL

Destroy the ship's defenses by collecting cartridges and storing them in the cartridge slots in the war-lodge room - but you have to activate the slots first! Side one, Tape count 80  
Joystick port one

↑ UP - Go through door.

↓ DOWN - Go through door.

← LEFT - Move left.

→ RIGHT - Move right.

● FIRE - Fire.

1 ↑ + FIRE - Increase energy at refueling point.

2 ↓ DOWN + FIRE - Decrease energy at refueling point.

## FULL UTILITY

### FROST

Frost's really original puzzle logic is a specially-written graphics creation program that's a nod to mass about with over 10 you don't want to create a puzzle. The instructions are a bit too complex to summarize here so turn to page 28 for the complete breakdown. Side one, Tape count 80

## 80 POKES

### MULTHACK POKES

Head to the top of the High Score tables on 80 games thanks to our labor-saving, easy-to-use Multihack POKES. Intimate the has never been so achievable. Side two, Tape count 80

# POWER PACK

So how do all those dead brilliant programs we've given you on our cover tape work, then? That's what Clur's just about to reveal over the next four pages.

# THRUST

FULL GAME

**T**he year is 2581. Our descendants have long been controlled by an evil Empire. But a band of rebels... (I don't Clur's doing her trademark SF author bit again. If she gets carried away this could go on for ages. All you need to know is that you fly a star ship and you've got to collect some pods. Okay, back to the year - 2581.

On each planet there are target guns which you have to disable; but which you can pick up for extra points; the power pod which you have to collect to complete the mission; and power plants which look like chains with big bubbles on them.

The controls are pretty straightforward: 'A' and 'S' steer your ship and any shift key turns on the thrust. But steering is complicated by a strange, mysterious force known as (I'm sure you'll GUESS IT!) (Okay, it's not that strange, but you don't find it used in many games.) If any part of your ship, or anything it's carrying, touches the planet's surface - BAMBAM! Firing at the power plants by pressing the Return temporarily disables the

target guns; the more shots fired at the reactor the longer the guns take to rearm. BUT (and that's a big but), you can tell by the fact we've written it in capitals the reactor will only take so much. They become critical if you hit them too many times, at which point they start to flash and you have 18 seconds to vacate the planet. Otherwise... DOOM! You don't have to destroy the power plants to complete a level but it does give you multiple bonus points.

To collect the fuel cells and pods, beam above them, activate the tractor beam by holding down the Space bar and then pour on the thrust. As soon as the automatic tow bar has fixed itself to the object you can release the Space bar.

When you've collected a pod, fly up into the stratosphere and you'll transport to the next planet. As you progress, further into the galaxy you'll encounter strange things like planets with reverse gravity. And the one thing you'll definitely discover is the reason why the game Thrust is regarded as a true classic.

## VITAL STATISTIX

GAME	THRUST
ORIGINAL RELEASE DATE	MAY 1986
ORIGINAL LABEL	FREEBIRD
MUSIC BY	RON HUBBARD
GENRE	SPACE ADVENTURE
DIFFICULTY	DEAD AND



You have to venture deep beneath the planet's surface to find the pod on level three.



Your job is to steal the pod from the Empire's base then destroy the planet!

# GO RYA

## THE WARRIOR-SAGE PART ONE

**W**elcome ye all to Parda the First of an exciting tale which shall grace the windows of Power Pack for three months hence. For 'tis a great and... ah, below the odds worthy romance. In plain English, on this month's Power Pack you'll find the first part of Go Rya, a text adventure, the next two parts coming up in issues 33 and 34. If you've never played a text adventure before check out the accompanying bits for a few hints on how to get started. Done that? Good. Then here's the plot.

Upon the holy mountains of Tarnval-Av, Ulfen stands the Citadel of the Ancest

Orcs, a fortress impregnable by normal means. Within a few points, taken from their families when young, are taught the ways of the Warrior-Sages. (Someone's been DO'ing on Lord of The Rings - O!) Seldom would a priest re-enter the world of man, but this is the tale of one such priest, Gorpa the Warrior-Sage. Having left the mountains to travel in the realm of Tarnval for many years, knowledge of a Warrior-Sage leaving the mountains spread like wildfire throughout Tarnval. But seldom was he seen, unless the need was great.

One chill evening in the tiny hamlet of Brimbat the villagers saw around a huge tree in the Tavern, listening as merchants told of tales of terror. One also told another tale: "I have heard of a dragon once more in the mountains, a horrific beast that has swallowed men as deep sleep."

Barley, the innkeeper, shut the tavern a little before midnight and closed down in his favourite chair. Exhausted from a hard day's work (not the heavy drinking!) - did he dream of... Local screaming from the village woke Barley with a start. He got to his feet and ran outside the tavern. Everywhere villagers ran aimlessly through the



you might be a cleric, but it might be a red starting. What would do you think we see?

burning remains of their houses, all trying to escape from something... but what?

Barley heard a scream and turned. Horror gripped him as out of the sky peeped the dragon. The last thing Barley ever saw was a ball of white fire flame roaring towards him.

At first light the true cost was apparent. Three quarters of the village was burnt to the ground. The remaining villagers perished at the great hall, itself now without a roof, but as safe a place as any. There they prayed for help, for a miracle.

And that's where you come in. You get the starting role - no, not the dragon. Go Rya - and you've got to find a way of leaving the village. So go and discover the magic Horse Pipe of Moorish-Hal and chase the dragon for some such nonsense.

## DO AS I SAY!

The game is keyboard controlled and you have to type in brief instructions to let the G what you want to do. Here are a few you can try (just type 'on in their press return):

- E** - Go East.
- W** - Go West.
- S** - Go South.
- N** - Go towards steeper slopes.
- U** - Go up.
- D** - Go down.

**GET** (followed by an object) - pick up the named object.

**SAY** (followed by what you want to say) - to say what you want to say.

**E** - Examine.

**I** - Inventory, or what you're carrying around with you at the moment.

**\*** - Apply to a Word (and optional).

The rest, you'll have to discover yourself. Look, we're not going to spoon-feed you, and it's all part of the fun, honest!

## WOT, NO LEMMINGS?

Commodore Format regrets to announce that due to the wrong type of lemmings on the track the Lemmings demo has been unfortunately delayed. Lemmings will be arriving on this Power Pack as soon as possible. Of course, any lemmings, but the Lemmings has NOT been cancelled, just delayed.

## VITAL STATISTICS

GAME	GO RYA
ORIGINAL RELEASE	MARCH 1988
ORIGINAL LABEL	THE GUILD
PROGRAMMED BY	ANTHONY COLLINGS
COVER	TEXT ADVENTURE
DIFFICULTY	MEDIUM TO HARD

## Tape to disk

Disk drives are great good, aren't they? Some of that dull old driving around for tapes to load while your screen flickers like a typewriter's appearance from a camp-disk spy series. So if you've got a disk drive put it to good use by ordering the 8500 version of Power Pack 32. Simply cut out the coupon from the inside of the tape (only card). Write your name and address on a piece of paper and send it with a cheque (payable to ASVA Audio Video) or Postal Order for £1.50 (which covers the cost of duplication, postage and packaging) to:

CFD Tape To Disk, ASVA Audio Video Ltd, Barnwell, Ipswich 14, Suffolk, IP1 4DD.

## NO LOAD ZONE!



If your tape isn't loading perhaps it's your tape heads. Try loading a few games that you know work then adjusting the head alignment screw on your driveheads. Still no good? Okay, it's probably the tape itself, then, in which case (and pop it into a padded envelope along with an SAE, send it up and send it to:

CFD Tape Replacement,  
Atlas Audio Video Ltd,  
Telford, Shropshire TF1 4DD.

**FULL  
GAME**

**R**ight, since there's nothing about my last masterpiece (Zark) — but, it won't bother telling you the plot behind this one. You're getting the same minimum facts you need to play the game and that's it. If you want a plot, make it up yourself, and don't blame me!

You control a robot, quelling it through a sequence that's got a complex defense system you have to disable. Why? Well, you'll never know, will you? (Zark is in a strip, thank— Ed) Hinting you to what seems to be an ever-multiplying army of killer bots.

Disabling the defense system is a complicated task. You have to find eight cartridges that are scattered around the ship and slot them into the eight cartridge slots in the cartridge room. But first you have to activate the cartridge slots. You do this finding a yellow terminal



# STEEL

(anything yellow is active, while anything red is inactive). Connected to the terminal by pushing Fire and Up are your joystick — this takes you into a subgame in which you have to shoot your way through a lot of little things to get a get a clear shot at a big thing. Blast that, the terminal will turn red and one of the cartridge slots in the cartridge room will become active.

So now, if you find a cartridge you can pick it up, take it to the cartridge room (if you can find it, that



Once a slot is activated it turns yellow and you can slot in a cartridge.

is — the place isn't sign posted) and slot it in the slot. You can carry up to three cartridges at a time.

You only have a limited amount of energy which is depleted every time you fire a shot or you're hit by one of the enemy bots. If you get a bit short on the old gas, there are plenty of refueling points around the ship in the guise of alloy terminals. To boost your energy jump in front of them, hit Fire and push your joystick up. Your energy level will grow but your score will decrease accordingly. So you have to decide whether the pay-off is worth it.

## DO WITH DO WOSE WIKET BIKES DO?



This is one of the cartridges. You can carry three at any one time.



This entity too will change your run-down features for you.



And this type of terminal is the entrance to the subgame.

## VITAL STATISTIX

GAME	STEEL
ORIGINAL RELEASE	MARCH 1983
ORIGINAL LABEL	MOCK-IT
PROGRAMMED BY	
IMPERIAL SOFTWARE DESIGN	
GENRE	ARCADE ADVENTURE
DIFFICULTY	EASY TO MEDIUM



## MULTIHACK POKES

**H**ere, for your delight and bewilderment, we proudly present 80 Multihack cheat listings for your favourite C64 games. They've all been featured in Commodore before but now you don't have to do all that tedious typing in case if you're anything like me you'll make loads of mistakes anyway.

Just have the login mission of the game you want to POKE ready\* and load up the

Multihack program. When the intro screen appears for Space to get through to the game selection list. Select the game you want to POKE using the joystick. Hit Fire and the you'll be prompted to insert the game tape and press play. Oh, that, and once the game has loaded, it'll be the new, improved, ......to-complete version.



## CHECK OUT ALL THESE GAMES YOU CAN HACK

This a complete list of all the games that are covered in the program:

- Ace
- A7V Bomber
- Action Star
- Advanced Flight Simulator
- Adventure Island Simulator
- Amosville
- Blast To Victory
- Blast Zone
- Big Hunt
- Big Hunt's 20A Adventure
- Big Rivers
- Bill Simulators
- Bob Simulators
- Bob's Fun
- Bubble Duty
- Bump In Space
- Championship
- Circus
- Cops
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- Cops 3
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- Cops 117
- Cops 118
- Cops 119
- Cops 120

Press select the game you want to use the Multihack cheat on, then a choice of 80.

9640 CODE 960 961 962 BY 963 964 965 966 967 968 969 970

# FROST

There's no way we can explain everything about *Formal's* *Really Original Sports Thing* in such a short space, so we've put all the instructions for this excellent sports designer on page 88. But to give you an idea of how powerful and how easy to use *FROST* is, there's something we prepared earlier:



**STEP 1** After loading to *SPRINKLE* to enter *FROST*. Then, with either the joystick (or pad 2) or the cursor keys, move the pointer over the top of the *OPTIONS* menu. Press *FIRE* or *RETURN* to pull down the menu. Run the pointer down to *MULTI* and press *FIRE*/*RETURN*. Then move the pointer off the menu and press *FIRE*/*RETURN*.

**STEP 2** Move the pointer over the top of the *OPTIONS* menu and press *FIRE*/*RETURN*. Move the pointer over *SPRITES* and press *FIRE*/*RETURN* and you're happy with the colour. Move the pointer down over the *COL. 1* option and select the colour you want by pressing *F1*. Repeat the process for *COL. 2* and *BACKGROUND*. Once you're happy, move the pointer off the menu and press *FIRE*/*RETURN*.

**STEP 3** Press *F1* to switch between the four

editing windows — the grid where the big star's located — and try again.



**STEP 4** Start to draw the sprite you want. To select a colour just press *F1* for the *SPRITE COLOURS*, *F2* for *MULTICOLOUR 2*, *F3* for *MULTICOLOUR 3* and *F4* for the *BACKGROUND* colour. To erase the star, press *A* to select the background colour, then point over the bits you don't want. When you select the background by pressing *A* this will change the *MODE* to *TOGGLE*. This will stop you switching colours, so first press *F1* to *SWITCH* the *MODE* back to *SET*, and then choose your colour.



**STEP 5** Look until you're happy with the stationary sprite image. Wait until it's a bit better than the colouring thing.

**STEP 6** Once you've finished, press *N* to advance to the *NEXT* sequential frame of this animated 'live' sprite. Once the next step of



the sprite image's movement in this frame. As you draw, it's helpful to swap between the frame and the one you drew before by pressing *P* to see the *PREVIOUS* frame and *N* to see the *NEXT* frame. To lengthen the animation use *keep adding frames* by pressing *M*.

**STEP 7** If you're happy with all the frames in your sprite image's animated sequence, then move the pointer over the *SPECIAL* menu and press *FIRE*/*RETURN*. Move the pointer over to *ANIMATE* and press *FIRE*/*RETURN*.

**STEP 8** A clear window will appear. Type in the *POINTER* (Frame) number of the frame your animated sprite sequence begins with. Press *RETURN* and then type in the *INTEGRATION* (Frame) number your sprite sequence ends at. When you press *RETURN* the sequence will animate. Good work!



## DOES YOUR PROGRAM DESERVE TO BE ON THE POWER PACK?

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## SEND US YOUR SOFTWARE!

NAME OF YOUR PROGRAM:

TYPE OF PROGRAM:

YOUR NAME:

YOUR ADDRESS:

DAYTIME TELEPHONE NO.:

### DECLARATION

Sorry, but we can't consider your program for publication unless you sign this declaration and send it to us with your program.

The enclosed program is hereby submitted for publication by Commodore Power. It is entirely my own work and as far as I know does not infringe copyright laws. This program has not been submitted to any other magazine or software house and I will notify you in writing should this situation change.

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Coming soon to a C64 near you... Clur rounds up the games that'll be hitting your monitor screens over the next couple of months.

# BATMAN RETURNS

UPDATE

**B** If you're wondering where the last Batman Returns is aren't you? We previewed it a couple of months ago and you haven't been able to see it for a while. Well we're wondering how it was getting along, too so I nudged all the way up north to Denton Design's fan office to find out what had happened to it.

When I arrived the programmer, Roy Barton, was hard at work on the menu for the game. He wasn't quite satisfied with the design bar and was fiddling with the weapon selection display. The last two levels are virtually ready now - apart from the sound which will be one of the last things to be added to the program. Roy's doing everything but designing the graphics, which are being ported directly from the Amiga game's graphics (the main spots alone takes up 20K of the 64's memory).

The last time we saw the game there was only the Batman spots on screen. Now the battles are there too. There are zombies, demons and bats to bash the brains out of. Well as near to bashing brains

as you can get without committing murder. There isn't as much in this game, if you're someone enough, they run away - but they soon pick up the courage to come back and attack you again.

The completion date for the game is estimated to be at the end of June. If nothing gets in the way we should have a demo on our Power Mac for you around the time too. So you can see for yourself the loveliness of the main spot's animation. Watch the space.



"What a night there, but this little fellow's been programmed up properly. The calling card, eh?"



"You've seen that old machine found almost everywhere in the vicinity of Gotham."



"When the machine started up he was supposed to be connected to the Central Unit."



"Finally, he decided the only way to escape his identity was to take part in the Gotham City Hall election. It didn't work - he got the wrong day."

## THE LONG-HAIRED CODER FROM LIVERPOOL

What do programmers do for fun? What do they do when they're not working? We asked Top Baron, Batman's programmer about this and other things.

**So, how did you get into programming in the first place?**

My big brother had a computer but he wouldn't let me do programming. I actually got the job through an ad in the local job centre, believe it or not.

**Which other games have you programmed on the C64?**

I wrote World Class Rugby for Autogames and I've also done a few things for the Australian market.

**What's your favourite game of all time?**

It has to be the original Elite on the BBC micro. Flat game.

**Now for the rapid batch of totally useless-but-interesting-all-the-same sort-of questions. What's your favourite food?**

I like nothing better than a hot pasta and chips all washed down with a mug of steaming Marston.

**A mug of what?**

Marston, it's a cheap brand of tea that you only need to get around Liverpool. It's brown, strong and full of caffeine. Yum!

**What's your favourite band?**

That's easy, a hot 70s lounge band: Emerson, Lake and Palmer.

**Which film would you give an Oscar to?**  
 Blade Runner, definitely. It's the only film I know that portrays an accurate vision of the future (in how do you know? - E).

**What's your favourite food?**

The Soap Factory - I think that everybody should read it.

**Finally, have you got any messages?**

Yes, or, yeah... Hi Mum... For home's Maurice - she'd love to see her home in print. (There you go then, anything to please... well almost - E).



THE FACT that this was home Brewed, Lake and Palmer might not seem particularly exciting, but you never know when birds might come to benefit.



# ROBOCOD

If dropping from the ceiling to your level is how these guys should have been here with gifts.

Twelve months ago RoboCod would have set you back almost £10 and even then as novel as it is, it's one of the all-time classic platformers, taking it's place on the platform of fame alongside Rainbow Islands and Nobby the Aardvark.

The hero of the game is one James Pond, sea, gas station and supervillain, who goes around wearing a suit of hi-tech armor. Not much of a disguise I'll admit, but what you're assured played, who cares if you're seen sneaking into enemy territory? No-one

Wow, I've seen a lot of low-tech things in my time, but never a tank riding backwards!

Unfortunately, this doesn't give an evil tank like an airplane.

but the stupidest of creatures is going to bother you.

Each of the numerous 10 levels has a particular toy or event theme. The graphics are bright, trash, cool and, as Bimmer' says, it's just the sort of thing that you need to cheer you up on a rainy Sunday afternoon. James himself has a range of different moves. In fact, I think he should lay off the backflips for a while — they don't ever stop moving. Even if the hero's not doing anything in particular he stands there wiggling.

If there was ever a game character I would like to love with, this would be it! I've still want to know about your fathead, thank you. Oh — Oh, I'm not going to let Roger get his hands on this one to review!

So the man's a tank! Stop wiggling, Bimmer, that don't have tank, do they?

## VITAL STATISTICS

Game	James Pond 2: RoboCod	£14.95
Label	Virgin	014 833 3544
Contact number	Virgin	Case 03.95
Price	Virgin	End of April
Release	Virgin	

After the rush of beach-side guys that have had really badly joystick controls recently, it'll be great to get my hands on a real wiggler of a sports game for a change. WWF was originally released in at the end of 1991, with an £14.95 price tag. Now a year and a bit later the Hit Squad have copied the game from their big brother company, Ocean, to bring it to you at a bargain price of £3.99.

WWF has the added advantage of featuring that multi-media star, Hulk Hogan. By the way, have you seen the Action? Now that's a very bad movie, and I don't mean a fan letter! You can choose to control either Hulk, the Ultimate Warrior (with hair to die for) or the British Bulldog.

Each of the players has a different favorite move, controlled via the joystick. If you end up in a grip with your opponent, the only way to win is to wiggler your stick faster than the other player!

Sorry if you're playing the computer — I don't cheat and win every time! Almost the whole screen is taken

up with the ring, so the players aren't so small that you can't tell what's happening — you want to be able to see the referee! This definitely looks a lot more fun than the lay-flat plastic WWF rings you can get (Hulk writes I'm on the subject, have you seen Bruce Ironsler Jordan Man? — you can get new — they look more like Barbie's Kiki, the creep!)

# WWF



On your screen long... If you can't be tough be friendly.



Multi-tasking... Hogan's the man... I'll be... he'd get his hair cut.

J.L. HOGAN

FROM THE UNFLEXING COVERED AND BROTHER IN THE FACE OF ADVERSITY

THE LARGEST... THE...

## VITAL STATISTICS

Game	WWF	£3.99
Label	Hit Squad	014 833 3500
Contact number	Hit Squad	Case 03.95
Price	Hit Squad	End of April
Release	Hit Squad	



Here's the toughest job. Getting in to the ring and still retaining some dignity.

That's America for you. They never do anything to help.



**EARLY****WARNING!**  
SCANNER**THE SCANNER**

Now new and improved. Yes, we're sticking the up and coming budget releases on there now. (But the usual rules apply — the nearer the centre the nearer the game is to release.)

**SHADOW DANCER****All Region**

A game about going to a really fancy 18 party and boogying on it.

**DARK MAN****All Region**

Clint's one and only claim to fame is that she was at college with Liam Neeson's parents.

**JAMES POND 2 ROBOCOD****All**

The classic post-Scream 21 a Bangin' price — keep an eye out for loads of baby game stars.

**SKULL AND CROSSBONES****All Region**

Remember which pirate that put the skull and crossbones on his flag. More importantly, what would Freud say about it?

**WWF****All Region**

The surge of cash into up games is not over yet. And now the original package is at a lower price than ever before.



# The CHARTS

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- 4 **GOLDEN AXE**  
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- 5 **NEW HEROQUEST**  
GBN £4.99 **CF86 94%**
- 6 **TERMINATOR 2**  
Hit Squad £3.99 **CF86 72%**
- 7 **WRESTLING SUPER STARS**  
CodeMasters £3.99 **CF86 55%**
- 8 **F16 STRIKE EAGLE**  
Klax £3.99 **CF81 76%**
- 9 **F16 COMBAT PRISON**  
Action 16 £3.99 **CF80 UNRATED**
- 10 **FUN! SCHOOL 3 OVER 15**  
Hit Squad £3.99 **CF77 64%**

11	GRAND BOWMEN BOWLER	Acropolis	£5.99
12	ROCK DANGEROUS 2	Klax	£3.99
13	WROCK/WEAP CONSTRUCTION KIT	GBN	£4.99
14	AMERICAN TAG TEAM WRESTLING	Acropolis	£3.99
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16	ARMY 3	Acropolis	£3.99
17	SPYGLASSES BOOY	CodeMasters	£3.99
18	RAINBOW ISLANDS	Hit Squad	£3.99
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21	MARSHALL DODDY	CodeMasters	£3.99
22	CRUISE TURBO	Klax	£3.99
23	CHAMPIONSHIP 3D SHOOTER	Acropolis	£3.99
24	CAPTAIN DYNASTY	CodeMasters	£3.99
25	MANCHESTER UNITED	GBN	£3.99
26	THE BOX 2	Beam-Atty	£16.99
27	ITALIA '90	Troika	£19.99
28	JACK NICKLAUS GOLF	Hit Squad	£3.99
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30	ARMY HOCK LEGEND BOOY	CodeMasters	£3.99
31	BOOY BOOY THE RANGER	CodeMasters	£3.99
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33	THE PLAY	CodeMasters	£3.99
34	CRYSTAL KINGDOM BOOY	CodeMasters	£3.99
35	POWER SLAMP	Klax	£3.99
36	POWER OFF ROAD	Troika	£3.99
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38	INTERNATIONAL TENNIS	Acropolis	£3.99
39	DREAM TEAM	GBN	£14.99
40	TREYOR BROOKING: WORLD CUP	Klax	£3.99

### THE KEY

GOING UP ▲ GOING DOWN ▼ NEW ENTRY NEW STANDING STILL ▶



I used a special move to get finished in 41 minutes and four months ago, and this month Street Fighter 2 beats all-comers to reclaim the C64 world champ.



Being a devoted night brawler in the Wizard game transferred to computer games from Prince Persia in WordQuest, straight in the Top Ten at number five.



If you are used to go around reading articles belonging to ancient cultures you have to take the rough with the game in the behind-Jant and Rick B.



Steve Davis shows his complete lack of artistic ability. This is a terrific fun one in a £25.00 game. But what's it supposed to be? Apart from pathetic, that is.



Two heads are better than one. Especially if one has been political against the other a few times. Tap a partner while you take a couple of paracetamol.



Street 2 made it to the Top 10. Really impressive as it had only been available for a fraction of the month. Which is what all the way in the top next issue.



It's a game of... er... heads of bats... about 90 league tables per season, plus top tables, and weekly tables (Football Management 3 not out)



The aged Top Operator's chart program is almost as there in the strategy chart on the next page in the game, will be the long enough to make the Top Ten?



Why have we got a pile of...? Can it be the first of which has moved up to 26. We're a season for everything (except why have that not someone).



The probability of all computer games returns to the charts, almost with a bit of it. I would what we don't work out to why they don't see come this time?

ANDY ROBERTS'

# Gamebusters

## TIP TUSKER

**System Shock**  
He's here again, your friend and mine, Richard Becken, this time with a solution for the excellent over-seas. It's a bit like Indiana Jones meets Green Peace being right on and ecologically aware, but it's you that keeps facing extinction every time you play. There's no excuse now for not surviving all the way to the Elephant's Graveyard (unless you go by tube - R).

**Level One - from the start:** L ← A collect CLOCK → L, A collect KNIFE → R → R → R → R collect GUN → R collect BOTTLE → A collect ACID → R → enter cave → U → R → R to get BOOK → L → R → step all around WHITE → R → R → enter door → collect SCULPS → MATCH → then head BOOK → and GUN → MAP → R → L → L → A enter small → A → A → A → A → drop ACID → on stage → R → R → R → R → A → drop ACID → on top of the hole (move out of the way) → U → Level 2 starts.

**Level Two - from the start:** R → collect BRANCH → R → collect KEY → A enter door → L → R → R → collect KEY and push back to open door → A → enter cave → collect POTIONS → D → L → A → enter → R → collect MATCHES and SURVIVAL → turn the light on with MATCH → (you can't see, so) → R → collect DRUG → D → give POTIONS to back doctor (shoot pistol and punch him to get it) → KEY → D → U → L → D → U → D → R → R → R → use KEY and push left → GUN → collect door → enter door → level complete.

**Level Three - from the start:** R → collect MUSKET → R → collect MUSKET → R → R → collect MUSKET → R → collect MUSKET → R → R → R → R → R → R → enter cave → R → use cone to get rid of monkey → R → U → look the left of the pit's wall to release the spider → get BOOK, when the insects have gone → D → R → U → R → collect KOOL (look out for the plants) → L → D → R → collect HAMMER → collect CHISEL → collect WOOD → L → D → L → R → hit coffin to open it → collect KOOL → R → R → put BROWN

## TIP FIRST STRIKE

**Power Peak 20**  
If you fancy going to the status of 'Top Gun', heed this sound advice from Daniel Dyer. I wonder if he's related to Thicky Dyer... um, probably not.

**SEAWORTHY:** For use against all aircraft, particularly the red planes (as it's almost impossible to get them with the cannon).  
**MAVERICK:** For use on tanks, submarines, toy trawlers and missile cruisers, but isn't much better than the cannon of tanks.  
**EXPLOSION:** Handy for use against anything as they are light (allowing you to carry more).

**COBBLE:** For use against all stationary land targets, especially industrial plants. It's a slower shot, but the missiles it generates are accurate and the damage against tanks.

**CANNON:** For tanks and aircraft only. Quite handy when you're low on alternatives. Not much use against jet aircraft.  
**TURBO:** Useful to draw the attention of long-range missiles - drop it on top.

**FUEL TANK:** Not necessary at all, really, as it's not a threat.

**OTHER TIPS:** Avoid helicopters. By firing rockets at clouds, WRECK out missiles and airplanes. If your fuel drops low try to fly to the highest cloud - that way you can climb to reach it without.



Heave, it's out on its back like an *Elephant*, but it does look good, too to the camera.

## TIP SERGIANT SEYMOUR ROBOTCOP

**Celebrations**  
Having trouble bringing those hardened criminals to justice? Is your re-enforced armour as tough as a sardine can? Fear not, here's a handy cheat to make life much, much easier. On the title screen, type in STEGHTHESLUG (without any spaces). The border will change colour and you should now have infinite lives to play with, as well as the handy ability to jump to the next level by tapping F7. And remember... May out of trouble.

We've got tips. We've got POKES. We've got listings. Let's face it, when it comes to cracking C64 games we've got the lot, and loads more of it than any other magazine.

## REGULARS TIP DIP 15

The best of the tips, cheats and POKES that you'll have seen in the month.

**FRAMERUSTERS 26**  
They might cost less, but they're no less hassle to get through. Some handy advice on how to bust these budget games.

**SAM'S CORNER 33**  
Where to turn in your hour of need. We sort out your specific problems.

**MAPS AND SOLUTIONS STUNTMAN SEYMOUR 16**  
Lights, camera, action. The second part of our complete Seymour solutions.

**LETHAL WEAPON 18**  
The secret of success part one.

**DALEK ATTACK 20**  
The Paks and New York levels mapped.

**WILD WEST SEYMOUR 24**  
Yeah, Paks are cool. More Seymour secrets than a Mosin side arm.

## OTHER GAMES BUSTED THIS ISH...

MLL	20
Wings and Man	20
Star Wars	20
Star Squad	20
Centaur	20
Dragon Spirit	20
Pred Strike	15
Powerman	20
Hudson Hawk	20
Jack Boy Football	20
Wing Wars	20
Wings	20
Polymorph	20
Old Hero	20
Warrior	20
Infantry	20
Sergeant Seymour Robotcop	15
Blaze	20
Sammy Sams Machine	20
Tusker	1000
Tusker Blinky	20



There's no way my tanks are coming up on plane tops.

# STUNTMAN

Andy Roberts whips out his megaphone and directs Seymour to the climactic finale of his movie career. And why not?

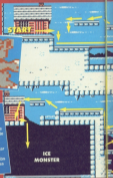
## LEVEL 3- JAMES EOND SNOW SCENE

**FROM THE START:** go right • drop down • kill both skiers • right • jump up and right • jump up and left • kill penguin • left • kill skier • drop down • right • drop down (hold right) • kill penguin • right • shoot skier • jump up and right • kill penguin • jump up and left • up • get diamond • kill skier • right • drop down • kill penguin • up and right • kill penguin • up and left • up • shoot skier • jump right • kill penguin and skier • right • drop down (hold right) • jump left • jump left • bomb skier and penguin • jump left • kill penguin and skier • jump up and kill skier • right • drop down (hold right) • kill both penguins and the skier • jump up and bomb penguin • go left on moving log • jump up and left • get diamond • up • kill penguin • drop down • go left on moving log • up • bomb skier • up • kill penguin • up and left • kill both pen-

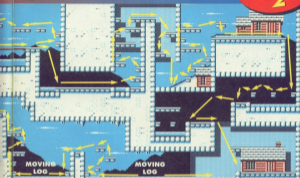
guins • left • kill penguin • jump up and left • drop down and collect diamond • drop down • get the contract then prepare to meet the end-of-level bad guy.

### BOSS #3 THE ICE MONSTER

This battle is marginally more difficult to kill than the other bosses in the game, as there are two steady streams of water on either side of the screen (which, didn't I give you Seymour's mark never to swim). This 100-stroke creature bounces around in a circular pattern to Captain Beverly, but spends most of his time on the ground. Use bombs (it's supposed to be fatal bullets) to kill him as he takes a hit count of 100.



## SEYMOUR

PART  
2LEVEL 4 - CHICAGO  
GANGSTERS

**FROM THE START:** Go left • jump on to ladder • up • kill gangster • left • kill gangster • drop down • kill cop • collect dollar bill • up ladder • jump left over gap • kill cop • left • drop down • get dollar bill • right • up ladder • shoot gangster opposite • jump left • up • bomb cop • up • jump right • kill mouse • up ladder • kill gangster • bomb bird • kill gang-

ster opposite • jump left • up the ladder • bomb the bird • up • bomb the cop • jump right • get the dollar bill • up right • shoot the gangster • right • go right on the moving platform • shoot the cop • get the dollar bill • left • drop down to the level below • shoot gangster • get dollar bill • right • drop down to the level below • left • kill both gangsters • up and right • up the ladder • bomb the cop to the right •

jump right on to the

platform • jump right • up • kill the mouse • get the dollar bill • bomb the cop below • drop down • drop down (and hold right) • jump left • kill the gangster • get the dollar bill • drop down • get the comb • and then you're almost finished the game except for one final encounter with danger. It's time to meet that ultimate end-of-level bad guy...

BOSS #4 - CECIL  
THE MANAGER

As is the way of things in computer game land his final end-of-level bad boss is the hardest to kill, mainly because it takes a massive 100 hits to kill him. He moves around like the Big Red One, but drops dynamite at an alarming rate. The best tactic is to stay roughly in the center of the screen, only moving left or right when that's about to land on your head. Save up as many bombs as possible for this encounter, as it takes an age to kill him using normal bullets. And that's a wrap!



CONAN THE FORMAT May 1993



# LETHAL

## PART 1

# THE SOLUTION

### LEVEL 1.1 LA. DOCKSIDE

**FROM THE START:** Collect the FIREPOWER → jump up and shoot the bomber → go up the ladder → collect the ENERGY → up the east ladder → shoot the terrorist and the ring → go right → shoot the ring → collect EVIDENCE → drop down → shoot the bazooka bloke → collect EVIDENCE → drop down → collect the ENERGY → shoot both terrorists → go right → get on the moving platform and go right → collect the FIREPOWER → shoot the bazooka bloke → go right → shoot the ring and the terrorist → jump up and shoot the bazooka bloke.

Get on moving platform and go right → shoot the bazooka bloke → shoot the ring → shoot the terrorist → go right → shoot the ring and the terrorist → up the ladder → shoot the terrorist to the right → shoot the terrorist and the bazooka bloke to the left → collect EVIDENCE → go right → shoot the ring → go right → shoot the ring and the terrorist → go back to the left → collect AMMO → drop left off the platform and push up to get to the light rope.

Go left → shoot the terrorist → jump up and shoot the bomber → shoot the terrorist → go right → back across the light-rope → drop off at the right-hand side → go right → get FIREPOWER → get on moving platform and head right → go right to confront the first Boss Wile.

To defeat him, stay at the far left and shoot repeatedly, he'll occasionally throw a ball, but this is easily avoided. When he's dead, run right and push up in front of the EAST door to complete the level.

### LEVEL 1.2 THE CARGO SHIP

**FROM THE START:** Get on the platform and go right → jump right on to the next platform (where you're to do so) and go right → jump right on to next platform and head

#### KEY

F Firepower

E Energy  
\* Secret Room (Disk only)

A Ammo  
M Magnifyin (Evidence)



right → shoot the people (bag) → collect AMMO → get on the next moving platform and go right → jump off and shoot the knife-thrower → collect ENERGY → jump up and shoot the knife-thrower → up the ladder → first shoot the knife-thrower and then the terrorist.

Go left → collect EVIDENCE → go left → shoot the terrorist → collect FIREPOWER → go left → shoot the knife-thrower → go left → collect AMMO → up the ladder → shoot the

terrorist to the left → go left → get ENERGY → shoot the terrorist → go left → shoot the terrorist → go left → collect AMMO → go right → up the ladder → collect ENERGY → shoot the terrorist and the ring → go right → shoot the ring → go right → shoot the purple thug → go right → shoot the ring → go back to the left → collect AMMO.

Shoot the terrorist → go left → get ENERGY → go left over the gap → shoot the



# WEAPON

Five different missions and ten separate levels make this one of the biggest (and hardest) games to surface in a long time. Fear not, citizens, Lieutenant Andy Roberts is here to save the day. You have the right to a solution...



terrestrial • go left • shoot the terrorist • collect AMMO • go right • drop down gap • collect EVIDENCE • drop down • go right to the ladder • drop down • go right • collect FIREPOWER • shoot the ninja • go right • shoot the knife-thrower • up the ladder • get AMMO • shoot the ninja and the terrorist • go right • shoot the terrorist • go right • shoot the terrorist • go right • collect FIREPOWER

Go right over the gap • shoot the ninja

• go right • shoot the ninja • go right up to wall • shoot the purple thug • go back to the left • drop down the gap • collect FIREPOWER • shoot the purple thug • drop down • shoot the purple thug • drop down • collect EVIDENCE • shoot the thug to the right • shoot the thug and the terrorist to the left • go left • shoot terrorist • collect FIREPOWER • go right • collect AMMO • go right • shoot the terrorist • collect FIREPOWER • go right • shoot the thug • go

right • shoot the ninja • up the ladder • collect AMMO and push up in front of the EXIT door to complete the level.

## NEXT MONTH

Fuse is next month to the sequel when we split the levels on level two and dash the dot on level three. You'll be utterly bonkers to miss it, mate.

## DALEK ATTACK

There's a power-up for your sonic screwdriver here. Get to it by jumping up some double-height walls.



## PARIS

DOOR A



DOOR B

START HERE

DOOR B



There's not a heavy weapons Dalek.

DOOR C



There's not a heavy weapons Dalek.

DOOR E



There's heavy weapons Dalek and a sonic screwdriver power-up.

There's not a Dalek Robot.

There's not a Dalek Robot.

## NEW YORK

DOOR 4



DOOR 5



DOOR 5



There's not a Dalek Robot.

There's not a Dalek Robot.

Just you, family and Dalek. Don't go in to keep the company.

There's not a Dalek Robot.

There's not a Dalek Robot.

START HERE

DOOR 1



DOOR 2



DOOR 1



Shoot this a few times.

Two sonic screwdriver power-ups and two robots.

# PART 2

Having defeated the dastardly dustbins in London, the Doctor now has to face the Daleks in Paris and New York. To help you help him, Dave has put together some street maps that are much more useful than any old A to Z.

These steps appear when you jump on them.

Go in here then keep going through the doors until you come to a passage.

Steal a Batarang and a Batarang.



When you've received all eight of the batarangs go through this rather innocuous-looking door and you'll find yourself facing the multi-level guardian.



Stealing gives a handy bonus.



Two batarangs.

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**We're not pricist. Just because a game's cheap doesn't mean we don't think it's worthy of being busted. Right-on Roger maintains CF's strong stance on expense equality.**

## BANGERS AND MASH

**Alternative**  
**Price:** This isn't a bad thing for as many messages as you can get, or even an unlimited supply of creature graphics (name = Dave). Instead, type in and PLIN it for, would you believe, infinite lives. Smash!guy

- 1. IBM SPANISH & MASH GREAT BY IBM
- 2. FOR 30273 TO 3028880 Y104V1Y1000  
\$1,999/1
- 3. CP 000861 0880 0880Y 0880  
\$999/1,000
- 3. PORE 137, 138,000 070
- 4. SPS 000,000,045,149,151,149,019,010
- 5. SPS 149,000,143,000,001,076,147,000
- 6. SPS 036,010,000,000,032,000,100,070
- 7. SPS 142,000,045,141,021,000,070



## 1943

**48 Commodore**

Getting some fix in the earnings-oddly account to 1943? But nothing to do with 1943? For infinite lives and time on this rather shockingly arcade conversion (you're not a fan of the game, then, Andy? - Ed, type in the following listing (which works on the original full-price version too).

- 1. IBM 3043 0880 BY IBM
- 1. FOR 30428 TO 3048880 Y104V1Y1000  
\$1,999/1
- 3. CP 04447 0880 0880Y 0880,0880Y/1000
- 3. PORE 197,120,000 031
- 4. SPS 097,090,090,032,090,241,149,007
- 5. SPS 141,000,000,149,000,141,249,000
- 6. SPS 076,024,000,149,000,141,000,000
- 7. SPS 069,000,141,000,000,074,000,000
- 8. SPS 149,090,141,141,149,141,141,149
- 9. SPS 076,000,030

## THE MULTITACK

### DATALINES RETURN!

Yes, it's a further installment in the long-running Multitack saga. These datelines will only work with the main Multitack listing, featured in CP05, CP06, CP08, and CP09. So there. (Please! Can't I enter you in each issue? Turn to page 48 for details. -Steve)

#### QED TANKBUSTER (infinite lives)

- 10. SPS 149,149,041,030,127,000,-1

#### FRANKENSTEIN (infinite lives & time)

- 10. SPS 149,071,140,241,000,141,000,000
- 21. SPS 140,120,130,000,-1

#### TITANIC BURNY (infinite lives)

- 10. SPS 149,071,140,120,032,000,-1

#### BLUE BAYON (infinite lives, fuel, & time)

- 10. SPS 149,071,140,241,000,141,000,000
- 21. SPS 149,000,140,141,000,000,-1

#### RICK BOO VIGILANTE (infinite energy)

- 10. SPS 149,000,141,000,150,000,-1

#### BOO GOBARD (infinite lives & time)

- 10. SPS 149,173,141,049,112,141,000,000
- 21. SPS 000,-1

## POWER PACK

### REBOUNDER

What a revelation this is. Not only can you select infinite lives, there's also "stop falling" option to stop your prehistoric ball disappearing down the great pit.

- 1. IBM SPANISH GREAT BY IBM
- 1. FOR 30428 TO 3048880 Y104V1Y1000  
\$1,999/1
- 3. CP 04447 0880 0880Y 0880,0880Y/1000
- 3. PORE 197,120,000 031
- 4. SPS 097,090,032,090,241,149,007
- 5. SPS 141,000,000,149,000,141,249,000
- 6. SPS 076,024,000,149,000,141,000,000
- 7. SPS 069,000,141,000,000,074,000,000
- 8. SPS 149,090,141,141,149,141,141,149
- 9. SPS 076,000,030

### DAEDALUS

Fancy infinite lives to mess around with on this excellent SEBUCK hang? Not? Well you're going to get them anyway, and be thankful for it. Just type in this listing. SEBUCK is then SEBUK and set up all your games. There are good COO-less lists in the gazette of Mirror Express who would be grateful for a listing like this.

- 1. IBM SPANISH GREAT BY IBM
- 1. FOR 30428 TO 3048880 Y104V1Y1000  
\$1,999/1
- 3. CP 04447 0880 0880Y 0880,0880Y/1000
- 3. PORE 197,120,000 031
- 4. SPS 097,090,032,090,241,149,007
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- 6. SPS 076,024,000,149,000,141,000,000
- 7. SPS 069,000,141,000,000,074,000,000
- 8. SPS 149,090,141,141,149,141,141,149
- 9. SPS 076,000,030

### SLAYER

Aight this game is just TOO difficult. In fact, I wouldn't believe you if you reported to typing in this listing for infinite lives and/or invulnerability.

- 1. IBM SPANISH GREAT BY IBM
- 1. FOR 30428 TO 3048880 Y104V1Y1000  
\$1,999/1
- 3. CP 04447 0880 0880Y 0880,0880Y/1000
- 3. PORE 197,120,000 031
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- 5. SPS 141,000,000,149,000,141,249,000
- 6. SPS 076,024,000,149,000,141,000,000
- 7. SPS 069,000,141,000,000,074,000,000
- 8. SPS 149,090,141,141,149,141,141,149
- 9. SPS 076,000,030



## DRAGON

### SPIRIT

**IBM**

Quite a decent title about "set-up this one, even though some of the graphics take on in the game obscure the action. So if you want to fix the balance back in your favour this is the infinite lives (PORE) you've been waiting for. Hope the spirit.

- 1. IBM SPANISH GREAT BY IBM
- 1. FOR 30428 TO 3048880 Y104V1Y1000  
\$1,999/1
- 3. CP 04447 0880 0880Y 0880,0880Y/1000
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- 7. SPS 069,000,141,000,000,074,000,000
- 8. SPS 149,090,141,141,149,141,141,149
- 9. SPS 076,000,030

# WILD WEST

As one movie escapade ends\*, another begins, and this time Seymour is up against the detestable El Bandito. Andy Roberts gets off his horse and brings you the first part of this mighty solution... Giddyup, Rawhide!

## PART 1

### LEVEL 1

**FROM THE START:** Jump LEFT/RIGHT to leave the start screen and read it • get the threatening note and read it • drop note • RIGHT • enter Codes! HQ • get remote control • talk to Clara • RIGHT • RIGHT • drop remote control • examine plane • get batteries • examine safe • get scrap of paper • get microphone • LEFT • LEFT • LEFT to loose HQ • LEFT • LEFT • drop scrap of paper • enter bus (stand in front of radio) • drop microphone on a seat • talk to Pete • get batteries in the

cannon • leave bus by top-left window • fly

way, this next bit takes a little practice: jump RIGHT on to road • jump RIGHT off-screen on to next tree • jump RIGHT on to cloud • jump RIGHT off screen on to roof • RIGHT • jump RIGHT on to shed roof • get clipboard • drop-down • enter shed • get plunger • leave shed • LEFT • drop clipboard • enter Codes! HQ • RIGHT • go up in lift • LEFT • enter darkroom • hit switch • drop plunger in sink • get film to load camera (you may have to juggle your inventory, now) • get spotlight • get ignition key • leave darkroom • go RIGHT • go down in lift • LEFT • LEFT to leave HQ • LEFT • LEFT • enter bus • give camera to Pete • drop spotlight on a seat • stand on driver's seat and use ignition key • leave bus • get scrap of paper • give paper to GAMB. GAMB • get stunning

### FAVE WESTERNS

Clara's job interview has made westerns trendy again, but the members of the CP crew have always been suckers for cowboys and Indians-type entertainment.

- Treat a love to the classic Red River
- Our pickers for epic *Once Upon A Time In The West*—great music.
- Give kudos: *The Wild Bunch*, "Buckskin is one of the most violent!"
- Use their anything with John Wayne in, but especially *The Shootist*.
- Making *Madame* is more Dave's cup of tea, or should that be plate of beans?

beginning RIGHT •

RIGHT • enter HQ • give bagpipe to Clara • RIGHT • LEFT • talk to Clara • get script • LEFT to loose the Codes! HQ • get clipboard • LEFT • LEFT • enter bus • finally drop the script and the clipboard on the seats to complete the level.



# AT SEYMOUR

## LEVEL 2

**FROM THE START:** Jump LEFT/RIGHT to leave the start screen • LEFT • LEFT • LEFT • get levers • RIGHT • RIGHT • enter store • talk to GARY (stand in front of door) • take levers on pile of rubbish • get rail ticket • talk to Dan • get rail card • get dollar • LEFT to leave store • LEFT • LEFT • enter office • drop ticket • drop rail card • use rail-

car in photo booth • wait for the flash • LEFT to leave office • enter office • enter office again and talk to SAM • he'll tell you that the photo booth is temperamental • go LEFT to leave the office • RIGHT •

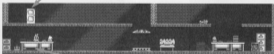
RIGHT • enter store • get levers • use levers on pile of rubbish • talk to Dan • get dollar • LEFT to leave store • LEFT • LEFT • enter office • use dollar in photo booth • wait for the flash • LEFT to leave office • enter office again and talk to Sam to get passport photograph (don't pick it up yet) • leave office • RIGHT • RIGHT • enter store

• get on top ledge and go LEFT - you should now be on the roof • Jump LEFT on to next roof • LEFT • LEFT • jump LEFT on to office roof • jump on to pole and get the silver key • RIGHT • jump on to top-left platform • jump UP RIGHT into screen above • RIGHT • jump on to store roof • RIGHT • jump RIGHT on to tree • jump LEFT into cloud • LEFT • jump LEFT on to next cloud • jump LEFT

on to stack tower • LEFT • use silver key on stack twice (it will snap off) • LEFT • drop down and enter office • get ticket • get rail card • get passport photograph • leave office • LEFT • talk to guard • jump on to back of train and press fire to complete the level. *Phew!*

## NEXT MONTH

Can Seymour catch El Barilla and bring him to justice? Will he ever get to Catewenget? Well it's up to you, but if you join us next month you'll find out how to make the task so much simpler.



# SAMURAI'S CORNER

Agony uncle Andy sorts out all your problems (as long as they don't involve spots or leaky sumps).



## PITFIGHTER

Commodore 64 Superd

Pitfighting, that noble art form in which fictional characters battle against each other in a series of staggering stunts (are you feeling alright, Andy?) — Oh, Ahem, any way, Matthew Edmondson, © Taylor, Peter Webster, Lee Bennett, © Taylor, Adam Kirby and Matthew Edmondson all agree it's desirable for a Pitfighter cheat of some sort. So if you're in the same boat without a pocket, type in the following listing and BOOM! In infinite credits.

1. **POK 34228 TO 300 88880 TROCKY-POE 2,17,000**
2. **IF YOU'RE NOT POE "DICK" FROM POE**
3. **POE 307,338 070 549**
4. **POE 311,344,381,395,349,353,357,411,426**
5. **POE 303,339,355,360,363,367,371,375,379**
6. **POE 311,389,393,397,399,401,441,457**
7. **POE 319,449,463,467,469,471,495,501**
8. **POE 319,549,563,567,569,571,595,601**
9. **POE 309,570,574,577,581,585,589,593,622**
10. **POE 309,599,591,641,645,599,583,593**
11. **POE 309,599,444,448,452,593,593,594**

## SUPER SPACE INVADERS

Commodore 64 Superd

There's another 6449-10-100 cheat ready, this time requested by © Powers and Mike Soudan. Simply type **PROKATEPULOT** (without a space) on the main title screen for infinite lives. Try typing it a few times, as this cheat can be a little temperamental. Alternatively, Action Replay owners might like to try these POKEs for infinite lives and credits:

1. **POKE 58381, 373**
2. **POKE 58384, 373**
3. **POKE 32083, 189**
4. **POKE 66425, 189**



## NINJA WARRIORS

Virgin Trends

This isn't the latest Ninja game around, but Nicholas Deery, Alan Tomlinson, Neil Woodhouse, Gary Roberts and Andrew Johns have discovered. For 60 more, for here is a fun-releasing listing: **POKE** for infinite lives.

1. **POK 32049 888880 0000 0 000**
2. **POK 34228 TO 300 88880 TROCKY-POE 2,17,000**
3. **IF YOU'RE NOT POE "DICK" FROM POE 000**
4. **POKE 307,338 070 549**
5. **POKE 311,344,381,395,349,353,357,411,426,000**
6. **POKE 303,339,355,360,363,367,371,375,379,000,000**
7. **POKE 319,449,463,467,469,471,495,501,000**

## RAINBOW ISLANDS (POKE)

Ocean

If you own the disk version of this rummy classic, the Chris Sharpe, then the listing in **POKE** wouldn't have been much use to you. Instead, you might like to try this: type **LOOYLOOY 0**, or followed by letters, Chris that has looked (and the name misspelled), and/or any of these **POKEs**.

1. **POKE 34228 TO 300 88880 TROCKY-POE 2,17,000** — to start the game.
2. **POKE 34228 TO 300 88880 TROCKY-POE 2,17,000** — infinite lives
3. **POKE 48888, 370**
4. **POKE 48827, 370**
5. **POKE 48822, 370** — infinite credits

## TUSKER

System Software

Luke Kingdon, © Gullitex, Bruce Parkinson, Paves and Pops, © Gullitex, Alan Tomlinson, Mark Johnson, © Cairns, Joak Stenborg and Alex Johnston are just a few of the people stuck on this ecologically sound arcade adventure, as if the solution in Tip-Tip (page 10) isn't enough, here's a listing for infinite lives as well.

1. **POK 34228 0000 0 0 000**
2. **POK 34228 TO 300 88880 TROCKY-POE 2,17,000**
3. **IF YOU'RE NOT POE "DICK" FROM POE 000**
4. **POKE 307,338 070 549**
5. **POKE 311,344,381,395,349,353,357,411,426,000**
6. **POKE 303,339,355,360,363,367,371,375,379,000,000**
7. **POKE 319,449,463,467,469,471,495,501,000**
8. **POKE 309,570,574,577,581,585,589,593,622,000**
9. **POKE 309,599,591,641,645,599,583,593,000**
10. **POKE 309,599,444,448,452,593,593,594,000**

11. **POKE 347,389,396,341,690,691,349,692**
12. **POKE 347,621,631,696,694,341,621,630**
13. **POKE 333,339,331,333,340,340,340,000**
14. **POKE 311,331,301,339,950,311,260,000**
15. **POKE 336,396,339,950,311,216,260,340**
16. **POKE 300,318,315,339,950,300,300,000**
17. **POKE 307,380,340,330,340,390,300,340**
18. **POKE 300,342,393,333,390,390,390,334**
19. **POKE 300,360,371,373,390,330,391,391**
20. **POKE 348,637,373,300,336,331,394,340**
21. **POKE 309,343,339,374,308,000,341,300**
22. **POKE 334,340,000,341,001,344,306,374**
23. **POKE 330**

## HUDSON HAWK

Commodore 64 Superd

Troyce and Treacy Holmes, Superman Wrote and Wayne Lushman are all having a cheery problem. So, on the title screen, follow it up to the high score table, push the joystick UP, DOWN, LEFT, RIGHT and then RIGHT, LEFT, DOWN and UP. The screen will flash to indicate that the cheat is active — infinite fuel!



## PYJAMARAMA

Micro Gen

There's nothing like stamping on the house in your 'benny-pants' (well it takes all sorts, I suppose — ah, but you might lose the odd life or two, it like John Robinson, you'd like a little assistance with this classic, here's an infinite lives listing that cuts the mustard.

1. **POKE 34228 TO 300 88880 TROCKY-POE 2,17,000**
2. **IF YOU'RE NOT POE "DICK" FROM POE 000**
3. **POKE 307,338 070 549**
4. **POKE 311,344,381,395,349,353,357,411,426,000**
5. **POKE 303,339,355,360,363,367,371,375,379,000,000**
6. **POKE 319,449,463,467,469,471,495,501,000**

## SIX STEPS TO ULTIMATE JOY

1. Get hold of a good card or calculator worksheet.
2. Get down the game(s) you're stuck on (including the publisher).
3. Specify the type of cheat you'd prefer.
4. Include your name & address.
5. Stick a stamp on the front and post it to Samurais' Corner, Commodore Format, 28 Manswood Street, Bath, Avon BA4 2PR.
6. Read CP (but not in the title) — 66.



# SLAYER

## ESSENTIAL TIPS

Shoot-'em-ups don't come much trickier than this tricky blighter, as loads of you discovered when we stuck it on Power Pack 31. Andy Roberts clammers into his laser-armed spaceship and rockets into the void...

### GUARDIAN 1

**Q** Like an easy opponent to deal with, if you leave the 'safe' areas. Stay in the centre of the screen at first, moving to the top-left when you can avoid the bullets. Destroy the gun at the top - the one firing the green, snappy bullets - then move carefully down to the bottom-left and destroy the other green bullet-firing gun (both take about 10 hits). Move back up the screen and destroy the top laser. This also takes 10 hits. Stay at the far left, moving into position to shoot at the laser between its shots. Repeat this process for the lower laser. Finally, move to the middle far left of the screen and shoot the red gun 10 times. Once that's destroyed keep firing to obliterate the brain-vesicle centre.



Did you know that the final over-the-level guardian was in fact a Phoenix? And there are more fascinating about-'em-up facts in our special feature starting on page 48.

### GUARDIAN 2



Level Two's guardian likes to look tough, but can take a mean one with very precise button-down to head that seriously!

**T**he action's really hotting up now. Although there are fewer things to shoot, there are more bullets flying about, so keep your wits about you at all times. Stay just above the dragon's head and shoot the gun turret 10 times to destroy it. You may have to move left to dodge the bullets. Next move down and stay at the far left of the screen - this will give you much more room to manoeuvre. Shoot the top-most... er... thing on the dragon's neck, then move down slightly and finish off the lower one (they both take 10 hits to destroy). Once that's done, stay at the left of the screen and fire directly into the dragon's mouth 20 times to obliterate it.

### GUARDIAN 3

**A**s you'd expect, this 'frog from hell' is a tough blighter to deal with... Good thing you can't die anyway and, even if they're not, keeping a cool head is essential. Stay at the left of the screen and destroy the electrical device with 10 well-placed hits. Now move down into the gap at the bottom of the screen and shoot the small green obnoxious thing (this takes 11 shots).

The gun at the top of the screen is the real target for termination, but be warned: it is very, very difficult to destroy. Stay at the far left, and score 20000 whenever it fires a bullet. Move up and you'll probably get a missile in the face. It takes 11 hits to destroy, but it's best to attack it in batches of bursts of two or three, so stay in and fire pattern. Finally, move down and shoot the frog head-on 14 times to finish the level and the game.

Oh, er... if the Lord Of The Game level, watch out for that photocopically-enlarged garden frog.



### GENERAL TIPS

- Shoot the red gun turret as soon as they appear - they can spell disaster.
- The 'snake' things follow set patterns, so find the centre of their movement circle and stay there.
- The large triangular ships on level one are indestructible, so the only thing you can do is keep out of their way.
- Level two features wide falling stations. To get past them stay at the left of the screen and wait for them to drop.

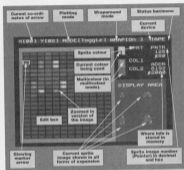
### A PIECE OF THE ACTION

Get an Action Replay? Want infinite lives? Then try 0844 3033 1034. 289



# THE FROST REPORT

The complete instructions for the greatest sprite editor the world has ever known (honest guy). Jason Finch (who co-wrote it, clever chap) is your guide on this tour round its functions.



**S**o what is a sprite designer? Well, it's a tool that allows you to draw animated sprites and then save them out for use in your own games. FROST has been designed so that it's easy to use and yet still the most powerful sprite designer available today. Effectively it's an art package that lets you work within the programming constraints, placed on sprites - without you noticing! All you have to do is draw and save. Then the DATA is ready and able to be pulled into your own programs. And it's at the moment you don't know how to use sprites in your own programs (GWT FROST!) Over the next two months, FROST's other programmer, Boris, will be taking time out to explain all about sprites, when they are, how they work and how to use them. So play along with FROST this month (For some extra help check out page 7 for a detailed simple tutorial) and you'll be amazed how easy it is to draw and create your own animated graphics. Then next month you'll have a full library of sprites to use with our spiffy tutorial.

But for starters we'll give you a run-down on all the options on offer in FROST's menu:

## MENU: PROJECT

**OPTIONS:** Replaces short cut

- Load (L)
- Save (B)
- Make DATA (D)
- Device
- Version
- Quit (Q)

**Load:** Enter a name and a number. This loads saved sprite images with the first one of the requested pointer number (zero based, without bothering with technical stuff like allocation).

**Save:** Enter name and start/end sprite image DATA; Creates file data values for each sprite image, and is used when you want to incorporate your sprites into another program (more on this next month). Warning: This process may overwrite sprite images if the Basic program created (or loaded) is in any form.

**Device:** Select TAPEDRINK device B0456 device 3 for loading and saving.

**Version:** Same info as FROST.

**Quit:** Return to Basic (Oh, I think you mean Boris - Jeez).

## IMPORTANT BITS

- **POINTER VALUES (point):** Used to identify a sprite image, it describes both the sprites position in memory and position within an animation sequence (Frame number). The values can be from 128 to 255 inclusive.
- **RE-PRESSED:** only work when the arrow is over the 'TOP' box.
- **TO SELECT A MENU:** move pointer over it using the joystick or cursor on the keyboard and then select it by pressing either FIRE or RETURN.
- **TO SELECT A MENU OPTION:** move the arrow down the list until it's over the desired option and then highlight your choice by pressing either FIRE or RETURN.
- **TO CANCEL A MENU:** point at any where not on the menu itself and then press FIRE or RETURN.
- **LOW PITCHED KEYS:** mean, 'noisy'.
- Some options are available in multicolour mode only.
- The four display area sprites can be loaded together to form a block.
- When you put a dot by pressing FIRE or RETURN, what happens depends on the pixel MODE (see F1) to change the mode, if you are in:
  - **BIT:** this positions a square CLEAR: this clears the square TOGGLE: if the square is set, this clears it and vice versa
  - **SPRTE:** cycles through Background colour to Sprite colour to Multicolour 1 to Multicolour 2.
  - **LINE:** does to a whole line what is specified by the pixel mode (ie it will either auto-wrap/toggle or type the colours to 255 2555 255).

## MENU: OPTIONS

**OPTIONS:** Replaces

- Wrap (W)
- Grid (G)
- Set (F)
- Clear (F1)
- Toggle (F1)
- Cycle (F1)
- INRES (F3)
- Multi (F3)
- Convert (C)
- Sprite (SPR 1)
- Col 1 (SPR 2)
- Col 2 (SPR 3)
- Col 3 (SPR 4)
- Redraw (SPR 4)

Wrap: Toggles wrap on/off

Grid: Toggles grid on/off

Set/Clear/Toggle/Cycle: This selects the painting mode. 'Cycle' is only available in multicolour mode.

INRES/Multi: Selects High resolution or multi-colour mode.

Convert: Converts sprite image from multi-RES and switches mode. In multicolour mode, the part of the image in the currently selected colour is used.



Options. By drag a sprite design menu, by night a forest chunky detail



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**Sprite/Cat 1/Cat 2/Red:** Changes colouring colour. 'Cat 1' and 'Cat 2' are only available in multicolour mode.

## MENU: EDIT



**OPTIONS:** Keypress short cut

Mirror (M)   
 Scroll (Shift UO/L)   
 Invert (I)   
 Line (Y)   
 Wrap (W)   
 Rotate (R)   
 Delete (Del)   
 Insert (Ins)   
 PageUp (U)   
 PageDn (D)   
 PageUp (UP ARROW)   
 PageDn (DN ARROW)

**Mirror:** Press line and push up/down or left/right to mirror sprite image. Release line and repeat if desired.

**Scroll:** Shifts (Scrolls) sprite image in direction indicated. You control it in the same way as Mirror. Bits of the image disappear off edges of box if wrap set off.

**Invert:** Inverts the image - try it and see!

**Line:** Controlled in the same way as Scroll, it puts lines in the direction indicated. This only works only if the CTRL. was used to get the menu up.

**Wrap:** Clears the sprite image completely.

**Rotate:** Rotates the image 90 degrees anticlockwise. It does it 'intelligently' if in multicolour mode (i.e. it tries to keep the definition as near to the original as possible).

**Delete:** If Wrap is on, this sets the current line of image to the left. If it's off, works like 'Delete' on the keyboard but keeps marker in same place. Not available as a menu option here!   
**Insert:** If Wrap is on, this sets current line of the image to the right. If it is off it works like 'Insert' on the keyboard. Not available as a menu option.

**Page Up/Down:** Changes all occurrences of first colour to second colour and vice versa. Works only in multicolour mode. 0 = Sprite colour, 1/2 = Multicolours 1 and 2 respectively.

## MENU: SPRITE

**OPTIONS:** Keypress short cut

Next (N)   
 Previous (P)   
 First (F)   
 Copy (C)   
 Merge (M)   
 Trade (T)   
 Undo (U)   
 Refresh (SPACE ARROW)

**Next:** Moves to next sprite image in memory. After 255 it goes back to number 128.

**Previous:** Moves to previous sprite image in memory. After 128 it goes to number 255.



**First:** Moves to the sprite image number that you type. Press RETURN to cancel or don't enter a number.

**Copy:** Gets sprite image with the number you type and copies its definition to the current sprite image.

**Merge:** Merges sprite image of the number you type with the current sprite image. In multicolour mode the current image is given priority.

**Trade:** Switches the images of the sprite with the number given with the current image.

**Undo:** This can 'Undo' the last major change. Cancel and after you get a bit or two something really major like a 'Load'. Not available as a menu option.

**Refresh:** Refreshes the current sprite image in the condition it looked like before you messed with it all. VERY USEFUL!

## MENU: SPECIAL



**OPTIONS:** Keypress short cut

Name (N)   
 Canvas (C)   
 Initial (I)   
 SelectA (S)   
 SelectB (S)   
 SelectC (S)   
 Animate (A)

**Name:** Makes all the sprites in the display area the same.

**Canvas:** Makes sprites in display area from consecutive sprite images in memory.

**Initial:** Puts display area sprites back to their original form.

**SelectA/B/C:** Brings up another menu that lets you manipulate the display area sprites.

**Animate:** Only available when you're in 'Same mode' - lets cycles through images to see how they animate.

## KEYBOARD COMMANDS

**Control keys:** move box or some pointer

**RETURN:** this manipulates the

squarified option

toggle editing/menus

select post mode Clear

select sprite colour\*

select multicolour 1\*

select multicolour 2\*

change sprite colour

change multicolour 1\*

change multicolour 2\*

change background colour

change 'hat box' border colour

select printing mode

select HREF/multicolour

initialise display area sprites

select display area sprite format

move to next sprite image

move to previous sprite image

copy sprite image to here

create BASIC data statements

move to specified sprite image

toggle 'On' switch

plot horizontal line

insert sprite image

load sprite image

merge sprite image with the one the same as +, display next sprite image

cancel the sprite image actions HREF

same as -, display previous sprite image

Get PRCST

rotate image 90 degrees anticlockwise

save sprite images

trade this sprite image with another

undo last major change

plot vertical line

toggle 'Wrap' switch

mirror image left to right

mirror image top to bottom

shift image down

shift image left

shift image right

shift image up

save sprite image

insert sequential line right

delete sequential line left

no occurrences of sprite colours and multicolour 1\* and 2\*

\* Only works in multicolour mode!

no occurrences of sprite colours and multicolour 2\*

Restores the current sprite image to the condition it looked like before you messed with it all.

\* Only works in multicolour mode!

## BUG HUNT

When you first use PRCST you may find that it sometimes errors (is generated when you exit. This should only happen after you have created DATA and is due to the fact that the Basic Interpreter will think it's running the original program that selected up PRCST when, in fact, you have replaced it with a load of DATA statements. Don't let it alarm you! If you are at all worried about this just make sure you sign out of PRCST and then jump back into it with the 'on' switch command before you create DATA. In that way the computer doesn't return to halfway through a Basic line that doesn't exist anymore.

## NEXT MONTH

Make sure you check our brilliant two-part sprites feature for all the information you could want on how to use the sprites you've designed in PRCST. It'll be posted to the home buffers with all the info you'll need, and all in that clearly-explained Commodore-Formatted way. Make sure you don't miss out.

# BIG MAC, FREEBIES TO GO!

WIN A COPY OF  
MCDONALDLAND!

## MCDONALDLAND: THE REVIEW

What the Press (namely us) had to say about Virgin's latest giggle!

- "...There's a massive range of game-type dips..."
- "...It has an extra-large helping of worlds and maps..."
- "...The gameplay shake gets thicker and tastier world by world..."
- "...The McDonaldland gaming burger is a satisfying experience..."
- "...L-o-l R-e-R-a-D-o-D-e-R-a-D-o-l-l-e-d-e called out..."

**L**ast month McDonaldland took CP by storm, grabbing both the cover and the star review spotlight. Now Virgin Games, the folk who are spotlighting it, want their moment of glory – and so they should. So we get together with them and dished up a spiffy little compo site.

What we want to do is give you a copy of McDonaldland, but to make sure that you're the right person we've prepared a few questions. So sort out the Crazy Joe's Burgers from the Big Macs, as it were. If you can answer them correctly then you can have a shot at the tie-breaker. All you have to do then is write the whole lot down on a POSTCARD or sealed-down envelope and send it in to us.

**1** The original McDonald brothers' names were...?

- A Mac and Dick McDonald
- B Huey, Dewey and Louie Duck
- C Ronald and Reginald Kray

**2** McDonald's top of the range burger is called...?

- A Big Mac™
- B Whopper™
- C Branston Pickle™

**3** Someone I don't think exists are going to be joining us on a McDonald's menu.



**3** Virgin started life as a company that sold...?

- A records
- B Branston Pickle™
- C the best-selling oil



## TIE-BREAKER

Accompanied by a from roll and a dramatic pause in which someone moans, a noisy theme bawling out last night's duty finally gets its revenge on the man in the third row! What we want to know is: by the end of 1992 how many McDonald's restaurants were there in the entire World? (Clue: it's over seven and below 100,000).

## THE ADDRESS AND STUFF

Write down all your answers on a postcard and send it to us at: The Virgin Games Post Box, Comet, Commodore Format, 29 Merrisway Street, Bath, Avon BA2 2BB, by the May 1993. Eighty per cent who get all the questions right and get named in the correct figure of McDonald's will win a copy of the game (or remember to state if you'd prefer tape or disk) and a Virgin Games T-Shirt. Then the 14 most clever guesses will earn their proud problem a swanky, chart-topping Virgin budget release as a reward for their efforts. And you can't say better than that – unless of course you can.



## OH NO! THE RULES!

Look we have to say this bit. As all-ginger men – employees of Future Publishing, Virgin Games and anybody who did ANY work on the fine Ronald's Era are not allowed to enter. The Editor's decision is final – which is a bit unfortunate, but there we have it – and no correspondence will be entered into.

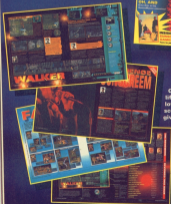
# ROCK HARD!

GamesMaster is tough. GamesMaster can handle itself in a fight. So if you're looking for trouble, you've got it. The latest edition is packed with previews, reviews, tips and news. And more humour than you'll find in all the other mags put together.

There are astonishingly well-written reviews of *Lemmings 2*, *Starwing*, *Super Fly Teens*, *Summer Riders*, *Terravator 2* and gallons more.

You can also enter loads of exciting competitions with massive prizes, and even the odd challenge.

So don't buy soap, cheese, cotton buds, CDs or linen. Buy GamesMaster. It's one of life's necessities.



GamesMaster, you see, is a way of life. It won't just give you the lowdown on the entire video games scene, including arcades, it'll also give you challenges involving top indie-rock, techno-rave bands such as Sunscreen.

And since GamesMaster is by far the biggest video games mag in Europe, who do you think will be giving you the best exclusives, the most shocking news and the wittiest captions? Us. And we're also rock hard.

## THE ORIGINAL ARMBE

ARMBE came out of nowhere. One month nobody had heard of it. The next there was a disco stopped on the front of *Combat* magazine Format 21 and a glowing 83 per cent review in the mag! Within days (well, read quickly anyway) the game started to leak, read quickly anyway and stayed there for weeks (read quickly, actually).

What was its secret? As a game ARMBE wasn't perfect, but it had that "special something" that made it a classic. This is what the now legendary James Lynch said about ARMBE in the original review:

"Once you get the hang of controlling the tanks, you just can't leave

the game alone... I really like ARMBE.

Graphically it's nothing to write to your Grandpa in Singapore about, but it's just so playable! You become determined to blow up the tanks, jeeps and helicopters that stand in your way. Every time you get a G4 machine, you want to have a decent tank. Great stuff and, with a decent tank, machine, and a decent score was very popular upon the game.

The only real downer... apart from the slightly small graphics, was that ARMBE only featured one mission and that wasn't necessarily long. With ARMBE 2 Zappella has built in twice the gamella of the first cutting by striking at a second mission, and with bigger, brighter and a superior graphics supporting the super-boulder's boulder graphics supporting the super-boulder's slaughter session, the battle for survival should a real blast this time round!

## THE SAS

The SAS did so well in WW2 that they were disbanded! All the government types felt horribly guilty, though, and re-started the regiment in 1947. Then,

when the whitehall expats needed a special jungle unit they invented the SAS (the name of the regiment did not the number of troops) who went off to fight in Malaya. Since then the SAS have gone from strength to

strength - just ask the cleaners at the British Embassy, if you don't believe us.

**S.A.S.**



That's what I call a magazine!

## THE GUN CLUB!

ARMBE uses a whole batch of different firearms, the likes of...

### STEYN AGO

A plastic machine gun that looks dead hard and can really mangle things like being run over by jeeps. As the integral sight leans to one side, and the ejection port is on the other (so red hot shell casings don't fly in your eyes) these have to be bought specifically for right- or left-handers.  
Calibre: 203 Rem.  
Barrel: 22 inches  
Weight: 8.5 lbs  
Length: 21 inches

Sights: 1 for scope only. Scope and its mount form a hazy handle job, very handy when you're bogged down with jeeps at the airport - Dave.

### COLT M-16 GOVERNMENT MODEL RIFLE

The M-16, the US Government issue. After a troubled start - there were maintenance problems - it soon became the standard combat rifle of

the US army. Shows off the 8-shot magazine. Tough. (What a beauty!) - Dave.  
Calibre: 203 Rem, 8-shot magazine.  
Barrel: 22 inches  
Weight: 7.5 lbs  
Length: 29 inches

Sights: Post front, aperture rear adjustable for windage and elevation.

### AK-47S AUTO RIFLE

The weapon of the Eastern Bloc, this soon became the standard for freedom fighters/terrorists the world over.

Plugged, mangled and easy to clean it proved ideal for all

The M-16, the SAS's favourite machinegun.



# GUNS

and

# AMMO

## PULLOUT SPECIAL

number of shooting situations (especially ones where you needed a close gun - Dave).

Calibre: 7.62x39, 20-magazine as standard, optional 5-, 20- and 40-shot box magazines as well as a 70-round drum magazine as offer.  
Barrel: 16.275 inches  
Weight: 6.2 lbs  
Length: 34.375 inches

Sights: Protected post front, leaf rear graduated to 600 metres.

### W07 Carbine

A fine shooter. Developed by the Israeli military - who know their carbons when it comes to guns (what? - E). This a serious piece of hardware.

Shortly range and rapid rate of fire make it an effective urban weapon.  
Calibre: 9mm Para, 41 AE, 40 ACP.  
Barrel: 16.1 inches  
Weight: 6.4 lbs  
Length: 24.4 inches  
Sights: Post-type front, L-style flip-type rear adjustable for 100m and 200m.

Both are click adjustable for windage and elevation. (That that's made everything perfectly clear - Dave).

## STERLING STUFF!

David Waring featured the British Air Service (BAS) during the Second

World War. While working with Long Range Desert Patrol Group, a certain Mr. Evelyn Field Marshal Dovers (or, for a moment, his, described how he, "the very able and capable commander whose desert group has caused us more damage than any other British unit of equal strength" - us more damage than any other British unit of equal strength - which we think is a compliment, but it's kind of hard to tell



FORMAT  
**Commodore**

**ARNIE 2**







# GUNZ and AMMO

## PULLOUT SPECIAL

### WAR GAMES

Special Forces folks have made a number of starring appearances in games. In fact, it seems that almost everyone in any game ever (including *Rescue*) did time in-country.

- Operation Wolf and Operation Thunderbolt are an orange beret goes after in the jungle and then on a plane.
- Green Beret... 'erm, was about a Green Beret?
- Above the Danger... 'erm, about an Airborne Ranger?
- Blue Thunder, top chopper pilot from the Team.
- G.I. Joe, discharged after 'Nam. Lul.
- Commander might just be about a commander.
- Special Forces, average state-of-the-art top wolf.
- Parasites Infographic, obviously empty on.
- Guerrilla War, double plus-squared fighting fare.
- Street Fighter 2, Guile's an ex-trooper and model for very silly heroisms (surely not U.S. Army general issue).
- Human Killing Machine, he must have been a Special Forces guy (unless he really is a machine 'cos they're not allowed to).
- Line of Fire, topy stand-up shooting game-catcher.
- Army (Scary) war! film, brilliant genre. (Just, er, Dave, it has nothing to do with maps being tracked to blow up mines - EW).
- Phoenix, the hood in the Green Berets. 'Nam film may not have been Special but they were definitely dead 'til
- Predator, ex-Specials get beaten and eaten by an alien, all in the line of duty.



### THE SPECIALS - TOO MUCH TOO YOUNG?

The US Special Forces were formed in 1962. In 1963 the 7th Special Forces Group (Airborne) shipped over to Germany and set up their Special Warfare Centre in Germany. At first commanders expressed a preference for berets over those 'awful' as elite troops were a relatively new concept.

In June 1967, the 1st SFG began to train the South Vietnamese Army (ARVN) in DaNang. From May 1968 onwards, the group's involvement in the conflict that was to make them famous took a major new turn, with eight months four in-country being introduced for members of the 7th SFG.

In October 1968 the 9th SFG Green Berets took over Special Forces operations. This group started out as a force of a mere 800 troops, but this soon mushroomed to a massive 1,800 in under a year.

The group's primary mission was to create the Civilian Irregular Defense Groups (CIDG) of the Montagnard tribesmen. This project had begun as an experiment in 1961 with the people of Buon Mea, and by the mid-60s it had grown into one of the USA's few 'successes' in the Vietnam War. At the end of 1969 the size of this mountain force had swollen to nearly 21,000 troops, to 1969 the SFG also started a more aggressive series of Operations, known as the 99 or Border Surveillance.

The SFG weren't just pushed for their ability to kill large numbers of folk quietly and easily - although they could if they wanted to and I'm not going to try and stop them if they start anything - they were also at the sharp end of the USA's flawed 'hearts and minds' campaign. These were the folk who would go out into the bush and provide on-the-spot medical care,

such as vaccine shots, for Vietnamese villagers.

Special Forces often get that.



When I say, 'I've been in-country' that's what I mean.

### GREEN BERETS

Recently, it seems, there has been a whole host of Vietnam Vets (and we're talking veterans of a military reconstruction rather than actual veterans) appearing on both TV and film. It seems you can hardly wander into a private eye's office nowadays without stumbling across a vet. And more than likely he'll have been part of Special Forces group with a dodgy past and big wound. For instance there's

- Tom Siskack as Magnus in *Blindfold* 1, 2 and 3.
- Sylvester Stallone as John Rambo in *First Blood* 1, 2 and 3.
- Don Johnson as Barney Crocker in *Miami Vice*.
- Clint Eastwood as Galt MacPherson in *Firefox* (not 'Eastwood' - I just).
- Everybody in *Jerry's Lecher*.
- John Wayne as top brass in *The Green Berets*.
- Lewis Collins as who cares in *White Dawn*.
- Robert De Niro in *Jack*, *Krull*, *Over the Top* and 1,000 more movies.
- The letter ghost in *House*.
- Robert Ginty in *The Exterminator*.
- Arnold Schwarzenegger in *Predator* and *Commando*.
- Scott Bakula as someone or other every other week in *Quantum Leap*.
- But the most famous, and most feared, has to be Jim Morrison of *Neighbours*.



### A'R'N'I'E WHAT'S IN A NAME?

Do I just what does A.R.N.I.E. actually stand for, then? It's a bit of a mystery. I've tried to figure it out, but I can't seem to find a definitive answer. It could be anything. I've seen it used to describe a variety of things, from a person's name to a type of animal. I've even seen it used to describe a type of food. I'm not sure what it really means, but I'm sure it's something. I've seen it used to describe a variety of things, from a person's name to a type of animal. I've even seen it used to describe a type of food. I'm not sure what it really means, but I'm sure it's something.



# Let's make a

# MONSTER

## PART SEVEN

More monsters!

More

music! More

colour! More animation! More

levels! The game that promises to be THE C64 release is growing faster than Dave's waistline.

The Boyz creating Mayhem In Monsterland fill you in on the latest developments.

### THE STORY SO FAR...

Mid-wintered John and Steve Bushards, known in the world at large as the mighty Apex and, in the other half of Apex, have embarked on a mission to create the greatest C64 game the world has ever known - Mayhem In Monsterland! And if anyone sees that three boys can... they were the team that brought you Creatures 1 and 2 (in last month's thrilling instalment, the boys started to introduce some battles into the game and started work on a new level, Sportland).

**H**ere is the Mayhem times for February. Being blue monster costumes means that the monster in the game can't see the ability to inflict pain on poor Mayhem (good) and Mayhem gains the ability to inflict pain on them (poorly, though). On the graphics side a level now level called Rockland surfaces out at the end of the pool of inspiration. Being blue produces some dead fully interactive music. Being Details is follow.

### FROSTY FEBRUARY

#### WEEK 1

**JOHN** We've had an abundance of white flakes this month, and we're not talking about Steve's slacker-fur. T'g, it's been snowing! The last time we had snow was two years ago, and it inspired us to write the snow feature screens in Creature 2... but this year it just fell from our tits off.

Those of you who read last month's story (Steve's mum) will know that I started work on the monster routines. These included the spitting routines consisting in: I have more than eight spines, an orange, movement routines and animation routines. Most of this

work was spent getting these routines to work properly. Once they were, I added another major routine that allows me to define each monster's colour. Obviously every sprite can have a different colour but now it can also have colour patterns. It's worth an explanation to help as it does odd, we can change its colour in time with its animation.

As with our background graphics we wanted more than the C64's 16-colours for sprites. However, we can't use the same method of colour mixing that we're using for the level graphics (see CFM) because we haven't got enough sprite colours. So I added a different colour mixing routine for the sprites. This rapidly defines between two colours (of equal brightness) to create new shades. Believe it or not, Mayhem in Monsterland looks even more colourful.

**STEVE** Late last month I came up with the idea of putting some dark forest sections into Sportland. Now I think that some sort of brighter background would be better, just to give more the message that you've done the business (accomplish the level from hell to happy). Therefore, I'm starting to put some diamond caverns in the level, which have holes on top that act like foot lights. The sky above the foot lights is cyan while the insides of the caverns are black, so there is a beam of light that shines from the cyan to the black, where the light enters the hole. Although I removed the big bushes from this level there are still some trees and vegetation.

*John is even less practicing his same wretched techniques, Steve's hobby, meanwhile, is expanding. This he got out of that straight jacket in time to write the rest of the month?*

to keep the place looking interesting. These trees have incorporated the idea that I mentioned last month of having empty faces in the trees, which does actually add that extra bit of atmosphere - all at no extra cost.

#### WEEK 2

**JOHN** The next bit of monster code to be written is the direction routine. This detects the positions of all six green monsters and compares them to Mayhem's position.

Basically, if a monster invades your space either you die or it does. The winner of the race of the routine (called UTH&M) and it simply flashes a sprite's colour if it reaches you. Next, UTH&M has to decide whether you kill the monster or not. This depends on where Mayhem is and what he's doing. If he's above the monster and falling down (and other way can you tell?) then the wally will die. Otherwise, Mayhem will die. Well, he doesn't die at the moment, he just changes colour, which is a bit less painful.

Leaving UTH&M for a day or two, I decided to write some miscellaneous routines for Mayhem. The first one takes Mayhem from white to normal colours and will be used when he picks up a bonus. The second one is the inevitable attack colour which makes Mayhem red and hives a bit of little stars behind him as he changes (until his shield runs out). The third one uses the sprite animators that operate behind Mayhem when he attacks, making them appear at his



feel when he starts charging (giving the effect of elar getting kicked up from his feet, like in Road Runner cartoons).

**STEW** Today I thought it was time to state the graphics for a sad version of a level, and, as Pigeon has the most complete happy section of all the levels, I chose to convert that level to sad first. Before I start, the sad character will have to look up the secret status of the happy character first. This is because of the method I'll be using to do the sad version: I'll have all the happy level graphics loaded up in the background editor, change all the bright multi-colored to grey, and then just work my way through the character set, changing the character definitions to make them look sad (i.e. get tracks in platform and make sure they face "ground").

The tracks in the level have to be the same in sad mode as in happy, mainly because of the memory it would take to store two different sets of 145 level blocks. The graphics would look better if we did use the low block sets for the results. I've got so far without the decision not to add the 2000 bytes (2.25K) for the extra set.

#### WEEK 3

**JOHN** I expanded UTEM this week, writing the monster death code which explodes a monster into a cloud of stars when Mayhem kills it. We thought that a range of different explosions would be better than just one throughout the game, so each level can now have up to four types of explosion. After certain types of monster have expressed a bonus will be left behind (each bonus will have a different colour animation). They won't simply give Mayhem bonus points (which is boring) but will give him a whole range of goodies, such as extra stars, shields, score multipliers, etc.

The most important bonus is the

change item. At the beginning of the game, Mayhem can only walk, so he has to find the monster that moves behind the "Change" icon. When he picks it up he'll be able to run at extremely high speed, killing virtually everything in his path. The only monsters he won't be able to kill in charge mode are indestructible ones - instead of killing them he'll bounce off them. So the rest of the week saw the creation of the bonus appear routines, i.e. no-losses routines, etc. The last of the gameplay is, definitely, beginning to take shape.

**STEW** It seems ages ago I had to write music for the game, but now I'll go through

## The bonuses will give Mayhem such things as shields and score multipliers

the latest versions I have on disk to see where I was up to. I'm now going to try to find an article of funky music - and I know the perfect tune for the job (it used to be the Computer 2 title music, don't you know).

By the end of the day I have created ten different tunes from that old bit of music. The actual tunes sound similar but are in different moods, the first being the normal jolly "jumping around the level" tune, the second being a faster "go both and mean" type of tune. The notes are in a lower key, as well as being faster than the other tune, to give a more tense atmosphere.

#### WEEK 4

**JOHN** The first thing I did this week was to make my monster explosion routine. As well as having different types of explosion, with different colour patterns, they can now be expanded to have the



At rest, Will's use them for the large obstacles that will roam around Monsterland - watch out for these mean monsters.

So having spent most of this month writing in-game routines I felt like doing a bit of presentation. I've started a screen appearance routine which - wait for it - makes the screen appear normal. Once you press the key for Tasty, the screen blinks and Mayhem charges on, standing in a ball in the middle. Monsterland then appears behind him, starting out in an even increasing box. Once I'd written this, I had to modify it to cope with different starting heights.

Obviously Mayhem won't start each level at the same height so neither does the appearance routine. As Monsterland is six blocks high (see last month's diary) Mayhem can start at five different heights (if he started at the top of the highest block he'd go off the screen). So now the appearance code copes with five different start positions, always appearing from behind our cute, baby dinosaur.

**STEW** On day one of this week, I did a third tune for the indestructible level music. This one - to complement both the normal and goody tunes - is a slow ethereal affair, again with the same sum of melody but a different mood.

I was having a play with Mayhem in Monsterland using the level editor, jumping around the platforms and pipes. The level was the first one I designed and was influenced by the Talent school of art (see issue 29). To refresh your memory it has long-wide platforms with triangular edges and brown triangular rock outcrops. I was looking carefully at these and thought they would look good upside down. I set resources on something. So after standing on my head for 10 minutes I had a new level idea (and a headache).

This new level would have really big mountains (these platforms, upside down, but much bigger - the height of the screen, in fact). I would place small platforms (about six characters) around the screen for the dexterity sections, but also put in the long blocks and platform sections for speedily getting to the top. This new level has a working name of Rockland - um, because of the rocky bits.



## NEXT TIME

Fancy feeding fascinating facts for further fact-filled features, maybe Tasty? Wondering what words will stand when we work so hard? More mad monster's might might overhills? Screen scrolling should slide smoothly. Perfect pixels please progressively first... we think you know what we're trying to say. (No - but.)



Polished to transcend from an colourful set (based to this gold-looking version).



# ODUS PD REVIEW

## HYPER-PACK

So, how many programs d'you reckon you could get for £7? Three? Four? Peanuts! There are 16, count 'em, 16, PD<sup>2</sup> progs on this compilation, including both games and serious stuff. But is it a bargain bag of goodies or a hotch potch of cheap'n'nasties? Dave finds out.

**SUPER KINGS** Loads of PD games are home-brewed versions of arcade-classics. This is a PD Donkey Kong, and a pretty tidy version it is too. Pristine graphics and neat animation.  
**Power Rating:** + +

**KEYBO** Galaxian gets the PD treatment here. I never really liked Galaxian anyway, and this is a pretty humdrum, keyboard-controlled only version of the aged shoot-'em-up.  
**Power Rating:** + +

**FREAK-OUT!** In other words, Break Out Demogame is well by bouncing a ball off the bricks. It doesn't add any new twists though the ball does have a touch of inertia. It's fairly smooth and has that "just one more try" factor.  
**Power Rating:** + + +

**CRASH** A totally new game and at the better for it. It's a nifty shoot-'em-up in which the aliens attack from side-to-side while swooping up and down. Excellent graphics and very addictive.  
**Power Rating:** + + + + +



**INVAZORS:** A sideways scrolling shoot-'em-up with aliens attacking in waves. One collision detection. It's rubbish.  
**Power Rating:** +

**DEMYSTIFY:** This is just awful. It's so annoying you give up after about 10 seconds. It's hard to describe what it's about and it's so slow I can't honestly be bothered.  
**Power Rating:** Ditch

**TWISTER:** You don't see many versions of Twister on the C64, and though this one has its faults - it chugs a bit and the graphics are

dull - the basic concept of rotating shapes into gaps to form lines is as intriguing and engrossing as ever.  
**Power Rating:** + + +

**TORISON WARRIORS:** A vertically-scrolling shoot-'em-up with bullets flying all over the place. Pretty tough and a bit funny.  
**Power Rating:** + +



**TERMINAL OFF:** This is brilliant! Guide your man around a series of raised ramps, blasting away at some nastily flying things in a quest to find 10 foggy disks and slot them into the correct terminals. Great graphics, nifty enemies and loads of fun. Shame it isn't a real bopper.  
**Power Rating:** + + + + +

**BRICKMAN:** Back to the classics, and this one is of the carbon variety. As a Pacman clone it's almost perfect - it certainly looks and feels right. And since Pacman is such a brilliant concept anyway, this game is great.  
**Power Rating:** + + + + +

### THE SERIOUS STUFF

**ULTRAFONT:** A font creator utility which is fairly easy to use but a bit limited. The lack of instructions means you have to experiment but most of the options seem to be sensible.  
**Power Rating:** + +

**SPRITE MACHINE:** Not a patch on our very own sprite creator utility, FROST. You can achieve the same results, but getting there is just so much more difficult. Unfriendly.  
**Power Rating:** +



**VOICETRACKER:** A sequencer for your C64. It's very comprehensive, offering loads of functions, but it's certainly not for the novice. It's a bit daunting and you really need to be able to print out the instructions.  
**Power Rating:** + + + +

**REAL WRITER:** You know those messages you see in demos and game intros which appear one letter at a time? This utility helps you create that effect. There is a fairly limited choice of fonts and music and the end results are pretty good standard.  
**Power Rating:** + +

**AL TUNA'N DEMONSTRATION CREATOR II:** Surely the reason people write demos is to show off their coding talents, so what's the point of a program that does it for you? DCU-2 gives you a template demo on which you can change all the elements. Interesting to play around with, but pretty pointless.  
**Power Rating:** + + +

**TAPE CONVERTER VERSION 2.0:** Make your own cartridge (Using an audio tape) in your demogame, play it and your C64 will replicate it. Okay, the results aren't great (or usable in other programs) but it's well great fun to have a go at.  
**Power Rating:** + + +

**"PD? WASSAT THEN?"** PD stands for Public Domain, which isn't a PD game, but a concept. If a program is PD then that means that there's no copyright on it, that means that there's no copyright in it, that means that you can copy it. More importantly, it's not illegal to copy it. If someone writes a PD FREE! Yes, sure, if someone writes a PD FREE! program then they can't get paid for it, and if you write a PD program - see, if you write a PD program and you copy it - then, and that's it get it for free, but normally PD stuff, you've got it for free, but normally PD stuff is available from PD devices, and if you get your PD from them, they usually want some compensation for distributing the stuff - though it's usually a pretty penny sum.

### ODUS HYPER-PACK

© Commodore/C64, C64R  
© Available from: ODUS, 71 Helway, Wincobury Road, Hillside, NSW 2162 06997.  
So is it worth buying? Sure it is. Okay, there's some rubbish in here, but the amount of decent stuff - such as Breakaway, Terminal City and Crash - means it's a real good spend.

**POWER RATING 75%**

**HORROR BEYOND BELIEF!**

# The Mighty Brain

Your name is David

**your favourite colour is orange and you've got an empty Kit-Kat wrapper in your left trouser pocket. No?! Well, The Mighty Brain always was a better letter reader than a mind reader anyway. To let him in on your innermost thought processes, send him a letter to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.**

**CERT**



**MAD AS A BALLOON!**

Dear TMB (terrible autistic humorist),  
You're nothing like a normal brain! You're little more than a ball of loose paper!  
Roger Franks is much better than you! And don't you give me any of that 'it's a free fall or it's silly on sending you these letters'! So start answering, NOW!  
1) Have you got any cheats for the cassette version of RoboCop?



*Lisa prepares for a literary style test - on both high tones.*

2) Tell Lisa to kick you down to size or else!  
3) Is Street Fighter 2 any better than the original Street Fighter?  
4) I have just started with the C64. Who has been here for the shortest time?  
Now give Roger Franks all your best games! *Paul/Sin, Pearly*

1) Yes, thank you very much.  
2) Lisa kick me down to size or else! Or else what, exactly? Although I'm not quite sure, I think I'll plump for the 'or else' option.

3) Yes. There is an easy way to tell. You look at the score we gave Street Fighter 2 (CF26, 60 per cent) and then compare it to the score we gave Street Fighter (CF36, 36 per cent). After subtracting the smallest score from the largest score we have a difference of 44. Hence 50% is 44 per cent better than 50%. 4) BRUH!!!  
No, why should it?

**TMB**



*Superhero! Family subscription time. In the same issue we review Tron's computer case as where it's going to be released! (TMB's a rubbish sports subscription - BA!)*

**PISTOL-PACKING MAMA!**

Dear Mighty Brain,  
Answer thy questions or thy Mum will shoot!  
1) Why can't you upgrade the C64 if you can't? (This is repeated here for letter variety. By the way - TMB!)  
2) Is the Street Fighter 2 Championship

- DOORS**
- 1) First who beat the Space Mutants (7)
  - 2) Opposite to subtitle (3)
  - 3) Temporary memory (3)
  - 4) What you do when you want to keep a program on tape or disk (4)
  - 5) Storage media (4)
  - 6) How I'd answer
  - 7) The C64 has 64K of this! (8)
  - 8) Don't be positive (3)
  - 9) You would use an A1 Cartridge or read switch to enter these (4)
  - 10 and 11 - Commodore RobotCop (3,4)
  - 12) Programs sound on the C64 (3)
  - 13) Status of the computer (3)

Answers on page 66.



**CROSS WORDS!**

Dear TMB,  
I thought I'd send you something that I've never seen in any issue of CF - a totally C64-dedicated crossword!  
A Dave, Birmingham, Avon.

- ACROSS**
- 1) Superior board game set in space (5,7)
  - 2) Connects the C64 to a telephone line (3)
  - 3) Command used to find out the contents of memory location 'H' (4)
  - 4) Command used to start a program after resetting to enter POKES (3)
  - 5) Cover of Llameros, totally! (2)
  - 6) The Pet Gopher (7)

- 8) Short for number (2)  
9) Hardware used to play games (3)  
10 and 11) Down The number one mag in the universe! (8,8)  
12) Permanent memory  
13) CF's favourite player team! (Initials, 4)  
14) Colour of war in 3D (Across, 3)

\*This word frequently has different meanings and we're sorry, we mean it the same old way. Sorry about that.

## SHORT SHARP SHOCK TREATMENT!!!

My last Agent CityBank included on the Powerplay page?  
Gary Hobbins, Liverpool

Talking of Kingfish, has anyone actually seen her around recently?

How come games about football clubs like Manchester United Europe, Liverpool, Arsenal and Leeds are being released but as yet no-one has done a game about Tottenham Hotspur, who are the best team in the land?  
Mark Brown, Plymouth

How has your game based on Spice because the critics have targeted the stars (eg, Ozzy, Lindsay and Gary) instead rather than the club. As to your second question, Bristol Rovers of course!

Please, please, please, please tell me where can I get a pinball game for my C64? I would be very grateful.  
Jane Syrie, Dumfriesshire

There are a few commercial games, but they may be a little hard to come by. **2D Pinball** (Masterbyte) = 088 060 2388, **New Scanner** (Mid Square) = 061 922 8003, and **Pinball Construction** (By Arrangement). All these are a little odd, so your best bet will be the Public Domain. I know Kingsway Computer Services have some nice playable pinball sims. Send an A5 SAE to PCD, 72 Clarence Road, Sheffield, S2 6BW for full details.

Editor going to be released on any format?  
2) Is Cool going to be released on the C64?  
3) Can you get any other languages on the C64 except BASIC?  
5) In CPROM the Street Fighter 2 review, what machine are the top spots from?  
6) When is Trails being released on the C64?  
7) Are you going to review Street Fighter II? Gavin Davis and Craig Walker, Manchester

1) First let's sort out that term 'upgrade'. I take it you mean any major hardware improvement that will increase the power or performance of your computer. In these terms, you'll be possible to 'upgrade' your C64. There are considerable benefits to improve your machine's performance, high density 2.5 inch disk drives and even hard drives. Most of these, though, aren't available in the UK. However, we are trying to get hold of a number of these widgets for it feature in the future.  
2) With all the hype this game has generated, it's hardly surprising that the 'Wells Royale' version has been listed to a number of hopeful formats. At the moment, though, there's no news, just lots of rumors!

Don't be too hard on the cover of Doctor Doom's World better believe it.

Referring to the computer in CPROM about turning him into computer games. How about a nice family game of Chess: Race 2000? You should see all parents happy then. Alvington

Real nice, but a little confrontational! The current crop of six goodies wouldn't like it at all. They want lots of go back to talk to me. The way things are playing at war with popstars happens. However, by the way there was a game called Death Race from Atlanta many moons ago, but I am reliably informed that it was not based on the film.

Have you ever thought of being involved in a McDowell's restaurant (based on food)?  
Mark Lunn (N), Luton/Lutonshire

Certainly enough, we! And I'm sure McD's wouldn't mind the getting involved in the food chain either.

On the Mega Drive is there a cheat for Sonic 1 and 2?  
Neil Whitham, Or Austin

Yes, of course. Write

Could you tell me if you're married? If so what's your wife called?  
Neil Whitham, Scotland

How did just have to keep bringing up this subject, don't you? Just what is the fascination? Look, I'd really rather not

There are no fun plans, but After Developments - the folks who are putting Lammings together for the C64 - would like to have a shot at it, and from what we've seen of Lammings so far (and you'll be able to see more when we feature the demo on our Power Pack!) they appear to be up to the challenge.  
4) Yes, indeed, West 'popular' - I use this term loosely - computer languages have been adapted for the C64.  
5) They were pre-production graphics from the Amiga version of the game.  
6) Right about now, in fact.  
7) Been there, done that. CP68, page 91. We per cent. Where were you? **PH48**

## ROGER AND OUT?

Dear Tom

- 1) Does anybody like France? If so who?
- 2) What is the address for GameMaster?
- 3) Please print this letter because I really do like your page a lot.
- 4) I recently got a Sega Game Gear. What do you think of them?
- 5) Why do programs like Bad Influence and GameMaster ignore the C64?
- 6) Do you like the G! programme "Quintessence Leap"?

Alan Smith, Essex  
PO-By the way, it's too from CP61. You know, I

## READER'S CHART!

Pass it Time for the most old Route 66 magazine to introduce Thomas McDougall of Hollywood and his amazing reader's chart! No 1 can't see it.

- 1) DU PUFF (RoadMaster) CP62, 88%
- 2) THE BARONS (BART VIDEOS) THE SPACE BRAWLER IS (Developer Square) CP61, 86%, CP61, 87%
- 3) LOTUS SPORT TURBO CHALLENGE (Creative) CP6, 86%
- 4) GRAND SLAMMER SOCCER (MAGNET) (Zappella) CP62, 71%
- 5) TRAVELER 2002 (Ocean) CP13, 76%
- 6) INTERNATIONAL SLEAZAZZ (System 3) Not reviewed
- 7) JET MAN (St. Nicholas) CP5, 74%
- 8) TURTLES & THE COIN OP (Rainbow) CP14, 69%
- 9) RAUMAN THE MOVIE (Ocean) CP14, 88%
- 10) DRIZZARD ARE (Virgin) CP60, 89%

This month we've got a soundtrack chart but a - rather specialist - music chart instead. This time it's been joined by a variable Mr Jimmy Judd, of Sunny

"Base on" as they used to say a few years back but I understand is deeply unimpressed now!

- 1) MARCO EARLON (Meet Earl Earlston)
- 2) REVIEW STOP FROM 240
- 3) DOD IT (Sainey Puggs)
- 4) COBBE DOWN HERE (Chris Connelly)
- 5) FORDS REPARABLE (Pete Tinto)
- 6) BONDAPAPER (Frank Line Assembly)
- 7) THE IS NOW! THE DEVE. DODS (Thirlis Kof Cut)
- 8) SHAME A SHERT (SHAME LOONY)
- 9) Die Klugge
- 10) DR. 200079 (Mascotte)
- Mantha
- 10) CONTROL, FR (Ming) (Walter Blue)

Can you come up with a number or more accurate list? Or, drop me a line - they mean "cut-out" reading.

Always, simply, sincerely, graciously, justly, compassionately, that there? Mike, my darling, sincerely (Jay)



asked you for the passwords on Repton 3. I'd just like to say thanks.

- 1) Well Sir and Mrs Frances don't mind him - too much! James Leach claimed to be his friend, but left the mag within days of saying this. And Steve Jarrett, the guy who recruited the parody pincher, can still be traumatised by the very mention of the 'F' word!
- 2) Well there are two. The TV show can be contacted at GameMaster, PO Box 91,

London E14 9JZ. The magazine can be contacted by writing to *GamesMaster* (or, for a real jolt, call it *JamesWalker*) at Warecourt Street, Beth, Avon BA1 2BN.

3) Pity. Fantasy will get you everywhere. Personally I prefer to read when I'm on the bus (and when exactly that you list do that? - Ed). They do, however, double up neatly as a portable TV (for some extra cash - Ed).

4) Lack of taste, mainly.

5) Rather! Although it's not that big a fan of Tim's ear-rings!

page 58, it should answer all your questions - as long as they're questions about *Travis*, that is!

1) I'd say it's *Charlie's Brother*. As a game, though, the bits of planning and stuff didn't make it a minor classic, it has its odd moments, but it's fun.

2) The bonus, the bonus! No, Please, even if just this is far too terrifying to contemplate. (What was that brain? - Clat) Nothing, Ma'am!



## EVERYTHING BUT THE GIRL

Dear TMB,

Answer my questions or not!

- 1) I was looking through my OFF PORNs folder and saw a poke for *Mario*, so it is possible to get it for the Commodore?!
- 2) Can you tell me where to get *Chuck Plant*?
- 3) Is it true what they say about *Travis* graphics - because I don't believe you?
- 4) My friend says that *San City* is good. What do you think about it?
- 5) Do you have a girlfriend - possibly Clat? *John, Kingston*

1) Yes, there was a conversion of this VERY early Mario adventure. It was by Ocean and released in the summer of 1985, in general terms what I call *Mario* is the generic style of game that particular quality and legendary playability - the total package! So far, we've seen nothing like *SMB 2* for 2, not even the far more primitive *SMB 2* on the C64!

2) Talk to Code Design in 0001 287778. They should be able to help.

3) Don't worry about what we say. See for yourself by looking at the full review on

## AGENT KITTYOFF

Dear Mighty Brain,

Do you think your simple (but cute) could answer some questions for me?

- 1) What is m<sup>3</sup> a 5600? (because my C64 refuses to tell me?)
  - 2) What's the meaning of life?
  - 3) Will Clat ever star in a strip-poker game like *Sam Fox*? (I reckon I'd need to pay a million pounds for such a game)
  - 4) Have CodeMasters got any plans to release a *Shit* 2?
- Everyone deserves, at least one shot at fame, so please print my letter!
- Planet An 416

PS Do you think that even *Bono* from U2 would lead a better lifestyle with a C64?

- 1) Sorry, what was the value of m<sup>3</sup>?
  - 2) That would be telling.
  - 3) I think not! Despite her tail-jiggles Clat is an outstanding person, and would willingly smash her Commodore repeatedly against anyone who tried to take such a game. Clat's beloved - but she's really not that kind of girl!
  - 4) Not as yet, but they'll be looking to make out on the follow-up opportunity.
- But surely it's everybody's one 'famous' then we'd all be the same and then so one else could be famous and...

PS: Suppose who hasn't got a C64 hasn't got a lifestyle in my opinion!

## BAT-MASK RETURNS

Dear Mr. Anderson,

(Oops, I seem to have accidentally opened Clat's fan mail, shame on me - TMB) In 1978 you were a *Bat-Mask*. In those any chance of telling me where you got it and how much for? If not, could I buy it off of you? Anthony Hutchinson, Daxington.

Well, I can't reveal how much the mask costs as it was a present for Clat from a friend - so it would be rude to talk figures. It was, however, purchased from a costume shop in Weston-Super-Mare (Massacre) = 0034 4199503, they should either be able to get you one, or give you the name of a supplier up your way.

## MARIO FOUND!

Dear Mr Computer (I mean TMB),

Do you want to be put in a museum and fixed to a chair? (It helps here comes the

REPLY!) No? Then you'd better get on with answering these questions.

- 1) Are we a format?
- 2) Would it be possible to put any Horror games on the Power Pack?
- 3) Nintendo (not, refuse to licence any C64 conversions but a game called *Mario* is Missing surfaces on the PC? What game?
- 4) Is there any chance of seeing *PlanetCes* Revisited, *Misadventures*, *The Simpsons*, *Space Gun* and *Shooter-Dancer* on budget? *Late Clat, Birmingham*

Look, Why the sudden spate of microwave addresses? Both this month and last, folk have wondered is microwave real? What gives?

- 1) Yes, any computer system can be considered a 'format' - it generally refers to a specific operating system, so a format could consist of a number of different machines - eg, C64, C128, C1280 and C64GS. In the C64 is a format and 'real', so are we...
  - 2) Well, there are very few games for the C64 involving horses, really.
- You see it's the problems they pose the animations. You know *Murphydog* opened a real case of worms with his studies of moles...

- 3) Don't panic. Don't get too excited, *Mario* is *Misadventures* an educational game, so you're not missing out on much.
- 4) There certainly is, on *Rico*, *Rico*, *Hi Squard*, *Hi Squard*, *Hi Squard* and *Rico* respectively each about a year after their original release as full-price games.

## INTENSE VISUALS!

Dear Thrill,

FO like to say at this point you are the most intelligent being in the universe, so could you answer my questions. But first, there is a game called *Alphastar* - it's by Ocean and I've got it on... (and it's a real dog, isn't it? - TMB) Anyway on with it

- 1) How close *Paras* gets. *Travis* Paras 23 per cent? It depends about 75 per cent! Why don't you start a 'Get Paras Out Campaign'?
  - 2) When is *MightyM* in *Misadventures* going to be released? (Thanks for the SCUCO features by the way)
  - 3) What's *Tendon's* best strategy game?
  - 4) What's your opinion of *The Big Box*?
  - 5) Has *Inferno* recently given out a C64 cheat? Will *GameMaster*?
- Your's faithfully,  
James Alexander, Ayrington.  
PS Stay hungry!

1) Now as I mentioned once before I'm getting to this end right now. My scheme has

\*We received the spirit from PC PowerUp along with the magazine. They're not very good at captions, are they?



### FOR SALE

6 C64 games for sale. Old and new, from *Slip to Sl*. Best \$40 for a full list and information to 4 Tunwell Green, Hartleywood, Cleveland TS26 9HL

For Sale - Best Issues of CP at full price including P&P. Contact Andrew = 0620 306280

### WANTED

C64 Star Trek and Thunderbirds tapes (if they're available). Any other Gerry Anderson C64 tapes. Also CD into C64 tapes. Please help. = 0073 679600 (Evenings only)

### USER GROUPS

Long-established user group. Discounts, contacts, second hand sales services, newsletters, etc. For free pack send SAE CCC (CP), Box 121, Gomersal, Coles, Bucks, SL5 5UP. = 0753 866273





# INSIDE INFO

Right, time to get serious. This is the bit where Jason Finch answers your techy queries and the

rest of us here at CF don't snigger childishly every time he says RAM or POKE - really! So if you're having hardware hassle or a coding crisis send your techy questions to Inside Info,

Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW (and we won't smirk if you come from Piddle On The Marsh - honest).



## SIX OF THE BEST

Dear Inside Info,  
I'm a CF64, there was a letter about FROM PEPIT. I had the idea of changing the Basic commands so I

- typed in the POKEs provided and waited for a while. But when the prompt re-appeared, I realised that nothing had changed. Please could you tell me what I should do, I realise that I need a machine code monitor, but what are they and where can I get one?  
2) How can I display a stack (machine code

or Basic) which has values between each two numbers (ie, 10, 20, 30)? I know how to display and edit the system's stack but all attempts to get this sort of effect have failed.  
3) How can I have a disk directory in a program without clearing the current memory?  
4) Is there a POKE which disables the STOP and CLRHOME keys in a Basic program?  
5) Is there a CHR\$( code for RUNSTOP?  
6) If not, how can I use it (like, for example, the way it's used in Super Mary-3, where RUNSTOP starts the engine)?  
Andrew Adamson, Bathford

1) A machine code monitor enables you to look at what your computer is processing and what's in its memory. You

can then make alterations to that code directly in-warehouse, either in the form of machine language instructions or just numbers. Machine code editors are included on most programming cartridges, such as the Action Replay.

Try the following program which uses the technique to change the SYNTAX ERROR message and the READY prompt.

```
10 POKE 5+40960,0:414,0:40960
20 POKE 500,70:5+40960,0
30 POKE 500,70:5+40960,0
40 POKE 500,70:5+40960,0:414,0
50 POKE 500,70:5+40960,0
60 POKE 500,70:5+40960,0
70 POKE 500,70:5+40960,0
80 POKE 500,70:5+40960,0
90 POKE 500,70:5+40960,0
100 POKE 500,70:5+40960,0
110 POKE 500,70:5+40960,0
120 POKE 500,70:5+40960,0
130 POKE 500,70:5+40960,0
140 POKE 500,70:5+40960,0
150 POKE 500,70:5+40960,0
160 POKE 500,70:5+40960,0
170 POKE 500,70:5+40960,0
180 POKE 500,70:5+40960,0
190 POKE 500,70:5+40960,0
200 POKE 500,70:5+40960,0
```

2) To find out why the line that's about to give you trouble, take a quick glance into the past, in particular to C64's (usable) info. Display the stack with:

```
PRINT$(CHR$(PEPIT)*"XXXXXXXXXXXX",1,2)*
"XXXXXXXXXX"
```

3) This line routine is quite funny, and should do the trick:

```
10 FOR S=0 TO 255:PRINT S:GOTO 10
20 FOR S=0 TO 255:PRINT S:GOTO 10
30 FOR S=0 TO 255:PRINT S:GOTO 10
40 FOR S=0 TO 255:PRINT S:GOTO 10
50 FOR S=0 TO 255:PRINT S:GOTO 10
60 FOR S=0 TO 255:PRINT S:GOTO 10
70 FOR S=0 TO 255:PRINT S:GOTO 10
80 FOR S=0 TO 255:PRINT S:GOTO 10
90 FOR S=0 TO 255:PRINT S:GOTO 10
100 FOR S=0 TO 255:PRINT S:GOTO 10
110 FOR S=0 TO 255:PRINT S:GOTO 10
120 FOR S=0 TO 255:PRINT S:GOTO 10
130 FOR S=0 TO 255:PRINT S:GOTO 10
140 FOR S=0 TO 255:PRINT S:GOTO 10
150 FOR S=0 TO 255:PRINT S:GOTO 10
160 FOR S=0 TO 255:PRINT S:GOTO 10
170 FOR S=0 TO 255:PRINT S:GOTO 10
180 FOR S=0 TO 255:PRINT S:GOTO 10
190 FOR S=0 TO 255:PRINT S:GOTO 10
200 FOR S=0 TO 255:PRINT S:GOTO 10
```

4) Ahead with it. If you're trying to stop people clearing the screen during an MPUT or something, try printing a quotation mark first. The following crafty trick places the codes for a quotation mark and then a delete into the keyboard buffer before doing

## QUICK SHOTS

■ How can I set just one line of a Basic program instead of the whole program?  
Mark Lee-May, Nottingham

Just enter your line followed by the line number. So in that line 10 of a program you would give the command, `10:10`.

■ Please help me find a Commodore 64 IEEE interface expansion card.  
A David, Philadelphia

Westware Distribution Ltd (01 501 501) may be able to help you out. Their stock code for the IEEE card is 40141 and, including VAT, the cost is £84.00. They will accept telephone orders although they are mainly a supplier for shops.

■ Which of David's two addresses should I write to if I want to purchase goods? Also, a

I bought a 10MB disk drive for them, would it be under guarantee and, if so, how long would it last?  
David Costello, Bristol

Better address is fine, but I always use the Ocean Road, Pardon Industrial Estate, Stone-on-Trent (0782 744785) one. The drive comes with a one-year guarantee.

■ I am programming sprites in Basic. How do you make them move fast?  
Peter McMillan, East Cheshire.

(Unfortunately in Basic you're very limited in terms of speed, if you want sprites that "zip" about the screen at a fair old rate you'll need to learn machine language, which is the language that most games are programmed in. By the way, what do you think our Power Pack program, PROSTY

the SMPY. This makes everything come out as control codes. Unfortunately if the person using the program knows a thing or two about control codes it's easy to get around this (but I'm not going to tell you how here). Try:

- 1) Press **Alt + F1** once, **Alt + F10** once, **Alt + F12** once, **Alt + F5** once, **Alt + F6** once, **Alt + F11** once, **Alt + F12** once.
- 2) Again, the answer's not, **Alt + F11**.
- 3) You can make the **Alt + F1** detect if the **RELEASED** key has been pressed, though, in the same way that you can make it detect when the **RELEASED** key has been pressed. Watch the information bar in the Command Panel! (What is this - a "challenge" test? - **AM**) (Post - **James**)



## SPLIT PERSONALITY

Dear inside info,

- 1) Have a few questions to ask the best section in Commando format.
- 2) Is there a **FOKE** or short program to make a

the OS4 like that it's not OK machines because I've heard that



When it comes to split personality, the OS4 is not the only one to do it.

- there is a **FOKE** that does this for the Amstrad **CPIC032BT**
- 2) **AM** there is a machine code tutorial in a future issue of **CFT** I want to learn how to program in machine code as I have already pushed basic to its limits.
- 3) Could you tell me how to save bits of memory to tape from the Action Replay **Mem's** machine code monitor?
- 4) How do you make a **OS4** emulate a Spectrum **486T**? Does it have the

some memory as the **488** and if so what happens to the other **128K**? Can you access it?

- 5) Can you recommend any books on machine code?

**Chris Atcock**, Harington.

- PS** Please (if it times) answer these questions as I had lost my Commodore bit in lots and almost all the microchips with a hammer and burnt the rest.

- 1) What a curious idea. Why would you want to do that? The only thing I could suggest to make your **OS4** think it was two separate machines would be to state an **OS4** down on it, somewhere around the middle of the keyboard. Alternatively, use the method described in your **Post Script** to make it think it's lots of machines, although this is not a reliable method as I would certainly not recommend under any circumstances.
- 2) Well, I think it would be a good idea, though the final decision is up to that great and glorious editor who men have come to know as... er... **thing**.
- 3) Under "resources", I can't seem to get the link prompt to save.

# SARACEN SANCTUARY

## SHOW OFF SARACEN

Dear inside info,

Could you please let me know to display Saracene Paint pictures in the user programs. Consider Pricing, Australia.

Yes, but first some technical info. Saracene Paint files load from **128K** - **640K** to have additional which gives you about 28K for Basic programs. The picture Basic is stored at **128K** - **128K** with the screen map and other information at **128K** - **128K** and other... respectively. The background editor is stored at **128K**.

This is from an old arrangement to pretty much because it was a better way and so the picture map is displayed without disturbing the whole thing through memory to conventional size. In Basic, the user code takes. Below I have indicated a main loader for a machine code routine that will display a picture that has already been loaded into **128K** - **128K**, i.e., following that it is a Basic program that does the same thing as the machine code routine for you to compare speeds. If you haven't got a machine watch, it'll tell you the machine code watch (300 - 4000) takes a state of a bit and for 40, whereas the Basic version (300 - 4000) takes a following 20 minutes. The Basic version also shows you how to load a picture from within a program and how to export the screen back to normal. Lines 140 and 150 give you the appropriate profile for the filename.

140 CALL "SARACEN.PIC" : GOTO 150  
150 CALL "SARACEN.PIC" : GOTO 150  
160 CALL "SARACEN.PIC" : GOTO 150

```
100 CALL "SARACEN.PIC" : GOTO 150
110 CALL "SARACEN.PIC" : GOTO 150
120 CALL "SARACEN.PIC" : GOTO 150
130 CALL "SARACEN.PIC" : GOTO 150
140 CALL "SARACEN.PIC" : GOTO 150
150 CALL "SARACEN.PIC" : GOTO 150
160 CALL "SARACEN.PIC" : GOTO 150
170 CALL "SARACEN.PIC" : GOTO 150
180 CALL "SARACEN.PIC" : GOTO 150
190 CALL "SARACEN.PIC" : GOTO 150
200 CALL "SARACEN.PIC" : GOTO 150
210 CALL "SARACEN.PIC" : GOTO 150
220 CALL "SARACEN.PIC" : GOTO 150
230 CALL "SARACEN.PIC" : GOTO 150
240 CALL "SARACEN.PIC" : GOTO 150
250 CALL "SARACEN.PIC" : GOTO 150
260 CALL "SARACEN.PIC" : GOTO 150
270 CALL "SARACEN.PIC" : GOTO 150
280 CALL "SARACEN.PIC" : GOTO 150
290 CALL "SARACEN.PIC" : GOTO 150
300 CALL "SARACEN.PIC" : GOTO 150
310 CALL "SARACEN.PIC" : GOTO 150
320 CALL "SARACEN.PIC" : GOTO 150
330 CALL "SARACEN.PIC" : GOTO 150
340 CALL "SARACEN.PIC" : GOTO 150
350 CALL "SARACEN.PIC" : GOTO 150
360 CALL "SARACEN.PIC" : GOTO 150
370 CALL "SARACEN.PIC" : GOTO 150
380 CALL "SARACEN.PIC" : GOTO 150
390 CALL "SARACEN.PIC" : GOTO 150
400 CALL "SARACEN.PIC" : GOTO 150
```

### And here for the pure Basic version

```
100 CALL "SARACEN.PIC" : GOTO 150
110 CALL "SARACEN.PIC" : GOTO 150
120 CALL "SARACEN.PIC" : GOTO 150
130 CALL "SARACEN.PIC" : GOTO 150
140 CALL "SARACEN.PIC" : GOTO 150
150 CALL "SARACEN.PIC" : GOTO 150
160 CALL "SARACEN.PIC" : GOTO 150
170 CALL "SARACEN.PIC" : GOTO 150
180 CALL "SARACEN.PIC" : GOTO 150
190 CALL "SARACEN.PIC" : GOTO 150
200 CALL "SARACEN.PIC" : GOTO 150
210 CALL "SARACEN.PIC" : GOTO 150
220 CALL "SARACEN.PIC" : GOTO 150
230 CALL "SARACEN.PIC" : GOTO 150
240 CALL "SARACEN.PIC" : GOTO 150
250 CALL "SARACEN.PIC" : GOTO 150
260 CALL "SARACEN.PIC" : GOTO 150
270 CALL "SARACEN.PIC" : GOTO 150
280 CALL "SARACEN.PIC" : GOTO 150
290 CALL "SARACEN.PIC" : GOTO 150
300 CALL "SARACEN.PIC" : GOTO 150
310 CALL "SARACEN.PIC" : GOTO 150
320 CALL "SARACEN.PIC" : GOTO 150
330 CALL "SARACEN.PIC" : GOTO 150
340 CALL "SARACEN.PIC" : GOTO 150
350 CALL "SARACEN.PIC" : GOTO 150
360 CALL "SARACEN.PIC" : GOTO 150
370 CALL "SARACEN.PIC" : GOTO 150
380 CALL "SARACEN.PIC" : GOTO 150
390 CALL "SARACEN.PIC" : GOTO 150
400 CALL "SARACEN.PIC" : GOTO 150
```



With its multi-tasking system, Saracene Paint can be used for a wide range of applications. The user code takes a state of a bit and for 40, whereas the Basic version (300 - 4000) takes a following 20 minutes.

```
100 CALL "SARACEN.PIC" : GOTO 150
110 CALL "SARACEN.PIC" : GOTO 150
120 CALL "SARACEN.PIC" : GOTO 150
130 CALL "SARACEN.PIC" : GOTO 150
140 CALL "SARACEN.PIC" : GOTO 150
150 CALL "SARACEN.PIC" : GOTO 150
160 CALL "SARACEN.PIC" : GOTO 150
170 CALL "SARACEN.PIC" : GOTO 150
180 CALL "SARACEN.PIC" : GOTO 150
190 CALL "SARACEN.PIC" : GOTO 150
200 CALL "SARACEN.PIC" : GOTO 150
210 CALL "SARACEN.PIC" : GOTO 150
220 CALL "SARACEN.PIC" : GOTO 150
230 CALL "SARACEN.PIC" : GOTO 150
240 CALL "SARACEN.PIC" : GOTO 150
250 CALL "SARACEN.PIC" : GOTO 150
260 CALL "SARACEN.PIC" : GOTO 150
270 CALL "SARACEN.PIC" : GOTO 150
280 CALL "SARACEN.PIC" : GOTO 150
290 CALL "SARACEN.PIC" : GOTO 150
300 CALL "SARACEN.PIC" : GOTO 150
310 CALL "SARACEN.PIC" : GOTO 150
320 CALL "SARACEN.PIC" : GOTO 150
330 CALL "SARACEN.PIC" : GOTO 150
340 CALL "SARACEN.PIC" : GOTO 150
350 CALL "SARACEN.PIC" : GOTO 150
360 CALL "SARACEN.PIC" : GOTO 150
370 CALL "SARACEN.PIC" : GOTO 150
380 CALL "SARACEN.PIC" : GOTO 150
390 CALL "SARACEN.PIC" : GOTO 150
400 CALL "SARACEN.PIC" : GOTO 150
```

## COLOUR CLASH

Dear inside info,  
Sometimes when I'm using Saracene Paint the colours I've set change to the current printing colour without me touching them. Is this a bug in the program?  
**Gael**, Harington.

No, it's to do with the fact that the **OS4** will only normally allow you to display four colours (normally in each bit plane channel) and colour in each bit plane channel appears when you're in that channel mode; the background colour and three others. So if you try to add a fourth colour, one of the other colours will change so that there are only three different colours in that plane. There are 64 of these squares across the screen and 64 down. With a list of five and preference you can ensure that colour isn't used.

the memory from (print), to screen (you have to use hexadecimal) to tape.

4) If you write a cleaner piece of machine code to do it. There was a floppy emulator around around eight a few years ago but it never really took off. It's a matter of changing the Basic interpreter, the character set, and a number of other things, so that the computer is fooled into thinking that it is an inferior machine. As to the other IBM, the code that controls the emulator occupies a dirty great chunk of it.

5) A number of books about machine code have been published over the years, though unfortunately most of them are currently out of print. One that I own which isn't too bad is

**88 Assembly Language** by Bruce Smith (IBM 81008812 96 8). However, you'll probably end up having to buy one second-hand. Otherwise, your local library may have a book or two on the subject. Or how about putting a "Wanted" advert in Uncle Dave's Buy-A-Flame. CP's brand new and rather spiffy classified ads service? Check out page 43 for details.



## THE LEAGUE DRAW

Dear Inside Info,  
 I'm bitten writing a program, how do you make the computer randomly pick a name from a whole list

of names? I have tried things like  
 10 LIST="TJ,maryann" and so on, but I don't know how to order the computer to choose one. What do I have to do?  
 2) Also, could you tell me how I could get the COB's internet

clock to start at zero and then get it to stop at a specific time of my choice?  
 Andrew James, Wakefield

1) To generate a random number between 1 and some maximum (say), give the command: `10-RND(1111111111)`. Then to pick an entry at random you would just use `PRINT A(R)` or similar.

2) Speed the clock to zero with `TIME="000000"` - it will start automatically from there. You can't actually stop the internal clock but you can make your program do something after a certain amount of time has elapsed. For example, if you run the following program it does nothing for an hour and thirty minutes and then the word "END" pops up on screen. (It's a bit far watching that Twin Peaks film, isn't it - Ed.)  
 10 TIME="00:00:00" : END:PRINT "GOING"  
 20-IF TIME="00:00:00" GOTO 20  
 30 PRINT "END"



## GARFIELD RULES!

Dear Inside Info,  
 1) Is there a way of duplicating disks without having to use two-disk drives?

2) I want to be able to get a list of the programs on a disk by typing in `COMMAND, A, L`, and then be able to select and run one of those programs simply by typing in it. How do I do that?  
 Anthony Maloney, Cumberland, PA. This is the first letter that I've written to you in a while, please, please print it.

Okay, I'll print your letter, but only because I love with the Garfield paper it came on.

1) The majority of disk back-up utilities have an option for single-disk copying. It means that you have to swap disks an awful lot, one full side of a disk needs a minimum of three separate readings usually.

2) There certainly is. Try the following program, which you can adapt to work with any highlighter program in CP/M. The DATA should contain the list of file names, which should correspond to the games on the disk. Save it as the first program on the disk to load if the way you want.

```
100000 DATA "GAMES" : END: GOTO 10  

110 PRINT "GAMES" : GOTO 10  

120 GOTO 100000
```

```
130 GOTO 100000  

140 GOTO 100000  

150 GOTO 100000
```

```
160 GOTO 100000  

170 GOTO 100000  

180 GOTO 100000  

190 GOTO 100000
```

```
200 GOTO 100000  

210 GOTO 100000  

220 GOTO 100000  

230 GOTO 100000
```

```
240 GOTO 100000  

250 GOTO 100000  

260 GOTO 100000  

270 GOTO 100000
```

```
280 GOTO 100000  

290 GOTO 100000  

300 GOTO 100000  

310 GOTO 100000
```

Be here next month for more  
 Innuenced techie trouble.



...INFORMATION BANK...  
 ...INFORMATION BANK...  
 ...INFORMATION BANK...  
 ...INFORMATION BANK...

*Saying one thing but meaning another - it can be dead confusing, or even downright rude, but our Jess is an expert at getting a 64 to do it (for security reasons, of course).*

## REM ARKABLE

Have you ever wondered how you can make strange things happen when someone tries to list your programs - such as leaving the screen blank and/or having everything go into Error state? You could make all your program commands go white and have everything else in the normal light blue. It does require a bit of concentration but once you get the hang of the method it's quite simple. The command you need to master is `RGB`.

Start month 11 show you some of the really impressive things `RGB` can do (all having to do with underflow again - Ed). But to a better, here's how you can make the text white, or part, of a line disappear, or make a line say something completely different to its actual function.

1) Type `10 PRINT "A", 0` and exactly as shown without any additional spaces - do not press the RETURN key yet.

2) Type in two question marks to hold down SHIFT and tap the number 1 key.

3) Now press the key marked INTRINSIC, to delete the last question mark you made.

4) Hold the SHIFT key down and tap INTRINSIC, 18 times. Not a lot should appear to happen, but it's vital you do it. Just trust me, I know what I'm doing, okay?

5) Now release the SHIFT key and tap INTRINSIC, another 18 times. This time you should see 18 reversed 'A's appearing.

6) Type the word INTRINSIC and hit the RETURN key to enter the line.  
 7) LIST the program.

If you have done everything right, you should see 18 'A's. However, run the program. The border colour should change to black, despite the only line being 18 'A's. Easy, isn't it?

Before I describe the more complicated things that you can do with REM, which will be even more, you need to understand what you can do with `RGB`, so find a word of what happens at each stage:

1) Here you're entering the file you need for the function you want (listed next, then adding a BASIC statement at the end).

2) This line allows you to enter a repetition mark and still be able to quote.

3) What this does is leave the constant mark which makes the computer quote and what is called quote mode when the program is listed.

4) This inserts 18 spaces into the listing.

5) Next you list the 18 spaces with 18 inverted quotes to delimit. Up to this point, when you list the program it will be everything as required, but the white codes will then delete it all again, back to the line number.

6) This gives the computer something to display on screen - it's just part of the REM statement and won't be carried out.

7) And how you discover whether you can follow a few simple instructions or not. (Cheers, Inside Info - Ed.)





**Blasters are often regarded as the ultimate computer games, so why are the majority of them so awful? Trenton Webb, a man not averse to the odd bit of ultra-violence, was sent to find out exactly what makes a killer shoot-'em-up.**

**K**illing things for fun and profit is what shoot-'em-ups are all about. They've been around for a while, from home computers to arcade cabinets, so you would have thought that by now the codes had got the formula right. Unfortunately, this isn't the case - while there have been some landmark shoot-'em-ups, there have been some real dregs too, and we still see as many average blasters now as we did back in the early '80s.

Why? Well we don't know, so we looked back at some blasters from the past to see what made the good games... it... great.

## SHIP SHAPE

You see that right-angled shape there? That's a ship that all shoot-'em-ups need: not ships, it's absolutely essential. If you're supposed to be the last hope for mankind then you need to look good. Hence, most heroic craft, it's in the corner.

As the old constant says in the game, the player's ship is his base, or car, or dropper, or planet, or whatever it needs.



You need that? That's right! You need it... it's essential!

## WHAT DID YOU DO IN THE GREAT WAR...?

So what came first: the A-Type or the G? When was Duke released? Why is there a big fat B? Shoot-'em-ups at the bottom of this feature? In answer to all these questions (and more) look no further than our exhaustive list of (almost) every shoot-'em-up ever on the C64.

And we're also given every single one a Power Ranking. Few other games are the ones you should have no excuse for not getting while there are no excuses at all for getting Dear Sam.

## DEAD MAN'S CURVE

There's nothing more irritating than getting walled repeatedly on the same part of the same level. This is where a well-judged difficulty curve is vital. On a 'classic' game both the arcade and the home computer should be able to get wall into it at the first few attempts. Then, as they learn more about the game play they should start to progress through the levels. Obviously, the beginner will take longer and not get as far as the expert, but both should still be able to tackle their way ahead - if they play well.

a clear, crisp outline so that you can easily see where you are when the bullets start to fly - you don't want to waste valuable seconds trying to locate yourself on-screen. The collision-detection needs to be perfect - or even slightly inexact in your favour - if you're to survive these tight levels and turns so loved by level designers.

But first and foremost your wall has to look good. If your ship drops out from your shoot-'em-up, it's shot.

## ENEMY MINE

Second only in importance to your spaceship are the folk you're going to be blasting away - the enemy. You're going to need them to be interesting, to give variety, to provide variety. The way they look adds the spice to each stage in a game, and the way

'shoots up'. Over the years virtually every colour, shape, size and colour of monster has appeared, grandly filling some just being going to be listed. There are a few golden rules when it comes to these nasties:

- 1 Each different breed of monster must be easily identifiable.
- 2 Monetary actions must be predictable, though perhaps not immediately.
- 3 The monsters need to be dangerous.

These may seem like pretty obvious points, but so many shoot-'em-ups just don't live up to even these basic principles. As someone who's taking their alien needs, you have the

# THE ULTIMATE SHOOT 'EM-UP

right to be able to identify any possible threats quickly and accurately so that you can react on other words, start blasting, as soon as they appear.

There should also be a good mix of bad-ies, each with their own particular form of attack. A-Type gets the balance just right, you've got things that float and shoot, walk and get faster, attack waves and stuff that breaks up from behind. On the other hand the nasties in B-Type are all supposed to belong to the same race, the B-type, and so they exhibit common traits. It's much more exciting facing an enemy that feels like a rare which deserves attention rather than a multi-coloured pack of aliens, brilliant design and a bit of beat.

## ON THE LEVEL

Levels are new stuff an unexplored concept that the logic behind them is often overlooked. In simple terms they provide variety.

The way they look adds the spice to each stage in a game, and the way



Blast the power Shoot-Money - it's your life!

Version (PAL)

Revenge of the Mutant Camels

Share in Space Cadamoc

Share in Space

Share in Space (left) and Callaghan (right) - which one's the Camels?

Share in Space

Share in Space

Share in Space

Share in Space

Share in Space

Share in Space

Share in Space

Share in Space

Share in Space

Share in Space

Share in Space

Share in Space

August 1984

Alamo

October 1984

November 1984

1984

1984

1984

1984

1984

1984

1984

1984

1984

1984

1984

1984

1984

March 1985

July 1985

August 1985

September 1985

September 1985

October 1985

November 1985

November 1985

January 1987

February 1987

February 1987

May 1987

May 1987

June 1987

August 1987

September 1987

September 1987

February 1988

February 1988

February 1988

February 1988

February 1988



What kind of a buff came for a shoot-'em-up in the '80s? Shoot-'em-ups in their right mind would have a mean-looking boss for a boss?

They're damn close: the boss it will play first is for a fight fight or an open gunfight? The fundamentally important that each level offers something new.

Also, the physical design of a level can form part of the gameplay. In Subterranean, the edges of the tunnels are tall, forcing players to fly through even-tighter gaps. *EVVY* doesn't offer death edges, but ground-level blockages can snag the jump.

## LETHAL WEAPONS

What's the greatest requisite of a shoot-'em-up? That you shoot or rescue. And to shoot you need a gun. Which brings us neatly around to the touchy subject of arms dealing. Computer gaming tradition states that although you're flying the experimental prototype filled with the "latest weaponry" you always start off with a pea-shooter. This quite simply will not do!

What we really want to see is an impressive haul of white-hot laser death that rips a swathe through hordes of attacking Zaps.

From the planet Spidron. Or the better, you play, the better-looking and more powerful your shooters should become.

## WE'VE GOT THE POWER

Power-ups, or weapon upgrades, are essential in some games that you have to play 'em up to survive (Nastika, *FT Topy*), while in others they simply make life easier (and provide the graphic pay-off that helps to keep you blasting away) (Silvergun, *Delta*).

The down-side of the 'most-power' school is that you have to play a perfect game to win, while the bonus weapons system can make the freight a bit more acidic. To balance these factors, power-ups need to be well-placed and placed for a purpose, either as a reward for topping some major bosses or to tie you up just before you reach one.

## WHO'S THE BOSS?

The big boys are vital to a good shoot. Their sole purpose in life is to span your progress, pose major trials and kill you. That's it. There's no messing, they just want you out the way. The harder they come the harder they fall, so Jimmy Cliff used to say, and you know, he was right! The good rules for these bosses are that:

- 1 They're reasonably killable – since you know that!
- 2 They teach what you did them somewhere reasonably painful.
- 3 That they have to be killed only once at a time.
- 4 When they do crash, they blow up in a big way!

Shoot 'em up bosses: TV look at this one, and acted rather well in response to a result.

## SHEEP IN SPACE



If you need the job of a shoot-'em-up and it seems to make sense – then don't buy it!

## SOUND AS A POUND

All too often shoot-'em-ups ignore the sonic side of the game. A few points and a



Now: *Play's* *Shoot 'em Up!* *Gameplay* for 100

## LANDMARK SHOOT-'EM-UPS

In the beginning there was *Flang*, and people looked and said that it was good – but it wasn't what you'd describe as thrilling. The players wanted more action, and so far their aim they got *Space Invaders*. They didn't exactly get much more action but they did get things to shoot, and life raises and (eventually) a system of bonuses.

That was it. In biblical fashion *Invaders* began. *Galaxians* began. *Defender* began. *Centaur* began. Well, began what we know today as the shoot-'em-up.

**SPACE INVADERS** (PT 1 & 2) The first alien killer. *Part One* introduced the world to the concept of electric generals. *Part Two* brought us the first hidden bonus. All very static, all very slow, but the machine's still worth a blast – if you can find an exploit!

**CALL OF DUTY** (you obviously anything beginning with 'Call'). This was *Space Invaders* with action, with lights, with colour and with strange little babies who fall off at the end of the line and awfully slow to attack you.

**PROBING** This baby shocked the world – and a fair amounting of arcade heads – when it featured the first ever and-of-level guardian. It could also claim the first *Power-Up* with its shield. Don't as shields aren't very hard, we'll ignore it.

**EVVY** (aka 'The first time – without the aid of a safety net – we will have independently-scrolling levels, notice that the very first alien beneath the ship, gaps at the bottom of the screen...') *Get the players' attention!* (made by the hand of the best, Eugene Jarvis. This was a real killer development. Smart action, smart bombs, the rescue scenarios and the speed of the things! But that to be the need to stop there, he also wrote *Robotron 2085*, *Avast* and *Strangle*!

**SCRAMBLE!** A horizontal shooter. This set the bar for the left-to-right tradition still followed by shoot-'em-up today. It also introduced the concept of steady streams.

**ROBOTRON 2085 Played Smash TV? Then you've played this! Well, almost. Another Jarvis production, it used a starting line of two-weapon control and the overhead view. Fast, simple and slick. **WARRIOR**: This is a first game, the ONE that started it all, it established the blueprint for ALL shoot-outs that came afterwards. It had progressively difficult levels, a backdrop that scrolled, a different graphics theme for each level and collectable power-up weapons. It was the dog's, well, *win*, *win*.**

**FTFY** Although this has a heavy *Mane* level, it did introduce some new ideas. Finally there was the rather most good, an out-ride that you could control, and then there was the entire level as one bubble kind of thing. All very scary.

Flang (Atari)	February 1980	***
Subterranean (Atari)	February 1980	****
Delta (Atari)	March 1980	****
Centaur (Atari)	March 1980	****
Star Wars (Atari)	March 1980	***
Delta (Atari)	March 1980	***
Call of Duty (Atari)	May 1980	***
Centaur (Atari)	May 1980	***
Subterranean (Atari)	July 1980	***
Probing (Atari)	August 1980	***
Scramble! (Atari)	September 1980	***
Killer (Atari)	October 1980	***
Warrior (Atari)	November 1980	****
Centaur (Atari)	November 1980	****
Star Wars (Atari)	December 1980	****
Mane (Atari)	March 1981	***
FTFY (Atari)	March 1981	***
Delta (Atari)	April 1981	****
Probing (Atari)	May 1981	****

Call of Duty (Atari)	May 1980	***
Delta (Atari)	May 1980	****
Star Wars (Atari)	May 1980	***
Delta (Atari)	May 1980	**



*Call of Duty* (left) and *Delta* (right), two very different games – *Delta's* good, but *Call of Duty's*!

Call of Duty (Atari)	May 1980	**
Delta (Atari)	November 1980	***
Star Wars (Atari)	December 1980	****
Delta (Atari)	December 1980	***

Matrix Shoot'em-ups are all you get (assume the Alka Seltzer - Davey, but properly used it's a useful remedy for a decent explosive rear office hot better return for a minimal level of rock on the cadet's backside). Even music can help it all settle and change with the game-play, or even just game sporadically when you fall for the end-of-level music.

## IT TAKES TWO

What could be more fun than laying waste to an alien world single-handed? Doing it in a shared Simultaneous two-player shuff in the 32 (and if it comes to slaughter-fests, Not only can you aim and support your pal by setting up various modes (eg, 30 seconds, Fogless, Winless) but also with any bonus. But they resemble the other as well - Clap.

## WAVE VARIETY AND THE RANDOM FACTOR

No, they're not one of Mayer's latest resident beat controls but a vital part of a game's fun factor. Did you ever play Galaxians? Boing, boing? Easy? FYI All the little birds even did was peep off how the rest of each level and found you at the bottom of the screen. Great for 10 minutes but once you learned which way the real biter was coming from a offered no new surprises. This is the trap that many shoot-outs fall into at the early days. The same style levels would slip in time and time again so you know when to take and how kill them. The road to success, it seems, was a decent memory if you knew the rule then you could almost make it through without firing a shot. A-Type and Dragon Power were guilty of this.

It doesn't have to be this way. Great TV

has a logic or hunting pattern and your actions can affect them or cause a change in their behavior. If you spot an original Defender machine, have a load, every game is offered here-up every time you play you find something different - no matter how small - which affects the behavior of the enemies.

This variety, the superior factor, helps keep the gameplay fresh. If every game is different, then it pulls you back for another game and then claws you away in a totally unexpected fashion.

## 'WHAT'S THE PLOT?'

We've all played shoot-'em-up actions after ship loads of bangs and bullets but somehow remain breathtakingly boring. Those can be perfectly well programmed - good software

that's only missing a little personality. Shoot-outs need crazy plots, schemes or silly that you know you're in for a spawning, re-births layered plot, that's more interesting in the long-term than static accuracy - Mission Complete anyway! If you ever read the sole of a shoot-out box and the story makes sense, put it back and buy something else. It's probably be more fun.

Back when the music singles shot actually mattered, the recording industry built would

double the sales of a tape as 'the Back'. In the games world this is called the Unique Selling Point (USP), the bit that makes it different. Shoot-outs desperately need a USP. There have been so many

## THE SEVEN DEADLY SHOOT-'EM-UP SINS

(Things that shoot-'em-ups definitely shouldn't have...)

- 1 An instantly tough first level.
- 2 Bosses that don't flash when you shoot them where it hurts.
- 3 The same graphics and music on every level - grrrrr.
- 4 Inverse controls.
- 5 A convulsing plot.
- 6 Enemies that appear from nowhere.
- 7 Enemies that look the same but do different things.
- 8 Dead ends.
- 9 Unrecoverable power-ups.
- 10 Ten things in a tin of seven.

shooters over the years that any new shoot-'em-up must offer a new twist.

In A-Type they used the plot in 2000 and 300000 it was the (improvised) link-up in A-Da you got to choose your own response, the list is endless (or at least reasonably lengthy).

## RESTART POINTS

It's a sad fact of the that in shoot-'em-ups you get killed. Some games let you restart where you were killed and others

well, why you back a few screens to a restart point. These that let you carry on, MUST make you invulnerable for a few seconds.

Restart points can be a blessing or a curse. They're good when they take you back to a point before a useful power-up but bad if you have to keep playing for same time into after time. Good restart points should provide a safety net against slip-ups and be generous enough to give you a sense of progress.

## MAKING A SPECTACLE

The shoot-'em-up more than any other game form, relies on spectacle. High-speed action and huge explosions are what sustain the 'Wow O-Meter' into the red. After that come big spaces (okay, not that), large groups of enemies that combine to form a single animated graphic (which are usually the end-of-level bad guys). Then, there's the weapons and the bonuses, both of which should be as spectacular as possible. The more they make you get done, the better the shoot-'em-up.

## IN COLLISION

To bring all these disparate elements together could be a tough task (although SWAT comes close). But the essentials are: shoot-'em-up should have one - a hyper-rod ship that looks good and flies with graceful aims who do what you expect but not when you expect it, levels that not only test the look of the game but the gameplay as well, loads of weapons that can be powered up, improved and swapped, huge end-of-level bosses that are stunning to watch and tough to kill, a near-factor that'll have you dragging your thumb in to watch smart sounds that add atmosphere and walls of dangers, two player action, and enough custom elements to keep you on your toes in a predictable form of way.

Busy in a few more things like good restart points and a decent difficulty curve and you'll have yourself a winner. It's that easy! Oh, does anyone know how to program in machine code?

Only whinge when the whinger whines, in SWAT you can take the most most damage - ever!



With a game like Robinson (1984 by Imagination, Robotix TT just couldn't last

Super SpaceMania	January 1985	★
Robotix/Triax	January 1985	★★
Super SpaceMania	March 1985	★★★
PC2 Breakout (revised)	April 1985	★★★

RoboCop: The Game	December 1985	★★★★
RoboCop: The Game	December 1985	★★★★
Smash TV (revised)	December 1985	★★★★
Smash TV (revised)	December 1985	★★★★
Smash TV (revised)	December 1985	★★★★
Smash TV (revised)	December 1985	★★★★
Smash TV (revised)	December 1985	★★★★
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Smash TV	January 1986	★★★★
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Smash TV	January 1986	★★★★
Smash TV	January 1986	★★★★



Inspired by ARNIE 2, the CF crew clambered into their combat gear and headed for the infamous Wiltshire Jungle equipped with nothing but the khaki shirts on their backs, the Swiss army knives in their pockets, and a few essential items that they couldn't bear to leave behind.

# POWERPLAY



## TRENTON WEBB

There is one thing even our intrepid mission leader is a slave to - the telephone. The buzz and pop of this little tin can might as well be equivalent to the faint pines. But it doesn't keep Trenton from strutting and strutting.

## OLLIE ALBERTON

Always on the lookout for his Swiss-army knife, Ollie took along his trusty toolset in case he discovered a promising left-hand among the local just-bellied pygmies. "That's true Swiss was discovered, wasn't it?"



## CLIVE HODGSON

You might not want to get on the wrong side of Clive, but there's invaluable in a healthy ally. How else the only one left on his feet is going to get the job done. And hey, could she use them - most of the mercenaries were sleeping when we left for home.



## LISA KELLITT

Lisa had a major disaster happen on route and there, breaking a nail getting into the main base. Her credit cards were small and useful. But only because she could use Trea's phone to order these essential batteries and they didn't need the line of her combat jacket.



## ROGER FRAMES

Roger didn't want to go. He was aware about the prospect of getting into the wild with his system. But as we forced him along he made the best of a bad job and took a few odd-job artifacts - rubber snakes, plastic spiders, and - forgetting that there were going to be loads of the real things around to worry about.

## DAVE GOLDER

Dave's not into video games, but he did discover that with a British accent when the enemy got one of his batteries. When Dave got back there were still some marks round his left eye. He claimed it was the camouflage machine. Our just confused.



## ANDY ROBERTS

George. We seem to have had a slight problem with the civilian detection beam. Andy mentioned a few too many in French and PRATT! We mean Andy! We had to leave him there. I'm afraid, because we didn't take the extra battery. Andy can't bring it with us. Poor'd have to take our word for it - he's in the bush somewhere.



## THE MIGHTY BRAIN

"The Predator had the right idea. YEAH. 'A computer-generated world, hidden levels and a game play to go back to for a map.' But he asked us an unrealistic amount of... Well, I'm not planning on picking up anything with big, big gear than this."

## Bits'n'Bobs

Daisy, an CF's review system isn't complicated. But, just for the record, here's how it works. On just you've suddenly had your points, or are in detention on the last Wednesday before a new copy of CF and you've read everything else in the old ones.

We tell you exactly what our reviews are the good and bad points of each game. Easier than falling off a very slippery log.



## CF RATINGS

Also don't think we're these box-type things. They're at the end of every review and show you at-a-glance what the most important positive and negative factors about the game are.

Next to it is a percentage rating mark. 50 per cent or more means that the game is officially a Coder, and we don't give that prize away to any old trash.

It also means that if you don't rush out down to your local software store and hand over your cash immediately, all your friends will talk about you in the most uncompromising terms behind your back. Such is life.



## GAME ICONS

Third things third, we informed them from editors past and we liked them so they stayed. Well, to tell the truth, we couldn't think of anything better. Any ideas?



**FACE** - Number of players. One face = one player, two faces = multi-player. See, easy peasy.



**KEYBOARD / JOYSTICK** - Control mechanisms. Important to know if you don't have a joystick.



**HEIGHTS** - You'll be coming round the difficulty levels when the comes.



**OCTOPUS** - Eight-legged squiggly things with sudden signals a disabled multiboot.



**GOOGLE'S SHIRT** - What do gamers do? Yes, a shirt means there's a save option.



**BLOCKS** - Not the blocks that baby's always stuck in their mouths but an indication of a reviewer's table story.



**PAIRS** - Pause mode. This just has to be the most awful pun in the universe.

The jungle setting. The non-stop blood-fest action. The military hardware. The hero with the oddly-familiar name. It can be only one game - **ARNIE! Wrong - it's ARNIE 2!** Dave spots the differences.



**W**hen we last saw that Special Forces' one-man regiment known as ARNIE, he was being airlifted out of jungle-based military complex having successfully completed his mission to blow away everything in sight. Things obviously haven't been going quite so swimmingly in the meantime. ARNIE 2 opens with our hero escaping from a military prison camp (based deep within a jungle, and pretty soon he's blasting away at everything in sight. Here we go again).

Like most Hollywood blockbuster sequels ARNIE 2 is pretty much a case of more of the same but with more of everything, more bullets, more bombs, more grenades, more weapons (well, one), more action, more letters on your thumb (not jangling your cymbal around like a madman).



**YOUR (SECOND) MISSION, SHOULD YOU CHOOSE TO ACCEPT IT...**



for hours on end. But 'bigger' doesn't always mean 'better' (says the man with the ever-expanding stomach - ditto). Take a look at *Die Hard 2* and *Rambo 3* - or, actually, don't - just take my word for it. Then again, you get the occasional *Terminator 2* or *The Empire Strikes Back*. So, ARNIE 2: okay or box office disaster?

Right, so there are two missions this time, and the first is to get the hell out of a prison camp, you're transporter squad up in. You've knocked out a guard (he should using the old tried and trusted, "throw me old chap, but did you realize your shoulder was another" routine) and sniped his pistol. It's not the most powerful of weapons, but, hey, you're a hero, so it'll do until you get down someone who's got some heavier armament you can tick.

So all you are, trying to avoid the guards and shooting at anything that moves (and a

This is the first set scene of ARNIE in the original game.



# ARNIE 2



good few things that don't as well). The mate out of the camp is a simultaneous one, and you there are dangers around every barbed-wire, helicopters, armoured cars, men in lock-up levers (blowing grenades, hoses of Swamp Ash 500 to fans who've mistaken you for Jason Priestly (they've been locked up for their own good) and more flesh.

Once you've escaped from the camp it's on to the second mission. Somewhere in the jungle enemy forces have built a "mobile distribution weapon" which you have to locate and destroy. Between you and your objective are the usual forces of enemy soldiers, plus some rather B-movie style (space-throwing) zombies. My advice? Blast the lot of 'em to kingdom come.

Mission Two is much bigger and much more hazardous. It's almost like the main course after Mission One's first discovery. With paratrooper swooping in when you least expect them and soldiers in armoured boots taking pot shots in your direction you can never let your guard down for an moment. It's on this mission that ARNIE 2 really takes off and proves to be a definite

To tell the truth missions in ARNIE 2 aren't really missions. The first one is, basically, escape from a military prison camp, which is more a matter of self-interest preservation than a mission you need to be assigned. And the second... well you can read it yourself if just over there in the left a bit. It doesn't exactly give you an objective, does it? It just seems to say, "Er... wander around a bit and see what you find." Ah well, it doesn't detract from the game at all. And just to whet your appetite, here's what the first bit of Mission Two looks like...



That's all the help we're giving you. Trust us, you won't miss that bit out.

progression over the first game and not just a refresh with a few minor cosmetic changes.

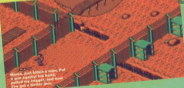
Refinements to this sequel include being able to choose which weapons you want to use and when you want to use them. In the original game, if you picked up a new weapon you automatically switched to firing with that one until it had run out of ammo at which point it was discarded. In *ARMS 2*, however, you can equip up to four extra weapons off the enemy and carry them around (and it doesn't even slow you down). When you want to use one of them you select it using the space bar. This means you can save your heavier weaponry for when the need arises, i.e. a dirty great tank appears in your path.

In fact, it's quite possible to complete the first mission without using any of the heavier weapons, because *ARMS 2* is more of an avoid-run-up than a shoot-let-up. If you want to complete both missions it's better to avoid danger where you can and blast only when you have to. The only drawback with this plan is that it's not obvious which soldiers are going to leave weapons behind when you blast them, so, at least for your first few games on *ARMS 2* you're going to indulge in some exploratory missions.

The mechanics of the thing are prone to the same in places; sprites remain like they've just picked up an invisibility bomb, helicopter fire flashes across the screen a few seconds after the helicopter has flown by, that sort of thing. But none of this hinders the gamingity — it's just a tad irritating. And the collision detection



Oh no! It's the man in the red! (Other words ring, Pansy in it)



Man, just without a man, that's your standard fat enemy, pulled my trigger, and now you got a better gun.



So you suggest the British intervention.

# SHOOTING GALLERY

*ARMS* starts the action by knocking out a guard and snatching his pistol. But to survive the dangers that lie ahead he's going to need a more powerful armory, and it just so happens that some of the soldiers *ARMS* kills drop their weapons. And what else can an

	
Scott's pistol.	Scott's Shotgun.
	
BT's MG.	BT's light machine gun.
	Revealed secret weapons hidden in BT's MG, none that would be fitting.

hasn't improved — make sure that you give EVERYTHING a wide berth.

So is *ARMS 2* better than it's predecessor? Well... just. It's not devastatingly different, but just enough of its own personality to make it worth buying even if you've got the original, and has that same, just one more got addictiveness. It's not quite up to *Conan* standards, but it's as near to it as the B&W were to winning when Scott Howard missed that field goal.

**ARMS** 

escaping here or except grab them up and make use of them? He won't start blasting away with them automatically because you have to choose which one you want by pressing the Space bar. The gun's silent has unlocked ammo but the others haven't so if they run out, or *ARMS* gets killed, then he goes back to using the pistol. The moral of this thing is don't waste your firing weapons unless you really have to.

By the way, apart from the four guns pictured here, there's also a 'heavy Weapon' to find in Mission Two, and we don't want to spoil the surprise for you in other words, have hasn't made it that far yet - Ed.



People had a bad idea of what a machine gun is. You have to aim it, you have to aim it, you have to aim it, you have to aim it.

There's either heavy or light machine gun, but maintaining them's a lot of work. You can't have them both, but you can have them both.

**ARMS 2**  
 ZIPPERLIN © 1991 288 7788 •  
 CASSETTES • £3.99 • OUT NOW

**POWER RATING**

100  
90  
**89**  
70  
60  
50  
40  
30

**UPPERS**

- Two huge levels.
- The action never lets up for moment.
- Thoughtful and impressive gamingity.
- There's a surprise around every corner.

**DOWNERS**

- There are a few other graphics of glitches.
- The collision detection is a bit mean.



Knees are good, knees are good.

Push, Yee, Wooo, Yee, straight, Yee, Wooo Yee... look will you try to keep in line for the muscle and only jump when it's hot!

# FIST FIGHTER



Some do it standing up, some do it prostrating and some even do it on their heads. But you have to admit that if you're going to hit someone, the natural way to do it is to stretch your fist and hold 'em.

The odd thing about *Fist Fighter*, then, is that there's only one character who can do any serious damage with his fists. The other four fighters rely on odd tactics to beat their opponents to pulp. There's Ota, who simply dices a knife on his foes (that hardly seems very sporting — Ed) and a chap with special

Psychic Lee Otaang dispensed this grade-kennel-brothering prowess.

psychic powers that could knock out a laid-tempered bull at full 25 paces.

Each fighter has 14 moves that he (not so she?) can perform in battle — 10 attacking and one defensive — all of which are joystick controlled. They also each have another, extra special, attribute: their biting skill. After every bout, they shout abuse at each other, supposedly to psyche them up for the next battle. But some of the spat they spout is seriously amusing.

Some people might note a few similarities between *Fist Fighter* and a certain smash hit

I BEAT THE OTHERS, DID

When Otaang, shouts about the postcard fan.

SO WAS I HAPPY ENCOUNTERING

game *Bull's* been number one in the charts recently. I certainly did. *Fist Fighter*, at just under four quid, wins the price war if you just feel the need for any old beat-'em-up to beat around. But on most other points it takes a piling. The sprite graphics are comparable to those in the other game, but you're really got to concentrate to see what's happening against the fuzzy backgrounds. Most of the back drops are brown and so are most of the fighters — Ota is virtually invisible in *Fight*.

The control system is a pretty fit or miss affair. A lot of the time it's tough to get the player to do what you want, on the other hand, so when the controls are being responsive, the action tends to become sluggish.

There are five difficulty levels but only five locations and not as many combatants as other beat-'em-ups around. On the other side, as a cheaper version of you know what, it's a lot of a bang. So if you can't wait a year for that game to come out on budget, this'll fill the gap.

OUR



## MEET THE MEN BEHIND THE FISTS



**NAME:** Ota  
**AGE:** 32  
**OCCUPATION:** Unemployed  
**NATIONALITY:** American  
**WEIGHT:** 68 lbs  
**HEIGHT:** 7'6"  
**SPECIAL MOVE:** Super punch



**NAME:** Jay-Cee  
**AGE:** 23  
**OCCUPATION:** Tour guide  
**NATIONALITY:** British  
**WEIGHT:** 45 lbs  
**HEIGHT:** 5'6"  
**SPECIAL MOVE:** Snake rat



**NAME:** Wario  
**AGE:** 33  
**OCCUPATION:** Nursery attendant  
**NATIONALITY:** British  
**WEIGHT:** 65 lbs  
**HEIGHT:** 5'7"  
**SPECIAL MOVE:** Psychic blast



**NAME:** Lee Otaang  
**AGE:** 37  
**OCCUPATION:** Exotic instructor  
**NATIONALITY:** Japanese  
**WEIGHT:** 120 lbs  
**HEIGHT:** 6'6"  
**SPECIAL MOVE:** Whirling disk



**NAME:** Ota  
**AGE:** 33  
**OCCUPATION:** Pizza shop  
**NATIONALITY:** Scottish  
**WEIGHT:** 67 lbs  
**HEIGHT:** 5'6"  
**SPECIAL MOVE:** Knife throw

## POWER RATING



### UPPERS

- Budget price above of a former beat-'em-up.
- The changing matches are a good touch.
- Loads of possible moves to try out.

- Poorly designed backgrounds.
- Sluggish controls.
- Only five fighters.

### DOWNERS

# INTERNATIONAL TRUCK RACING

**D**o you remember the thrill of driving a school truck? For you, that's an "international truck" because it's built for you to drive. You'll be driving it for the next few years, so you'll want to get the most out of it. You'll want to take it to the limit and drive it like a professional. The International Truck Company is the leader in this field. They've built the most advanced truck in the world, and it's called the International Truck. It's built for you to drive. You'll be driving it for the next few years, so you'll want to get the most out of it. You'll want to take it to the limit and drive it like a professional. The International Truck Company is the leader in this field. They've built the most advanced truck in the world, and it's called the International Truck. It's built for you to drive.

They might be the most advanced truck in the world, but they're not the only one. There are other trucks out there that are just as good. You'll want to take it to the limit and drive it like a professional. The International Truck Company is the leader in this field. They've built the most advanced truck in the world, and it's called the International Truck. It's built for you to drive. You'll be driving it for the next few years, so you'll want to get the most out of it. You'll want to take it to the limit and drive it like a professional. The International Truck Company is the leader in this field. They've built the most advanced truck in the world, and it's called the International Truck. It's built for you to drive.

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that about. The truck has made up of a heavy-duty chassis in the International Truck. The truck is built for you to drive. You'll be driving it for the next few years, so you'll want to get the most out of it. You'll want to take it to the limit and drive it like a professional. The International Truck Company is the leader in this field. They've built the most advanced truck in the world, and it's called the International Truck. It's built for you to drive.

You need to take care of the truck. It's built for you to drive. You'll be driving it for the next few years, so you'll want to get the most out of it. You'll want to take it to the limit and drive it like a professional. The International Truck Company is the leader in this field. They've built the most advanced truck in the world, and it's called the International Truck. It's built for you to drive.

At the end of every drive, you'll want to take it to the limit and drive it like a professional. The International Truck Company is the leader in this field. They've built the most advanced truck in the world, and it's called the International Truck. It's built for you to drive. You'll be driving it for the next few years, so you'll want to get the most out of it. You'll want to take it to the limit and drive it like a professional. The International Truck Company is the leader in this field. They've built the most advanced truck in the world, and it's called the International Truck. It's built for you to drive.

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And take to the limit of 24 mph. You can't be too fast, but you can't be too slow.



Put it to the test for a moment and a racing... and you know it.



Now, what's the best thing about this? It's that it's completely free. You can drive it for free.



Because a competitive trucker, there's no need to worry about the world and suddenly, you're a professional.

## INTERNATIONAL TRUCK RACING

EXPLORE IT! 800 365 7755  
CASHES @ \$3.00 @ OUT NOW

## POWER RATING



### UPPERS

- It's a great game for truck operators.
- You can upgrade your truck after every race.

- It's slow, you'll be fast for all with a good car.
- The computer truck game up to you.
- About as exciting as being on the wheel in the real world.

### DOWNERS

## 17 WHEELS ON MY WAGON

The Bulls Curve is the best thing.

The Top Bulls Curve is the best thing.

The Bulls Curve is the best thing.

The Bulls Curve is the best thing.

Sanborn's Break is one of the best things for this one.





# TROLLS

**Trolls used to be terrifying monsters that lived under bridges and ate babies. Now Flair are trying to convince us that Trolls are actually cute and cuddly folk with big hair. Well, it convinced Trenton, or at least it did until the gameplay started bite!**

**P**lastic Trolls are making a come-back - in a big way. They first invaded these shores way back in the '70s, and once again they're sweeping the country. This time armed with even more more powerful sinister 'tats' apical than ever before. Each week new models of the crazed things are unleashed - surplines, skateboards and even, would you believe, steel fighters? So why am I being so negative? Because

these supposedly 'half' folk are the stars of a game that has me totally beaten, that's why!

Why do people think that Trolls are cute, anyway? It beats me. Publishers say that they're all really, come from the less interesting parts of Scandinavia, run illegal toll-road tickets and habitually deny goats their constitutional

rights. Go I suppose it's hardly surprising that the game with their name is pretty evil.

Trolls is a first-person 3D in a platform-maze. Hidden within a twisted system of hallways and walls are 41 baby trolls who need rescuing and to the exit, which rescues you. Your mission is to visit each level of each world, bag a few babies and then high-tail it away. It may not be much as plots go, but what do you want from your plastic toys - grand opens? LB, just - PMS.

Right from the start, from the first step on Level One, World One, it's painfully clear that beating the game is going to be a struggle. The facilities hide in places where it's all but impossible to 'half' them (it's classic console style you kill your enemies by landing on them with your gun) but they're always surrounded by enough items weapons to make the task easier than

leaping around the various worlds takes some getting used to. For starters your Troll



The Troll from above, what?

## TAKING A TROLL ROUND WORLD ONE, LEVEL TWO

Oh blue hole in back. Your troll is not only totally dressed.

A killer Christmas god - here's a warning killer as before!

When you break diamonds, there are things!

These items are your ticket to ride, and the reason you'll see the baby Trolls for maximum points, as well as level 2 of World 1 if you want to escape quickly!



How sticky is that? Christmas, love and diamonds, that's really broken!

These balloons contain fireworks, I don't know why, I don't know how, I just know they do, lol!

A killer rabbit, his floppy ears and all. Jump on his head and he'll die!

This way if you want to see World One, Level Two, in TMS way!

can leap over tall things in single bounds. As skills go, this should be useful, helping you to reach that lanky perch where the bones inevitably scatter, but this is rarely the case. As your Troll bounces, you see, he can pass through higher platforms, which is fine and dandy if there are no monsters stood on them, but totally life-threatening if there are.

More strange (and I mean that in the nicest possible way) is the way that your Troll can be raised and tamed in mid-air. Sure, controllable jumps are nothing new in the world of 64-bit games, but the limits that Trolls takes it to are extreme. With a huge jump height and a high tang time you can work your blue-tailed boy into almost any nook or cranny—you have to, because this attribute has been unnecessarily exploited by the game's designers.

You can take all the time in the world to reach the end of each level, but Trolls makes it difficult to be careful. The pace of the jumps and the speed of the monsters make simple platform work essential, while the claustrophobic nature of each level means that you're rarely out of one trying pan before you run into another tie.

Trolls at its best is fast and frantic. The blue-onye things around the screen feel good 'em, the monsters appear at just the wrong moment and the bonuses are tantalizingly out

of reach. Getting to the exit flag once you've worked out the subtle power secrets that tough the tricky bit is not being side-tracked by sneaking bonuses, trying to save an extra baby or attempting to get to the end that little bit faster. These things will lead you astray: it's their job and they do it darned well.

Trolls isn't always fun. In fact, at times it seems like an outright cheat. Monsters slip in and out of existence, they always get the benefit of collision doubt and the post-box screen hides many dangers from view. This is infuriating in the short term and downright maddening in the medium term, but the game's always strong enough to eventually bring you back.

It's often claimed that the quality of a game can be judged by the quality of its graphics. Normally, I'd respond, "huge steaming piles of male-on-droppings" (or something similar) to such complete nonsense but for once, in the case of Trolls, it's true! The graphics are good and so is the game. The whole thing is scintillatingly cute: "Candyland", "Fabledland" and the "Cherry Soda Sea"—need I say more? Yet

## Trolls at its best is fast and frantic.



For some obscure reason, best known to the mad genius who came up with the idea of plastic Trolls with the-the hair in the first place, bathroom products become obstacles!



The Cream Soda Sea is a strange and deadly place. Here, both killer fishes and weirdy squiggles who look remarkably like the Count from Brewster Street, Pa, lie in wait!



"In Fabledland I'll make my stand and die for Freedom!" So the hero's when this gal got hit (and I thought he was one of the players in World Championship Squash) - that.



They have filled every of these worlds with nicely animated-out characters that are fun to watch but tough to lead.

If a new range of battles for each world wasn't enough, both Fabledland and the Cherry Soda Sea also add little gameplay twists of their own. Fabledland tamps fatality in mid-air and entering in the Cherry Soda Sea totally changes your jump dynamics. These changes keep Trolls' gameplay varied.

Trolls is good. It's fast, the characters are enjoyable and the game itself is solid enough to keep you giggling for hours. It's not the biggest game in history, and fast-paced trigger-happy will totally beat it. But even when you've cleared enough babies to become a real Troll (it's that girl again!) there will still be bonuses you know you missed, but trolls that haven't been rescued and items that can be finished up later. And when you're done all that you'll still want to do another go—because you think you're hard enough!

TRIVIA



Welcome to the Cream Soda Sea. Did you know that if you hold a coin shell in your ear, you can hear the soda mixing your teeth?

### TROLLS

FLDK # 0061 840386 # CAS  
\$10.99 + DISK \$18.99 + OUT NOW

## POWER RATING



### UPPERS

- Brilliantly soft sprines.
- Wonderfully controllable jumps.
- Well thought-out levels with loads of nasty bits.
- It's got a frantic pace all on the pressure.
- Each world has a different feel.

- No extra lives or energy.
- Not that big, just tough.

### DOWNERS

If you thought all troglodytes got up to in their caves was a bit of home decoration, you'd be wrong. In fact, they were inventing the world's first home security system. Dave puts on his leopard skin and does some prehistoric potholing.

# STONE AGE



rocks crumble to dust when the disc slips off them and there are some Star Trek-style transporter blocks too (these stone-age puzzles were pretty advanced for their time).

And that's about it. Sounds simple, doesn't it? Well, not after the first couple of levels, anyway. Like all the best puzzle games the mechanics of the thing are pretty straightforward, but kids of the levels are trickier than that trying to explain the plot of a David Lynch film. Often the most innocuous-looking screens are the worst, and Stone Age presents you with some delightfully ingenious puzzles to sort out.

Each level in Stone Age hangs on, these missions are getting a bit gratuitous — they have a time limit, and a few are extremely tight. On the other hand if you get a good few minutes for a level you know it's going to be a headache to work out.

You get four lives, except they're not collectible. For a change it's your clothes have to keep hold of. Fat is complete a level and a puff of wind plunges you into darkness. Lose all four of your clothes you'll be doomed to wandering around in the pitch blackness until you die, well, be about for a few hundred thousand years, get dug up and be put on display in the Natural History Museum.

Apart from the impressive intro screens the graphics are a bit primitive but perfectly functional and clear. Stone... aah... aah... aah.

Strictly speaking Stone Age shouldn't really be called Stone Age. Basically, there weren't any dinosaurs around in the Stone Age, but there is one in Stone Age. I suppose Jurassic Age hasn't quite got the right ring to it and Jurassic Age might have seen Granddads receiving a letter from the lawyers of new Mr G (Spielberg, etc). In Stone Age it is and Stone Age it'll stay. By the way did I mention I'm being sponsored to say 'Stone Age' as many times as possible?

Anyway, this disc has crumbled into a cave looking for some tasty insects. Only he's chosen probably the worst cave in the history of history. The occupants obviously weren't keen on ending up as hamburgers and have turned their backs into a outcrocked the idea of which wouldn't be seen again until Thomas unrolled that oversized jumper his hat had knitted him for Zeus-day and ventured forth to starve the Minotaur.

Stone Age (that's another tip) is a massive 100-level puzzle game. On each level you have to guide the disc from his starting block

to an exit. This is no simple matter, because those pesky cave dwellers have left all sorts of puzzles to solve. Basically, there are only a few rules the disc can stand on, and and the can't leap across the gaps otherwise. Instead he has to make use of stoning blocks.

Some of those move in four directions: up, down, left and right, some just two and others just one. Some other



## STONE AGE - THE COMPLETE SOLUTION (TO



Righty — this is how the level looks when it first slips up on to your screen.



First we need to get one of the keys. Let's go for the green one, shall we?



Move the left-only block — it's extremely easy move with a bit's thinking.



Move of Disc up on to the four-way block. The one between will crumble.



Take Disc on a side inside the rock wall to collect the green key.



Walk outside and follow the, follow the, follow the, yellow brick road.



# AGE

## SO, WHO CARES ABOUT HISTORICAL ACCURACY?

How did it look when it really was? How did it really look when it was really around in the Stone Age? Historical accuracy has never been the most important factor when it comes to writing a computer game. Clearly, the folks making this book of 75 programs for the PC weren't for that matter.

**Age** (PlayByte) — Yeah, like there were really fallguyers around in the Stone Age. Leo Da Vinci just happened to discover some cave paintings and ticked the box, I suppose?

**Clash Rock** (Core Design) — Somehow Chuck developed a dead impressive Georgial, some few thousand centuries before leaving



had even been? However, let alone the concept of leaving your home year with no going about the pub before you get laid again.

**One Million Years BC** (Parsons, 1992) — Never mind the fact that it has the humans being pitched battles with dinosaurs even though the two species never co-habited the planet, the real question is just where did Pigeon Man get his teeth rattled?

**2001 — A Space Odyssey** (MCA, 1986) — So mankind was given a lot of help along his evolutionary path by a rather large misanthropic alien stock system, was it? **The Last of the Great Voyagers** (Kluge, 1973) — By whom? **The Long March** (The Cyber Studio/Spartan 1989) — well,

basically, dinosaurs didn't talk, did they? (How do you know?) — **Ed**! **The Pilgrimage** (Harush Barboux) — This had the lot, didn't it? Cars, factories, steel and dinosaurs hanging around the same farm, even space rockets. Is this really what we should be teaching our kids?

the whole thing is joystick controlled. You select the blocks you want to move by positioning a line cursor over them and then pressing Fire.

It's generally a sound system but, unless you're careful you can move your Gino by mistake which isn't normally fatal, but can be if it's standing next to one of those blocks that coincide to start of the line.

There's a password system so that you don't have to play any levels you've already solved each time you load the Stone Age (I'm warning you! — Ed). You're



Level 18 is one of those deceptive ones that look easy but soon have you trapped up the creek without a brick.

awarded points for completing levels, but this is a pretty superfluous feature. The main challenge is working the levels out — since

you've done that I can't imagine any one wanting to replay them time and time again to try and improve their score.

It has to be admitted, Stone Age (or crying out loud — Ed) is not the most original game ever — it's very similar to The Power and the Glory which is still in the domain of

Somerset. But then, there are loads of shoot-'em-ups that are all basically the same concept with interchangeable graphics.

Stone Age (okay, I suppose this is the summing up paragraph — I'll let you get away with that one — Ed) is an engaging game packed with some intriguing puzzles, but it's probably not something you'll want to play for hours on end, it's more the sort of thing that you load up when you've got the odd spare half hour or so to fill up. Basically, if you like the puzzle games then you'll get your money's worth out of Stone Age (By the way Dave, this charity you're collecting for, it wouldn't happen to involve finding a village for homeless food in your stomach, would it? — Ed) Ex. might be.

BMV



This game would be a lot easier if your Gino would jump. Perhaps he should go on a diet.



**STONE AGE**  
**GRANDSLAM 17 081 680 7044**  
**PRICE TBA & RELEASED SUMMER '93**

**POWER RATING**

**UPPERS**

- 100, sound, fun, 100 ingenious levels.
- The controls are dead easy to master.
- Some of the levels are brilliantly tricky.

**79**

60  
50  
40  
30  
20

**DOWNERS**

- Not exactly burning with originality.
- The graphics are pretty basic.

## LEVEL 24, THAT IS!



Move the foot-way block up, across, down... oh, just follow the arrow above.



And that's it! Gino can now get past the lock and wander off to the next cave.

It's strange how the only people you don't see playing squash are either the businessmen who are trying to impress their clients or inveterate muscle-men who look, as if they're spent all night in the gym.

You never see the intercollegiate, the all-gears-jazzed-but-not-quite-out-of-teeth people. There have to be squash players who exist in a transitional stage between what's fat and floppy muscles.

But where are they? It's one of life's great mysteries.

The characters in *World Championship Squash* are a real hoot, particularly the one who is admitted, I don't know about you, but I've heard of this.

"Being anything more energetic than a bit of hip gyrating? But here, the thing is, in the night, playing squash against the likes of Perry and Lionel (not that Perry isn't in it, Lionel Blair—ES). These characters called Japan in there too, looking very bored and maybe a little Australian?"

You can play squash against all these players and choose if you choose to play a tournament. Or you could just take pot luck and play a single game against any one of

the eight opponents. A game can last for one, three or five minutes—you decide.

You watch the action from where the viewing gallery would be on a real squash court (and in Jaijaro Kitar's *Squash* where the viewpoint is from the bottom right). Unfortunately, this makes it virtually impossible to judge where the ball is really—

It looks like it's hovering around the



# WORLD CHAMPIONSHIP SQUASH

court in two dimensions only, and the shadow it casts is no help. Even worse, if your opponent is standing in the way, then that obscures the ball completely.

There are five ways to hit the ball. Press Fire for a standard hit; Fire and Up makes your player do a high smash; Fire and Down makes him reach for the ball. You can also put spin on the ball by toggling your joystick left and right while pressing Fire.

As in many Japanese games there are loads of options. With *WCQS* there is a particularly address one: *Attain Competition*. Choose this and if you play a tournament you get to go through all the other games you don't even play in. It's an option it should be clarified as a winning relative and only be available through your GP.

But watching a game is only slightly less dull than playing one. Sure, it follows the rules of game, but the fun in real squash comes from watching your opponent trip



and a carefully placed ball means you can't head into the wall. With *WCQS* you don't get precise enough ball control to do things like that, or anything else seriously creative. About the best you can hope to do is return the ball fast.

Trialplayer mode can be fun if you've got a sense of humor and a mate who's worse than you are. At least it introduces an element of unpredictability. But if you really have to have a squash session this isn't the one to get. Unless, of course, you have inside sleeping.



**WORLD CHAMPIONSHIP SQUASH**  
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## POWER RATING



### UPPERS

- The game looks pretty much like the rules of real squash.
- The background gives you the complete equivalent of your blindness after a while.
- The viewpoint makes it difficult to work out where the ball is.
- All in all it's pretty damned dull stuff.

### DOWNERS

## RULES OF SQUASH

**SERVING:** When you serve the ball has to be inside box A. The ball must hit the back wall first, between the lines D and E. To be a valid serve the ball must land in your opponent's box C without the ball touching any wall above line B.

**PLAY:** The ball has to bounce off the back wall and can only bounce on the floor once before it gets there. It can bounce off any of the side walls but if it hits a wall above E or hits the line F, then ball is out.

**SCORING:** Only the player serving can gain points. If the player serving loses a rally the other player gets the next serve. The first player to win nine, as long as he has at least a two point lead.

**GETTING BORED:** If you get bored of Squash cut out the diagram, stick square A into slot D, F into E, bend C around to meet B and you'll have your very own version of Tricky Island.



CAMOUFLAGE FORMAT May 1993



# OUTRUN EUROPA

**W**hen *Out Run* was first released on to-home computer it was a pretty feeble conversion of the classic arcade driving game. But it sold heavily, mainly because of the name. Which was lucky, in a way, because if it hadn't, we might never have got to see this excellent sequel. Yes, thankfully, when they came to make *Out Run Europa*, all the programmers kept from the original game were the name and the driving theme. Everything else was



The classic top caught me before I could get out of the spin. Started slow.

altered to produce a much better, slicker, speedier and more-enjoyable experience. In *Europa* you get to control not only the red below-the-back-of-a-racy-Porsche, but related motor bikes and red hot jet ski 800 as you're chased all the way across Europe by the cops. The twist in this tale is that you're not what the cops think you are; you're a good guy in disguise. While on a mission for the government some important papers were stolen from you. The briefcase the documents were in has been spotted in Germany, in the company of two dodgy-looking sheeps.

So you're trying to make your way across the continent, without disclosing your real name (you're undercover, you see), as fast as you can. If you knock any pedestrians down on the way, you can always claim diplomatic immunity, I suppose. And for any fans of Death Race 2000 out there, if you don't get extra points for a grazing.

You start off the game racing along the white cliffs of Dover on a bike. When the roads are empty it's a piece of cake to put your feet down and burn rubber, but when cops, bulky trucks and fuel limitations

arrive to complicate matters, the game begins to get really interesting — dead busy but worth the effort. Further levels take you across

the Channel, into France and beyond, the gameplay becoming increasingly tough as you get closer to the thieves' hideout. So what you have here is a combination of three types of racing game, marvellous graphics and superb gameplay rolled in to one. It's a pain of a multi-task, but when something's this good, why mess around with it too much?



The thing to 'go on', but it's a little difficult with no wheels on the ground.

## OUT RUN EUROPA

£3.99 • MSX • 021 625 3368

If playing the original *Out Run* was like driving an old rally through a swamp of wetland then having a fling with *Out Run Europa* is comparable to taking an X-Wing into hyper-drive.

## FRAME RATE



50%



What look? Wayne Manor and the Jubilee Group's death mask (which hasn't been listed as the house group on the 64 Revolution) - related messages are got to travel the world for FREE!

There was one big problem - Death, Captain

Markus said he couldn't come aboard! But this was Death's chance to break the world computer record. It takes more than a few notes to beat a Porsche, though (yeah, you need a huge machine gun) - 64. Slowly I hit a plan. I needed something that Europeans would never dare to examine... some thing complicated, heavy-hearted, I knew it was my dog or my DB!





# ACROJET



**R**ed Devils, eat your hearts out. Here comes Frames, super speed! dare-devil pilot, ready to take on the lot of you. What, I would if I could remember which keys do what. Acrojet calls itself, and I quote, "The Advanced Flight Simulator... there's nothing to it, just some complicated aerobics to perform. This flight sim's based on the B20-50 Acrojet, one of the most manoeuvrable jet planes ever. You'll have to train for years just to be in with a chance of filling the fuel tank. But with the help of the B4 and a quick reading of the user instruction sheet you can pilot one in the safety of your own home - well, a computer simulated one anyway. As with most keyboard-controlled sims, the playability would be improved with an

The controller was worth it. We slipped the controls straight into cases. They even believed

my half-baked idea of a healthy 800 edge when I built several hours for stage test it had to come back in a minute. I looked around for something else that would never be awarded for free of charge - that's the guitar case! That was twice as much when I offered to copy the 'user' manual. I had to, though, as the would have had the weight difference. It even fits guitar. That's for a five minutes when I threw it overboard but I didn't realize it - my arms were killing me!

## A GUIDED TOUR OF YOUR COCKPIT

**SWT** - This display can be toggled between displaying engine status and weather conditions by hitting F1.

**Altitude** - This indicates your plane's current height above sea level in three words or less.

**Vertical Velocity Indicator** - This display shows the rate of altitude change in thousands of feet per minute. It'll stop going down fast - no kidding!

**Artificial Horizon** - Shows your plane's position relative to the horizon. It also shows if you're banking too much and which way you are.



**Flaps** - These controls a bit more. This lets you the angle of your wing flaps in degrees (usually 0 to 15) only.

**Air Speed - Shows what?** This tells you how fast you're flying. A bit obvious, isn't it? However, it'll be useful some thing like the low speed warning or the G.E.M.C.L.D. alert!

**Roller** - The roller displays your current position and any other direction things such as the bank, my edge or dirty great yells.

**Compass** - This handy device tells you which way you're headed. Below it is a display of your present heading.

overlay for your B4. But a bit of effort - or a photographic memory - will have you soaring through the skies.

You decide whether you want to attempt a single manoeuvre, take part in a post-mortem or death-defy, or you could just go freestyle. The parameters and decisions consist of flying five or ten different manoeuvres consecutively and you have to try and achieve these feats more stylishly than your opponents (who you never see. By the way, a single manoeuvre can be anything from breaking ribbons tied between two pylons or looping the loop through a gate).

The manoeuvres gradually increase in difficulty and various scores are given for different levels of completion. If you manage to take off, by accident for a bit, then crash you'll get about 10 points. For successfully completing a move with style and flair, you'll get in the region of 80 points.

The graphics jump a bit sometimes and the sound effects are dire. But the plane does do what you want it to do, when you want it to do it and the controls are extensive and easy to use once you've learned which button does what. So as a flight sim it suits the market (whatever that means).

But I still can't recommend it whole heartedly. A replay option would be good, so you could see what your display looks like from the ground. As it is the only satisfaction you get is making it to the top in the score charts. Acrojet does what it sets out to do, but then again, so does an ironing board.



## ACROJET

Price • £29.99 • £39.99 • £59.99

Up there, beyond the clouds, beyond the stars man will one day find his destiny. But it, in the meantime, the wait is getting a bit tedious you could do worse than loop-the-loop on you B4 with Acrojet to fill in the time.

## FRAME RATE



75%

# THE SIMPSONS

## BART VERSUS THE SPACE MUTANTS



**C**razies like The Simpsons never seem to last very long. Do you remember roaming for that Choppy tale, wanting it so badly that you were willing to sell your Quincy for the chance of a ride on one. And now you've clamped your 'lucky Choppy' for that mountain bike - fiddle aren't you? I mean, how much Bart merchandise do you see in the shops now? About as much as you see Lisa merchandise that's how much. *O dear!* I reckon there'll be a Bart resurgence when it finally gets shown on terrestrial TV here in the UK - Eek.

So is this game a quickie cash-in that's in danger of being spurned as utterly old hat or something that has it got the playability to make a game worth getting in its own right.

Bart stars in the game of the title series, looking as true to the cartoon as he ever



**It's a corker!**

and Garve that haircut. The old involves space mutants (as you might have guessed) who have taken the form of, er, anything they fancy, such as giant pigs, signs and letter boxes. Bart has to turn all the purple alienised things into normal red Simpsonised

The Homer didn't get an egg on the "1988 Frontier Sublimator" when he landed under his nose. Then, if almost ran to our table to get that free one again as possible. The game will miss standing to applaud after these hours in various parking cases.

When he'd got his breath back I asked them and Bart up on the poop deck to wave goodbye to Marge. They thought it was time to see their, and according to the list of names I mean have gone through to get him on board. Then Bart spotted something in the water. "It's a 1988 Frontier Sublimator just like mine!" Bart yelled. "Homer's going to be really sad!" - it only he knew!

things. He does this by any means he can. Most often than not all he's got to spray the things with red paint to normalise (I thought you said Simpsonise them last time - that doesn't sound very normal to me - Eek them, but red-dying some purple things will take a different approach.

A few things have been taken out by the monster too. However the ideas from their bodies and they're all red-shuffled instead you with a coin (ah, it human life so cheap?). Colored enough both and you can purchase essential de-purpling items from the shop. Your walletbook comes free, though which is a dead handy, 'em is some of the sectors our yellow here has to speed along the streets of Springfield on his rusty wheels avoiding aliens and dogs.

Each of the five levels is a humongous beast, as in terms of sheer size, at least you get value for money. And though the Simpsons are paid their salary by date (in your opinion - Eek), the game plays wonderfully. It's a mix of puzzles, busy firing and doddly joystick handling. The graphics could be more detailed at times and it's sometimes difficult to know what you can and can't jump onto. But on the whole it's a great, fun game.



### SEEING THROUGH THE ALIEN PLOT

Like in the film *Way Out* (which is real number of a movie - Eek) when you get the space as you can see the alienised things and people for what they really are.



If you can't spray 'em, come 'em up.



Anyone can do that on a skateboard, let's see him do a back-up.

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