

OFFICIAL: BRITAIN'S BEST-SELLING COMMODORE 64 MAGAZINE!

COMMODORE

The very best C64 thing money can buy!

FORMAT

ISSUE 38 • £3.50 • AUGUST 1993

POWERPACK

SPACE ACADEMY FULL GAME
REAL WRITER FULL UTILITY
JHOTAMIA 6 FULL GAME
HALLAX FULL GAME
LEMMINGS DEMO

**MORE
MORE
MORE
FOR
YOUR
C64!**

GOOD! IF YOU CAN READ THIS
YOUR FINGER PRINTS ARE IT
BECAUSE YOU'VE GOT THE ADVANTAGE
FOR A SUPERHERO NOW!

**Tape
to disk
SMART!**
Turn to p.8.

GAMEBUSTERS

505 - GAME
TIPS SPECIAL!
12 PAGES
CRAMMED WITH THE
CHEATS THAT
YOU
DEMERIT!

INCREDIBLE HULK!

Reviewed: Hulk Hogan's Suburban
Commando. Alternative come on
strong with their best license yet!

Future
PUBLISHING



For generations of value

0950-0804(199308)38:08

PLUS

LET'S MAKE A MONSTER • ADVENTURES • TECHIE TIPS • PD FORMAT • REVIEWS

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



COMMODORE MOUSE SYSTEM COMPLETE WITH OCP



- This Commodore Mouse is a high resolution two button mouse featuring optical sensing, left/right buttons, microswitches, rubber coated ball and high quality interface.
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available... The features are unmatched...
 - Create an image - stored in, expanded to, zoom in, scroll it, copy it, colour it, etc., etc.
 - Spring patterns in windows, make cluster lines - straight and irregular shapes.
 - Zoom in to add detail to the main image.
 - Publishers/Screen drivers screen for ease of use.
 - Mouse operations, plus joystick and keyboard control.
 - 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
 - Pull out and paste facilities plus excellent printer support.



ONLY £34.99
 TOTAL PACKAGE INCLUDES MOUSE, MOUSE BATTERY AND OCP ADVANCED ART STUDIO. PLEASE CHECK IF YOU REQUIRE TAP OR DIM

FREE!
 MOUSE MAT AND MOUSE HOLDER (WORTH £4.00) WITH EACH PACKAGE



LC 200 COLOUR PRINTER PACKAGE

now you can print out your pictures in full colour!

- The fine LC200 Colour Printer not only prints in true Letter Quality for your regular jobs but also prints out great pictures from Art Studio, Action Display, etc... In generous colour!
 - LC200 is a full Commodore printer so it works with other computers (Apple, XT, etc.)
 - Made possible by DATEL's unique colour printer driver - now you can turn a headlong to up to 18 colours!
 - No need to buy...
- PACKAGE INCLUDES: STAR LINE COLOUR PRINTED COPY \$48.00
 OCP'S THE PRINTER INTERFACE MAP £28.00
 DATEL COLOUR PRINTER DRIVER SOFTWARE MAP £12.00
 TOTAL £128.00

COMPLETE PACKAGE NOW ONLY £259.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY **ONLY £19.99**

- If you already have an LC10 or LC 200 Colour Printer we can supply the driver separately.
- Works with several versions of LC100, Parallel Port, Super 128, etc.

1541 HARD DISK DRIVE

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

TOTAL PACKAGE INCLUDES 2 GAMES **ONLY £149.99** (SEE US TO SEE OUR CURRENT 15 PROMOS)

DATEL'S NEW SUPERBLY PRICED 1541 HARD DISK DRIVE **ONLY £139.99** (AVAILABLE ON 3RD ONLY)

The Advanced Studio System may be the best 1541 package produced for the 64/128 offering a huge range of essential accessories & OCP compatible with the Super MIDI Interface you have the mouse with mouse!



UNBEATABLE MIDI PACKAGE!

OTHER COMMODORE ACCESSORIES

DATA LIX

- 2 additional cartridge slots provided.
- Slip and store in the original cartridge container.
- Quick & practical for writing cartridges past cartridge rather than manual re-writing.
- Best feature built in.

ONLY £19.99

SPRINT 128

- Full Range Commodore Printer Interface.
- Connects your 80-128 to a range of Letter Commodore Printer Products.
- Easy to use - supports Commodore Graphics 1st.
- Coloured Information on the screen when program is not in use.

ONLY £29.99

DATA RECORDER

- Quality Commodore compatible Data Recorder.
- Power record.
- Three-bit position marker.
- Compact size.
- Comes complete - in case to boot.

ONLY £29.99



HOW TO GET YOUR ORDER FAST!

TELEPHONE (0424) 8782 74401 CREDIT CARD ORDER 01223 822444



Company Retail: PENYON INDUSTRIAL ESTATE, PENYON, STOVES-ON-TRENT, ST4 0NS, ENGLAND FAX 079 74420 TECHNICAL/CUSTOMER SERVICE 079 74420

DATEL LONDON SHOP



271, TOTTENHAM COURT RD, LONDON, W1, TEL 01 580440

THE ULTIMATE CARTRIDGE COMES OF AGE!

ONLY **£34.99** POST FREE

THE ACTION REPLAY MK II WILL LOAD A 200 BLOCK PROGRAM IN UNDER 1/2 SEC

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

- **TURBO LOADER** - Load 200 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1041/1071/Docenic/MSI.
- **INFINITE LIVES GENERATOR** - Unlimited infinite lives! Very easy to use, works with many programs. No user knowledge required.
- **PCRT MACHINE CODE MONITOR** - Full 64K Precise Monitor - examine ALL memory, including stack, IO area and registers in your frozen state. Ideal for debugging or just for fun!
- **SPRITE CONTROL** - Freeze the action and view the sprites - watch the animation - customise your games - kill sprite collisions.
- **FREZZER FACILITY** - Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.
- **DISK COPY** - Easy to use disk/tape copier. Much faster than conventional methods. Ideal for backing up data disks.

- **TRUE TURBO** - This feature will add Turbo Freeze to the programs that you save to tape - no user knowledge required.
- **FAST FORMAT** - Format an entire disk in about 10 seconds - no more waiting about.
- **PRINTER DUMP** - Print out your frozen state to printer - MPS 801, 803, Epson, Star, etc. - very versatile.
- **CHARACTER INTERFACE** - For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £10.95).
- **SCREEN EDITOR** - Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!
- **EXTENDED BOLD** - Many single stroke commands for bold, Save, Dr, etc. Plus range of extra commands, Ls, Auto Number, Del, Delete, Merge, Append, Linesave, etc.

ACTION REPLAY

FOR CBM 64/128



GRAPHICS SUPPORT UTILITIES DISK

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

ONLY £9.99

THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is really the best value for money cartridge that Commodore could!"

COMMODORE DISK USER

WARNING: FREE COPYRIGHT ACT WARNING

Copyright © 1988, Datel Electronics, Inc. All rights reserved. This product is a registered trademark of Datel Electronics, Inc. The design features of this product are protected by copyright. All rights reserved. This product is a registered trademark of Datel Electronics, Inc. The design features of this product are protected by copyright. All rights reserved. This product is a registered trademark of Datel Electronics, Inc. The design features of this product are protected by copyright. All rights reserved.

DATel
Electronics

HOW TO GET YOUR ORDER FAST!

ALL ORDERS MUST BE PAID FOR UPON RECEIPT

DATel ELECTRONICS

50VAH ROAD, PENTON INDUSTRIAL ESTATE, PENTON,

STONE-ON-TRENT, ST4 2PL, ENGLAND. FAX 0752 74303

TECHNICAL/CUSTOMER SERVICE 0492 74304



24 HOUR MAIL ORDER HOTLINE
0782 744707

ORDERING THROUGH A SHOP/STREET VENDOR IS NOT ADVISED

CONTENTS

21 LETTERS

The Mighty Brain has his say... about what you say - in a better kind of way.

25 LET'S MAKE A MONSTER

Three months and counting! Maphan is Mordredian dressed even closer. Forget Sonic, completely ignore Mario, this could just be THE game of 2001!

28 SUBSCRIPTIONS

Get Commodore Format delivered post-free (and snag a brilliant gift too!)

29 GO SOUTH YOUNG MAN

Stick on an adventure? Do you keep asking when you should be investigating? Do you keep trying to clear the East? Then relax, take a deep breath and read our special feature on the way to play adventures - and enjoy them!

32 PD FORMAT

The Binary Zone PD top five!

46 TECHIE TIPS

The best inside info in the world from Jason Faxon - to almost each staff's a cheer!

49 SCHWING LOW WINNERS

The hilarious results of our Golf clubs competition, it's a bit coarse, but it's fun!

52 BUY-A-RAMA

CP's equivalent of Exchange and Mart.

54 MAIL ORDER

The Commodore Superstore is open, all hours.

66 NEXT MONTH

If it's September then it must be CP96.

GAMEBUSTERS SPECIAL

The best cheat sheet in the world just got better in a 13-page extravaganza: the most popular, the trickiest and the most damn-right-difficult. C64 games in existence all get the Andy Roberts' Gamebusters' treatment.

33 68 INTRO Where to find which cheats and how to use them.

34 LAST NINJA The full solution.

38 FUTURE WARS (Close to the future)

37 IT'S WASH! Arcade bathers get clean away.

36 LAST NINJA 2 Destroy Kurofuku's evil plans, for the second time.

40 BEAT-EM-UP Kick for victory.

41 SID SCREEN ACTION Superstar cartoon cheats and tips.

43 LAST NINJA 3 The final chapter!

44 CARTOON TIME Cuts made cuddly!

45 THE NEED FOR SPEED Drive faster NOW! (and don't worry about crashing.)

SOS SPECIAL

mat to the rescue!

OSIE ALBERTON
JUST BATHING
(UN)EMPLOYED

Osie had a beautiful experience on his way to a gig. The Fratelli Elevators were playing on the top of Lundy. Osie took the time.

But due to an excess of

'Lenny' he fell

overboard, washed up on a beach, by a group of

workers he ate out a

king, ate some

fish, ate plants and

drank sea water.

Imagine

what it

must be

when he

found

near the

shore and

found himself in

Minchworth

TRISTON WIRE
(IT) BERNARD

"Bernie, as it doesn't look

like a 't Bernard, but

you're getting on

those costumes in

July (I thought it -

Love, the only reason

I don't get it is a

real reason is

because I'm so fat!

I never could help

lose weight, and

never (ahh... and

why did you

do this one do a

day? I could

have been a

Thomson, what is it?

Oh you can

have that 't

Oh, you -

the answer

'You leaving?'



Three games, one demo and a full utility. Just load it!

SPACE ACADEMY

Side One Tape count 600
18 testing spots, all set in space! Space Academy tests your nagging, nerve and brings to the limit!


JHOTAMIA 6

Side One Tape count 675
Play at Robinson Crusoe in this space action epic.

HALLAX

Side Two Tape count 655
A brilliant PD clone of that arcade star breakout


LEMMINGS

Side Two Count 660
A full playable demo of the superb super-game.


REAL WRITER

Side Two Tape count 665
A smart comedy demo text writer. Good laugh for you and fun to watch.

And another great Deluxe Apperpack offer too!

POWERPACK PAGES





POWERPACK

35

Ah uuumm, ah uuumm. A dream is reality turned sane? Lemmings only wish to meet their maker, these are the thoughts for today my flock. Read on oh knowledge seekers. Ah uuumm, ah uuumm.

It's summer time and the weather is fine, so you leave Earth and go for a tour around the solar system (at very low-oh - oh). Unfortunately while your cruise ship is cruising past the planet Jothamia the captain lost control of the helm and you find yourself hurtling at a particularly terrifying speed towards the planet's surface. Hours later you come to and find yourself surrounded by the destroyed spaceship and hundreds of dead bodies that were once the crew and other passengers. What now? It's entirely up to you!

Okay, so if you're not used to these adventures can be a little confusing, but never fear, Gaiden's here. Well, actually she's on page 29. This she's within this feature which should give any novice adventurers all the advice they need to get them started. But if you're the

important sort, here are a couple of general tips to get you started.

Always make a map of the game as you go along - without that you'll get end up getting lost in the middle of some dark, dark jungle with no food or water. And most important of all, don't give up at the first sticky obstacles you come to - sit and think about it for a while, the answer will probably come to you in time.

And here are a couple more specific clues for Jothamia (to close your eyes if you don't want to see). The instructions on the small box refer to the main aircraft door and the first door you come to is ought to be examined carefully - you never know what you might find.

Oh, oh. Dead again. Ah well, better luck next time.



Read the intro carefully for more.

JOTHAMIA

Written by David Leger, Machine 64 version by Anthony Jones
 At last, the holidays arrived and it was time to get away. You had heard of a machine which takes you on a tour around the solar system and decided this was for you.
 Upon leaving the planet Jothamia you went out on a control and headed towards the planet. Unfortunately, the controls weren't working and you landed on the planet. Everyone else got damaged.

QUICKSTART INFO

Side One - Tape Count 075 - Keyboard

It's a text adventure title, so get those joysticks down and get your thinking heads on. Type in what you want to do. Not sure what to type? Here are a few all-purpose handy instructions to try out.

- N - Go north
- S - Go south
- W - Go west
- E - Go east
- X - Examine
- I - Check inventory

Get (followed by name of object)

- pick up that object and put it in your inventory.

Look - Examine the surrounding area, no less.

Press - Press the thing in question (power).

Show - We-hey, we get to shoot someone!

Save - Save game to tape (make sure you don't save on to the Power Pack, have a blank tape ready).

VITAL STATISTICS

GAME Jothamia
 ORIGINAL LABEL The Guild
 PROGRAMMED BY Anthony Collins
 GENRE Text adventure
 DIFFICULTY It should be easier once you've read the feature on page 29.

for your instructions.

what to do.

what to do.

to help us make of a strong blast proof

with 100% of our best business numbered

to help us make of a strong blast proof

with 100% of our best business numbered

to help us make of a strong blast proof

with 100% of our best business numbered

to help us make of a strong blast proof

with 100% of our best business numbered

DEMO

Lemmings

Then we had just your normal everyday small mammals we are dealing with here. Lemmings aren't ordinary dumb creatures, they're dumber than that. I'd go so far as to say they're very, very stupid indeed. They're so lacking in the old grey matter you have to take control of their every move, otherwise they'll just keep on walking until they fall to their deaths.

In this demo you have to save 88 per cent of the 22 lemmings. Hi Five and you're taken straight in to the Boss (level from the finished game). The lemmings will soon start to fall from the trap door in the sky. The best thing to do now will be pause the game (Shift Lock) and stroll around the level to get an idea of what you're up against. The little door on the far right of the level is the place where you need to get your lemmings.



Press lemmings between Boss and a tortoise.

Form a strategy in your mind before starting to play and remember that a lemming can only fall so far without splatting dead on the floor, he'll always walk to the bottom hole facing and he'll only turn around if he hits a solid object or a cocker. Once you've got a plan in your mind send back to the beginning, unpause the game and get those lemmings home.

STOP YOUR TAPE

The Lemmings demo came to us just too late to be converted to our usual loading system. Because of this you'll have to stop the tape as soon as it's loaded to be at the correct position to load Hallel.

QUICKSTART INFO

Save Two • Tape Count 600 • Joytable port!

Get the lemmings safely to the door on the right. Use the joystick to control the cursor and the top layer of keys on your keyboard to select the attributes.

MAKING LEMMINGS DO AS THEY'RE TOLD



Lemmings might be thick but they can be taught certain simple skills very easily. To give a lemming a skill you use the numeric keys at the top of your keyboard, which key gives which skill is detailed below. Most you move the cursor (using your joystick) over the lemming you want to give the skill to. Press Five and watch that lemming go.

- **CLIMBER (1)** – A climber will crawl up walls that other lemmings can't get over. Once a lemming is a climber he's a climber for life (and that level anyway).
 - **FLOATER (2)** – A floater takes an umbrella wherever he goes so that he can fall from high places safely using his belly as a parachute. Like climbing, floating is a permanent skill.
 - **EXPLODER (3)** – Makes a lemming an exploder and a big number five will appear above his head and start counting down. When the number reaches zero Mr Lemming will explode. A great way of getting rid of blockers or creating holes in platforms.
 - **BLOCKER (4)** – A blocker does as his name says; he stands still, blocking his arms out and stopping any other lemmings from passing him.
 - **BRIDGE (5)** – Another way of stopping lemmings from walking off cliffs is to bridge gaps. A builder will lay 12 steps, stop, straggle his shoulders, then carry on walking.
 - **DIGGER (6)** – There are three types of diggers. A leader digs horizontally...
 - **MINER (7)** – A miner digs diagonally downwards...
 - **DROPPER (8)** – And a digger will dig vertically down (down bobby down).
- The other items in the menu bar are controlled by keyboard presses too:
- **Pause** – Hit delete before blows up all the lemmings at lets you restart the level.
 - **Pause** – Shift/Shift lock.

HEY NO, LET'S GO

To get you on the right track here are the first few things you should do:



Pause the game by hitting the Shift Lock key. Position the cursor where you want a blocker to stand and hit 4 so the boy blocker begins the game.



When the first lemming reaches the car on the left, hit Five to turn him into a blocker. Pause the game.



Move the cursor to underneath the trap door and press 1 on the joystick. Then unpause the game and turn the next lemming to come along into a climber.



That lemming will now leave the group that's forming by the builder and climb up and enter the level through. Move it's up to you to figure out the rest...

VITAL STATISTICS

Game	Lemmings
Original Release	Sept/Oct '90
Programmer	After Development
Original Label	Psychographics
Series	Er, well it's Lemmings
Difficulty	Tough-but

SPACE ACADEMY

The work on the original box to this game goes on for ages about some galactic war a few generations from now, but to tell you the truth it's all pretty boring. So I'll spare you most of it apart from the fact that you're at space school and to make your grades, you have to pass each test with flying colours. But this is like one of those infamous American High Schools where intelligence takes second place to being able to throw a football a couple of hundred feet. If you're good at sports then they'll fix your academic grades for you.

The school is split in two, each part at a separate location. At the junior school you simply build up your speed and stamina to an acceptable level. Until you have completed all the tests in the first section you can't move on to the exciting stuff, like weapons training — it's

a bit like being kept down a grade.

Each game is simply a test of hand-eye co-ordination using different controls every time to get through a number of assault courses. All the

games are controlled via the joystick, your test set is to experiment and you'll soon get the hang of the jumping and dashing.

The main stumbling block to success is a stick in the bottom left hand corner of the screen. It counts down while you're playing and falls when you leave the game or die, whichever comes first. But if that stick hits zero you're hat it, kaput. It's back to kindergarten and egg and spoon races for this world. So get started on that training now.

FITNESS TRAINING



LEVEL 1 - Wobble. Wobble like you've never wobbled before. Wobble as if your life depended on it!



LEVEL 2 - The death stick! (Sounds scary, huh?) Hit Fire to hit your legs to avoid breaking your forehead on the obstacles.



LEVEL 3 - This one's a test of balance. Move your joystick from side to side in order to keep the green bar from turning completely red.



LEVEL 4 - Get to the other side as fast as you can. Hit Fire to jump and thump a dashing switch that turns on the next platform along. Pull down to duck.

QUICKSTART INFO

Side-Down = Tap Command 000 • Joystick port 1

DOWN = Duck/dash down/stop.

Wobble = The faster you wobble the joystick the faster you go.

FIRE = Jump/duck/throw/die.

SPACE BAR = Pause/quit game.

VITAL STATISTICS

GAME = Space Academy

ORIGINAL LABEL = Elite

GENRE = Sports

DIFFICULTY = What dunder!

WEAPONS TRAINING

It's hot, loaded gas. But you thought I was going to tell you how to die this little one. Well I'm not, I was working it out to half the fun. Use your brain, work it out for yourself like I had to. Most of the skills you need for the weapons training have been learnt as part of the fitness training.



LEVEL 5 - Bubbles. You'll run automatically, just Fire to jump over the obstacles. The longer you hold down the Fire button, the further your recoil will jump.



LEVEL 6 - Get to the end of this hazardous tunnel. Hit Fire to duck for a moment to avoid small flying things. Hitting down will make your recoil hit on the floor.



LEVEL 7 - This is another test of balance. Keep the bar in the centre (as close as is) level from left to right you have to duck under and bring back bubbles that come at you from all sides.



LEVEL 8 - Spinning during memory tests. Wobble like mad to stay with them when the bar hits the red section. Hit Fire to move on the ring of the ladder. Then wobble, then Fire, wobble then Fire...

HALLAX

Most blocks take just one hit to destroy, others take more to make things even more interesting; there are a number of power-ups that fall downwards. Catch them in your paddle and you might find that your paddle stabilises in width, becomes magnetic or develops firepower.

The smart thing about Hallax is that it's got a built-in screen editor. Hit F3 to enter the editing mode from the intro screen. Use the plus and minus keys to select which screen you want to edit, and use the F5 and F7 keys to choose the level of block you want to insert. Select the block you want to change with the joystick and hit F7 to do the swapping. Once you're pleased with what you've done hit F3 to go back to the intro screen, then hit F10 to start playing your newly designed level.

First there was Breakout. Then there was Asteroid. And now there's Hallax. The aim at each of the 18 levels is to get rid of all the blocks by destroying them with the ball. Each level starts with the ball resting on the paddle at the bottom of the screen. Move the paddle from left to right with the joystick and press F10 when you're ready to release the ball. The ball comes in stopping the ball from falling off the bottom of the screen by manoeuvring the paddle to knock it back into play.

QUICKSTART INFO

Side Two • Tape Count: 00 • joystick port 1

- LEFT Move paddle left.
- RIGHT Move paddle right.
- F10 Release ball/ fire
- F1 swap between one- and two-player mode.
- F3 Enter screen editor.

VITAL STATISTICS

Game	Hallax
Original Release	Binary Zone PD
Programmers	Relax Design
Original label	PD
Genre	Breakout/Clone
Difficulty	Tougher than it looks

GET YOUR PD 'ERE... LUVELY FRESH PD

Hallax is brought to you courtesy of Binary Zone PD. If you'd like to know more about them turn to PD Format on page 22.



REAL WRITER

Despite how the name sounds, Real Writer is not a word processor. Yes, you write things with it but its main purpose in life is to entertain. You can type in any message, record it and have it visually played back to you - mistakes, cursor movements, deletes and all. It doesn't care whether you're out your F's before your e's or not. Basically it's for writing messages that look dead impressive on your monitor. It can also write large dense wily scrolling messages. Express your mates by pretending you're hard to how to code someone over night. All the instructions are on-screen; all you need to remember is that everything you type will be in the finished message, so if you make a mistake you have to start all over again.

ODUS OFFER • ODUS OFFER • ODUS OFFER

Real Writer is provided by an offer from those good lads at Odus. Take a look at Real Writer from the Odus Hyperpack 2 and try before you buy (which we'll send you with).

NO LOAD ZONE

Sometimes even I have trouble loading my Power Packs. You know how it is. You've done your best, you've tried all the options but even re-aligning the tape head won't work. That's when I turn to Adix for their expert help. They offer a truly excellent tape replacement service, for those times when only the best will do. If you too suffer from the same embarrassing problem, then pop the tape in a jiffy

bag, along with a stamped addressed envelope and send it to:

CPSS Tape Replacement
Adix Audio Video
Harrow, Telford
Shropshire, TF7 4DD

Don't send your tapes to us here at CF. If you do you'll inevitably get lost under the masses of other post we have to sift through every month. So folks, for quick service, send your tuffly tapes to Adix!



GOT A DISK DRIVE?

Let's face it, slipping a disk smoothly into a drive is a lot easier than having to fiddle around with a head alignment screw. If you're lucky enough to own a disk drive for your 64, then this service was designed especially for you. For a small fee to cover postage and duplication costs our mates at Adix will send you a Power Pack lovingly transferred on to a 5.25-inch or floppy disk.

Getting hold of your disk is easier than Tony Saxbury's spelling. Simply call our the coupon from the tape info card, pop it in an envelope along with your name, address and a cheque for £1.50 (made payable to Adix Audio Video), and send the whole lot to: CPSS Tape-to-Disk Adix Audio Video Harrow, Telford Shropshire, TF7 4DD.



CHARTS

TOP TEN

1 STREET FIGHTER 2 ▶

US Gold £12.99 **GF39 80%**

2 WWF WRESTLEMANIA NEW

Hit Squad £3.99 **GF33 88%**

3 TERMINATOR 2 ▼

Hit Squad £3.99 **GF38 73%**

4 DIZZY: PRINCE OF THE YOLK FOLK ▼

CodeMasters £3.99 **GF17 91%**

5 THE SIMPSONS ▶

Hit Squad £3.99 **GF33 92%**

6 JAMES POND 2: ROBOCOD NEW

Kixx £3.99 **GF33 93%**

7 TEST MASTER 2 NEW

E&J £3.99 **NOT REVIEWED**

8 F16 COMBAT PILOT ▶

Action 16 £3.99 **GF33 83%**

9 RODLAND NEW

Kixx £3.99 **GF34 89%**

10 COMBAT PACK 3 NEW

Zeppelin £3.99 **GF35 86%**



QUICK FACTS

In this month's G4 Top 10 software chart there are:

- 1 Games that cost more than a fiver.
- 2 Female games - *Wrestlemania* made three of them.
- 3 Sports games. Five are for it's summer season!
- 4 Games from the Hit Squad leading Kixx's 10.
- 5 Wrestling games.
- 6 Sequels. There are one here only one there!
- 7 100 USA games.

TOP 10 WEEKEND SUBURBAN PASTIMES

- 1 Washing the toilet.
- 2 Combust the front lawn.
- 3 Telling of people who don't comb their front lawn.
- 4 Walking the three poodles: Paul, Betty, and Sam.
- 5 Meeting with the interior designer over lunch.
- 6 Feeding the rackety.
- 7 Feeding the dog, cats.
- 8 Feeding tea with the vicar.
- 9 Drinking the milk to their riding school.
- 10 Dusting the the garage.

WHAT WAS THAT NUMBER AGAIN? TOP 10

- 1 1st Division Manager (CodeMasters)
- 2 2-Hot 2-Handle (Ocean)
- 3 33 Paul (Kixx)
- 4 4-Star World Sports (Alternative)
- 5 5000 Grand Prix (Microline)
- 6 6-Brain 16 (Hit Squad)
- 7 720 Degree (Kixx)
- 8 System 1 (CDS)
- 9 9-Chef'd 9 (Blizzard)
- 10 10 (Frosting)



BREAKTHROUGH

A Shoot-'Em-Up Construction Kit game with a difference? You'd better believe it. The concept hasn't so much been turned on its head as on its side.

Clur checks out the game that could change the way we wash our whites forever.

The view is from the side and yet, guess, this is a Shoot-'Em-Up Construction Kit game.

One of the problems with Shoot-'Em-Up Construction Kit games is that they're all so damned predictable. Finding SEUCK games that offer something new or innovative is almost as rare as Dave West his teats. But now somebody has given SEUCK a new name quite literally.

Jon Wells, the man who wrote *Scythe Of Nightfall*, has found a way to use SEUCK to progress horizontally scrolling shoot-'em-ups. Yes that's horizontally scrolling. Not vertically scrolling, but horizontally scrolling. That's from side to side, just in case you haven't got the idea yet. With a horizontally-scrolling shoot-'em-up you get a much

feel for the action. It's not like you're just crawling along the floor.

Jon's so proud of his first venture into this water that he's decided to release the game through his own software label, Phoenix. It's called Breakthrough and from what we've seen it promises to be a hit. There'll be four levels in the finished version and Jon will be looking it at the bargain knock-down price of \$25 for both the tape and disk versions. Keep an eye out for a review of the finished game soon.



Yes, I am in the plastic, just like back this one. How usually cute people's heads are.

Your gross mass machine is powered by giant cat's paws.

Is that any way to greet an old friend? Oh, no, we've never met before... by phony, why don't you!

Some days you feel you just can't do anything when you wash a dirty great wall for example.

CF VITAL STATISTICS

GAME	BREAKTHROUGH
PUBLISHED	PHOENIX
PRICE	£25
AVAILABLE	TBA

SCYTHE'S HERE

After months of cogitation and deliberation Jon Wells has managed to beat The Scythe of Nightfall into submission and

it's finally ready to hit the streets (or the mall order site pages, at least). There's now a full intro screen in the style of a scrolling demo, and a

snazzy new intro screen too, as well as some redesigned in-game graphics. (You'll be glad to know that the Coliga no longer looks like one of Michael Beattie's Potty Time people - don't tell me you've never heard of them?)

If you want to know more you can contact Phoenix Software for more info at 34 Portland Road, Ormskirk, Worsleyville, WBS 7QW. ☎ 0885 776614.



Scythe, a weapon which this could be!





THE ULTIMATE BEAT-'EM-UP

If you were going to do a feature about creating the hardest beat-'em-up ever in your mag, who would you pick to write it? Someone well known for their psychotic tendencies? Yep, we went for the obvious as well. Go to it Clur, knock 'em dead.

How are you ever going to be Magnificent Seven? A fictional town is threatened by a bunch of bad guys, so they hire Val Brynner to collect together a band of the toughest, meanest guys he can to protect the town. Well, his future's going to be like that. Yep, I'm taking on the Val Brynner role but I'm not sharing my lead to anyone and collecting together the hardest, meanest bunch of C&A fighters in the biz. I'll be going down the darkest alleyways, in the seediest towns and even down the streets in my quest to bring together all the elements that'll make the

ultimate beat-'em-up. The kind of game that can protect us from the evils that are Final Fight and International King Rabbids.

WHO'S WHO?

There's a saying. If all of us were the same the world would be a very dull place indeed, and it's certainly true for beat-'em-ups. All but one of my favourite slug fests give you a choice of characters to play. One of the reasons the

original Street Fighter was so ruff was that you had no choice but to play Ryu. The one game I like in which you have to like your character or lump him (excuse me? - Ed) as OK, but it does have an excuse - the only difference between the three players is the colour of their gi, so it really doesn't matter that you can't choose which one to play.

But when the fighters have different skills you feel a little miffed when you can't try out that really useful heavy heavy thing that your opponent can use. Freedom is all about choice, and I hold my freedom dear to my heart.

FIGHTING STYLES

What's needed is a wide range of fighters, each specialising in a particular feat. It's no use having a Jack of all trades if Jack is the one who gets beaten to pulp at the time. So if I was putting together the hardest bunch of fighters I'd have to include a few of the SP2 mob for their superb long-range fighting abilities, plus some martial arts experts from IKU and Lethal Blows for their precision and speed. It checks in Demoman and his mischievous, to add a bit of brute force to the proceedings and a glimpse of the fancy-panted WWF stars



going back to the traditional way of doing things with Renegade 2. So what if they're numerically inferior? They're still damned fine games... Mr Benn, as he likes me to call him, says that all I need to do to get better is get rid of those damned Ed comments from my copy. Anyway I can, he says... It's the only way... Then I'll be a more balanced person. (Zem... you are joining aren't you, Clur...?) This is all just one big gag, isn't it? - Ed

Let's skip the Double Dragon stuff, shall we? (Anything you say, your mind is... ungleamed... Enslaved! H... A... T... - Ed)

PSYCHO-MANIA

They say madness runs in the family, so why not Alan and Dad and so normal I'll never know. Anyway there are a few families of fighting games that definitely inherited something weird in their genes.

Demoman was launched in 1997, causing a storm in the charts - although the press at the time weren't too convinced. Then, just over a year later, the sequel went down a storm too (probably because of the scantily clad woman you can choose to play - Ed). The anonymous hero is one of the most vicious fighters ever. In his words, "You'll love Barbarian, Clur. He's as mad as a small copse and twice as violent"... Personally I think he would do with seeing a psychoanalyst, anyone with that much anger

inside him needs to talk about it in a good and unbiased fashion. (You seem to know a lot about it Clur - Ed)

Arguably have regard for samurai (well, years) about how good the Last Ninja series really is. Personally I'd rather stick my mind into one of Trent's shoes than play any of them. But as Mother used to say: watch to his own, the world would be a dull place... blah, blah... Actually my psychoanalyst blames my Mother for all my problems (what? - Ed)

The Renegade saga confused everyone by not calling the second it the correct Renegade 2, but enjoying it up and calling it Target Renegade. Then



"See they're pretty big. Sure they have a reputation for getting a little vicious when things don't quite go my way, but put the CD against a Sheeran King Pin magnet and it wouldn't have a clue. He'd have me flat on the floor before I could feel chance to say, 'maybe we could solve this problem with a chat over a nice cup of...'" You see, even I need a helping hand sometimes. You need to be prepared for absolutely anything in this game.



"It's even given you the option to change the colour of the character."



"You can change the colour of the character."

backgrounds that there's no way to see what you're doing. Great Fighter, Great Fighter 2 and that Fighter 3 suffer from this to a greater or lesser extent.

Another thing to take into account is whether you want to fight against or with or not. If you don't want to collaborate, then the game has to be set on one screen. You can't have one player resulting off to Takahashi in the middle of the crucial third round now, can you?

ONE CHUMP OR TWO?

You have to admit that even the most appalling fighting games suddenly become a lot more fun in two-player mode. Probably something to do with the naturally extant instinct that has been noted all of us (except Mary Whitehouse - DR). Even when the two-player mode means that you're fighting together for the same cause, it adds a certain something to the visual of a game. Unless the players can mean to do more than defeat the boss - SHV.

European Homeage was a classic case of this in action. Beating a male cat is very therapeutic, and nobody ever gets hurt. Not only that but you'll probably end up having too much fun that you'll forget all about that argument you were having about who was going to ask out that cute redhead in your maths class.

Even the most appalling fighting games suddenly become a lot more fun in two-player mode.

SCROLLING AROUND TOGETHER

The question now is: do you take your fighters on a quest for a bit of the old ultra-violence or do you slide it out and wait for someone to come and find you? Both scenarios and non-scenarios have their advantages. A scrolling game can have much variety, and will rely on some of the background, it can introduce pick-ups such as weapons along the way. For example, Turbo was excellent in this respect. Do the other hand some non-scrolling have such fancy

HOW MANY CHACKS CAN A NUNCHUCK CHACK?

One thing that makes scrolling games boring is losing battles of the same old enemies, again and again, as they attack in pretty indistinguishable waves. I prefer head 'em up when you face just one really mean opponent at a time, each one having different characteristics. A one-on-one combatant needs to use a more tactical approach than someone who's just trying to damage as many people as possible.

Compare Red Handed (DR2) you want to see what I mean. It's always the exception proves the rule. DR2 is a game with three players on screen at all times, it can be two-player but there's always a computer but there's always a computer.

players think to put a sponsor in the works. But take the principle too far and you'll end up with a disaster of a game like the two-on-two PS-Fighter which is just a mess.

ARE YOU TOUGH ENOUGH?

It's not much fun going to a bar and just picking on the little kids. It may be fun at first but you'll soon get bored and wish you could bottle with their big boys instead. What I'm saying is that if you make it game too easy no-one's going to give it a second look.

The same applies for games that are just too tough. You've just got to go on and feel better here to get a good balance but the perfect game difficulty level would sit right in the middle of the ultra-tough-to-easy DR2 and the slightly-too-tough SHV2. Your enemies need to threaten but not be reliable.

LETHAL WEAPONS

Let's face it, weapons can add to the fun. The only redeeming feature of Double Dragon is

that you get to use some nifty weapons. When integrated properly into a game they can make a level 'em up really stand out from the crowd. Who hasn't gone 'Gee' when you get to ride on the dragons in Golden Axe? (If anyone else hasn't played it, for a start - Gee! Even PS-Fighter becomes slightly more enjoyable when your player gets hold of a dragon to attack people about the boss with but I am lacking re-actively, if I'm honest). Even the special moves in Street Fighter 2 are essentially weapons, and they're fun. Street Fighter 2 would be pretty darned lame without them.

Weapons are great so long as they don't create you to really developer your opponents, use them you'll be left with something as boring as when you get hold of the scaffolding in Final Fight.

TACTICAL MANOEUVRES

The thing that gives Street Fighter 2 its edge is the combination of special moves that each character has. So why don't we try it all these really and give each of our fighters a different special move to help them along their way. Then no matter what we're faced with we can always find someone who can do that one thing better than his opponent as long as he's given the chance to have to mention the best special move of all time here. The game does more or less. I laughed at my knicker elastic burns.

I SAID JUMPI

There's nothing that annoys me more than big muscle build men who just won't do as they're told. If you press Fire and move the joystick up then left, you want

your player to do a spinning kick. Here and there, you don't want him to hang around looking stupid for five minutes, while someone gives him a kick up the butt, before he actually means his move. One thing that PS-Fighter falls down on



"With I found one my games were a little bit better but not a great much anyway."



"We're not quite done with this man's... well, well."



He's supposed to be a bit of a fighter but a lame-brother fighter.



is that it's just so difficult to get your player to do anything. What was dead hard was the feature in the original WWF where you had on-screen prompts to remind you what you were supposed to be doing and when you were supposed to be doing it.

WHAT A BIG BOY

Even if you've got your druggs to do what you want them to it's no damned good unless you can see what you're doing. If you're so small that every move looks like the last (ever played Dragon Quest?) damaging your opponent is more a matter of luck than skill. On the other hand if your opponent is so big he does 'em!

AN EYE FOR AN EYE

Look, I do love this bit. It might upset the white-haired and obese Mary Whitehouse's tentacles to burst up, but in my book a little bit of gore goes a very long way. If when you beat someone to pulp they just go, 'puff!' in a cloud of smoke, that's not much of a reward for all your hard work.

Okay, I wouldn't go as far to say that we want to see David (I assume, though, but some indication that you've hurt 'em helps make all that wiggling and jolting seem worthwhile. I love it in Barbarian 2 when you get to strap the ruler's heads off, and in Fester Renegade you can head 'em when they're down - that's what we want.



Here, that Barbarian is certainly open to some... How much the points off his man, Mr Barbarian.



on the screen... Well, have I mentioned how bad a game Red Heat is yet? You only get to see the spaces from far-afraid up and they're so bulky they're about as manoeuvrable as Giant Heracles in a telephone box.

The constants should have an average height of two to three inches, that way you get decent detail in the sprites, as well as the agility you need to win. The smallest you can really get away with is the size of the sprites in Dragon Ninja, but that's at a push.

COULDN'T FIGHT THEIR WAY OUT OF A PAPER BAG

Before I get you into which fighters I reckon should be in my group of super ninjas, I think I'll tell you in no uncertain terms that wouldn't even make it into the ring for some last round. So here they are, the sort of best-kept secret that would always get pushed back for the school boiler room, and then be put in defence when they couldn't do much damage.

● **Double Dragon** - This is really one of the most awful games I have ever played. It's not even worth giving to your youngest nephew as a Christmas present for a pity. Miserable, unremovable sprites make it unplayable.

● **Tag Team Wrestling** - Bigger than a slug on crutches and more boring than hell, well, any other wrestling game actually.

● **Final Fight** - Yeah, training a cat to bark

on command would be easier than getting in grips with the slow responses of Final Fight.

JUST DO IT

Okay then, I think it's time to introduce you to Clark's super fighters 1993.

- **Ken and Blazhax**, from the dead-hard Street Fighter 2 brought along by their long-range fighting abilities.
- **Michelangelo, Masters Tuffe**, 'em I just love his character.
- **Choi Li**, from Street Fighter 2 too, for her fighting speed.
- **Mitsuru** of Barbarian 2 fame, and **Tyris Flame** from Golden Axe for their remarkably sharp.
- **Frog** got the Lion Man game for their precision fighting and **Sarbanan** for his explosive adventure nature.
- **All** those of the Karate Kids sort of 'em can take their places in the ultimate street gang, as long as they wear their Street shorts.
- **And** the FF Fighting guys have been invited too 'em they're so fat in the sprites.
- **A couple** of secrets need: the rest of the 3D2 pack because their special moves are so cool impressive and the painted 1993 players too they look good and have one-miss shots.
- **The main** reason Double Dragon 2 is so good is because Fester Renegade gets a look owing to his super ability.
- **The books** from Fester Renegade because he's so violent.
- **And**, last but not least, the **Last Ninja**, the **Last But One Ninja** and the other **Last Ninja** all three of them purely for causing more fights over how good they are rather than how well they hold up in a bath.

Anyone wanted argue?



Michelangelo on a special mission April for Fester the Snake!



THE KINGS OF THE RING - OVER 50 C64-4 BEAT-'EM-UPS RATED

Game	Year	Rating	Developer	Company	Year	Rating	Game	Year	Rating
Adrenal Beat	1989	4.0	Frederic Houder	Imagine	1988	4.0	Alpha Warriors	1989	3.0
Amazons Tag Team Wrestling	1989	3.0	Golden Era	Virgin	1989	4.0	Art of Fighting	1989	3.0
Beast King	1987	3.0	Home Video Publishing			Blazing 2	1989	3.0	
Beast King 2	1988	3.0				Bravely Bravely	1989	3.0	
Beast King 3	1989	3.0				Champion Wrestler	1989	3.0	
Beast King 4	1989	3.0				Champion Wrestler 2	1989	3.0	
Beast King 5	1989	3.0				Champion Wrestler 3	1989	3.0	
Beast King 6	1989	3.0				Champion Wrestler 4	1989	3.0	
Beast King 7	1989	3.0				Champion Wrestler 5	1989	3.0	
Beast King 8	1989	3.0				Champion Wrestler 6	1989	3.0	
Beast King 9	1989	3.0				Champion Wrestler 7	1989	3.0	
Beast King 10	1989	3.0				Champion Wrestler 8	1989	3.0	
Beast King 11	1989	3.0				Champion Wrestler 9	1989	3.0	
Beast King 12	1989	3.0				Champion Wrestler 10	1989	3.0	
Beast King 13	1989	3.0				Champion Wrestler 11	1989	3.0	
Beast King 14	1989	3.0				Champion Wrestler 12	1989	3.0	
Beast King 15	1989	3.0				Champion Wrestler 13	1989	3.0	
Beast King 16	1989	3.0				Champion Wrestler 14	1989	3.0	
Beast King 17	1989	3.0				Champion Wrestler 15	1989	3.0	
Beast King 18	1989	3.0				Champion Wrestler 16	1989	3.0	
Beast King 19	1989	3.0				Champion Wrestler 17	1989	3.0	
Beast King 20	1989	3.0				Champion Wrestler 18	1989	3.0	
Beast King 21	1989	3.0				Champion Wrestler 19	1989	3.0	
Beast King 22	1989	3.0				Champion Wrestler 20	1989	3.0	
Beast King 23	1989	3.0				Champion Wrestler 21	1989	3.0	
Beast King 24	1989	3.0				Champion Wrestler 22	1989	3.0	
Beast King 25	1989	3.0				Champion Wrestler 23	1989	3.0	
Beast King 26	1989	3.0				Champion Wrestler 24	1989	3.0	
Beast King 27	1989	3.0				Champion Wrestler 25	1989	3.0	
Beast King 28	1989	3.0				Champion Wrestler 26	1989	3.0	
Beast King 29	1989	3.0				Champion Wrestler 27	1989	3.0	
Beast King 30	1989	3.0				Champion Wrestler 28	1989	3.0	
Beast King 31	1989	3.0				Champion Wrestler 29	1989	3.0	
Beast King 32	1989	3.0				Champion Wrestler 30	1989	3.0	
Beast King 33	1989	3.0				Champion Wrestler 31	1989	3.0	
Beast King 34	1989	3.0				Champion Wrestler 32	1989	3.0	
Beast King 35	1989	3.0				Champion Wrestler 33	1989	3.0	
Beast King 36	1989	3.0				Champion Wrestler 34	1989	3.0	
Beast King 37	1989	3.0				Champion Wrestler 35	1989	3.0	
Beast King 38	1989	3.0				Champion Wrestler 36	1989	3.0	
Beast King 39	1989	3.0				Champion Wrestler 37	1989	3.0	
Beast King 40	1989	3.0				Champion Wrestler 38	1989	3.0	
Beast King 41	1989	3.0				Champion Wrestler 39	1989	3.0	
Beast King 42	1989	3.0				Champion Wrestler 40	1989	3.0	
Beast King 43	1989	3.0				Champion Wrestler 41	1989	3.0	
Beast King 44	1989	3.0				Champion Wrestler 42	1989	3.0	
Beast King 45	1989	3.0				Champion Wrestler 43	1989	3.0	
Beast King 46	1989	3.0				Champion Wrestler 44	1989	3.0	
Beast King 47	1989	3.0				Champion Wrestler 45	1989	3.0	
Beast King 48	1989	3.0				Champion Wrestler 46	1989	3.0	
Beast King 49	1989	3.0				Champion Wrestler 47	1989	3.0	
Beast King 50	1989	3.0				Champion Wrestler 48	1989	3.0	

EVERYTHING YOU WANTED TO KNOW ABOUT SX...

...But didn't ask because you hadn't got a clue what an SX was. It was, in fact, a portable C64 which was launched in 1984, bought by about five people and promptly vanished into the pass-souper fog of history. And Dave managed to track one down...



The SX portable computer. Probably rare.

Signe Signe (Spunk), The Argonaut TV8800 (Hexmax, 800's), The Black Death, The Sinclair C5, The Sinclair Calculator, The Sinclair Z88. Anything by Chris Sinclair, actually. All of them came out in the early 80s amid a haze of publicity and fan... er, well, nobody seems to know. They just seemed to mysteriously vanish like crew members in a particularly cheap episode of Star Trek. Something else which had the same fate was the SX88. The what? The SX88, which was how Dave bought the portable C64.

Yep, back in 1984 Commodore introduced the SX88 as to an unsuspecting world. And 99.99 scoring per cent of the world will doesn't suggest a thing. It's fair to say that the machine wasn't a hit. It was aimed at the business market, and marketed rather like an early version of a laptop PC. But while this not-so-laptop-baby on your lap and you'd not off based consideration to your boss - at 25.8lbs it wasn't light (and if you're having trouble

A relic from the days when portable meant you wanted to attach wheels to it.



imagine how heavy that is, check out our Handy Wreighty Problems box just over the page). And the business market showed about as much interest in it as the English cricket selectors do in winning matches - none.

But the machine does have a few loyal fans. Believe it or not, there are people out there who still regularly use their SX88s. Even stronger, there are still people out there who want to buy SX88s. Don't take my word for it, listen to this:

"I advertised for one for quite a few months in 'Microgram', admits unashamed SX-user Andy Payne. "And other people got in contact with me to find out if I had any success. And if I



It's that dynamic over the shoulder shot of Andy in action on his SX88.

THE TECHIE BIT

RAM	64K
MOB	12K
Display	24 lines of 40 characters on a 9-inch screen (the same as a normal C64) 80 keys in a casing that turns into a lid when you pack the SX away.
Keyboard	80 keys in a casing that turns into a lid when you pack the SX away.
Graphics	Bright sprites plus on-key character graphics. Programmable and multi-colour graphics. 800 x 200 pixel resolution in Hi-res mode (again the same as the C64).
Sound	Three channels, four waveforms (hey, this is a real C64).
Ports	Parallel user port, serial interface, two joystick ports, cartridge port and monitor/keyboard port (so that it can be connected to a full-sized monitor).

Andy Payne's is a C64 fanatic who bought his SX so that he could play his best collection of games all week, 10am on. I thought only games makers and gamers were allowed to play games all week. Where's my video representation?





At five inches the screen is bigger than a Game Boy's and it's in colour, but the rest of the machine is 20 times as big.



A couple of games at the exact size Andy would use them on his SX64 - the one of Andy's favourites, and *Disasters 2* which doesn't stack down too well.

found more than one.

They wanted me to let them know so that they could try to get hold of the other ones."

Andy, a long-time 64 fan whose name has appeared on the letters and games page pages of many a 64 magazine over the past few years, has had two SX64s. He decided he needed a new one

because his original SX had keys missing and a cracked casing. His new one is in almost pristine condition. He bought it for £80. He used his lady old one for £160. Good profit change.

"They generally sell for between £150 to £200. The guy who I bought the new one off didn't know what he had. He picked it up at an auction. When they originally came out they cost about £200."

So how many people does he reckon still have working SX64s today?

"Not many. But I do know a guy in America who's got two SX64s."

AA, the SX. That was the American version which had two 5.25" drives. Our European ver-

sion had just one plus a hole marked "Storage". Very useful, as long as you don't store disks in there, the magnetic fields generated by the SX64 is able to read to tape from disc or corrupt them at the very least. Nice piece of design.

Andy isn't some kind of vintage computer collector, though. He bought his SX for a very good practical reason. He's got a massive collection of C64 games which he wanted to be able to play all work, and, churning through the SX might be, it is a damned sight more portable than carrying a C64 plus monitor to and from work.

"It's a network messaging computer here in Birmingham and I do quite a bit of shift work," Andy explains, "and the SX is really handy for taking it with me."

It's, and his boss won't mind him admitting that he spends his time at work

Even stranger, there are still people who want to buy SX64s.

WEIGHTY PROBLEM

At 20.5lbs the SX weighs the same as:

- 11 bags of sugar
- 2 fan latitudes
- A badger in early spring
- Quats
- 3 human brains
- 55 copies of Commodore Format (with cover paper)
- Three women's short puts
- Five house bricks
- 1.3 C64s (without monitor)
- The combined weight in jeans that the CP-Crew ate on their last team meal (half of it accounted for by Steve)

Did you know that badgers, besides on the early spring being the name except on SX64s, are the 64's largest wild predators. www.bbc.com/news/1



playing games? Andy just smiles away. "I don't think he reads Commodore Format."

AA, well, I suppose there are some strange people who don't. Just don't take the fish in to show your mates, Andy, get in case. Anyway, back to business. Don't you think the screen's a bit small at 5 inches?

"It's very clear, actually. Most games look fine on it. But *Disasters 2* is not so good because the graphics are so complex."

Yep, it's worth for that. The picture was incredibly sharp and colourful, and the games I later played on it were completely playable, even though some of the writing was a bit illegible. What about the sound?

"The chips the same as the one in the C64C. It actually sounds a bit dull. I thought that might be the speakers, but I've played the sound through my hi-fi on a fiber optic and it still sounds out."

Another drawback with the machine is that there's no port for a database or you can't play tape games on it. Which means that Andy has to have all his favourite games - such as *RV* and *The Great Giana Sisters* - on disk.

But then, Andy's the kind of C64 enthusiast who'd rather have all his games on disk anyway, so that doesn't bother him. Nope, he's real chuffed with his SX; it's reliable and suits his purposes.

And I must admit I was quite impressed, too. Despite being cumbersome and heavy, it does have a certain charm, and looks a bit less dated and ugly than some of its contemporaries. But one last question: why's it called an SX?

"I don't know." Thanks.





**LET'S
GET
READY TO
RUUUUUMMMBLE!**

Dear TMB,

I am a mighty fan of beat-'em-up games, so please answer these questions for me.

1 Which is the best sideways-scrolling beat-'em-up?

2 Which is the best beat-'em-up where you stay on the same screen throughout a fight?

(eg. Street Fighter 2)

3 Which is the best beat-'em-up on the C64?

4 Which is the best beat-'em-up ever seen on any console/computer/home?

5 How can you get a shoot-'em-up construction kit course car, from C&M - TMB but can you get a beat-'em-up construction kit?

6 In CP90, did you read that it was unlikely that we would ever see *Sheets Of Rage 2* on the C64. Any chance of the original *Sheets Of Rage* being released on the C64?

Ben Jones, (Birkenhead)

PS-In CP94, *Reilly for Ashford* was reviewed and it scored 82 per cent, but in CP91 you had a small reminder review and it scored 89 per cent!

For millions of years mankind has struggled in the dark depths of ignorance, scrabbling around for a few precious facts. What a waste of time! They could have just asked The Mighty Brain. You can! For a free supply of enlightenment drop the grey one a line to TMB, Commodore Format, 30 Monmouth Street, Avon, BA1 2BW.

1 You'll be wanting to suit to p. 18 then!

2 Look, go to *The Ultimate Beat 'Em Up* feature on p. 88 and you'll!

3 If you don't get top, 10 how do you show a real beat-'em-up?

4 The best fighting game ever written has to be the *Hydro Fighting Edition Of Street Fighter 2* in the arcade. It takes the genre to new heights.

5 Sorry, no. You could always get *OPLOCK* and then break it soundly with a stick!

6 Yeah not, for much the same reason as the first game has never been released on the C64. These

words look a bit like perspective about their games, its (Sage's) 'art' and they don't want to be anyone else's play!

YOUNG

PS This is what's written in the trade by the editor, *Chris Carter* (featured the page) and a CTF technique called an 'out and back' to snipe the goalie at these boxes. He'd be 'sniped' in the goal area for both goals and then 'sniped' in the goal area for both goals and then sniped before it went to the penalty.

Unfortunately, in the mad rush that is deadline week, it was overlooked. If you don't make a song and dance about it, forgive us but that four per cent wasn't that significant a difference in scores - *Naggy's* an stunningly good game and 86 per cent isn't overlooking its case at all.

SHEER INTELLIGENCE

Dear Mighty Brain,

I am writing with comments that you have probably heard before, but I feel that they must be re-iterated.

1 When will people realise that reviews are opinions and not laws written in stone?

2 Why don't you lay off Clue? She's my kind of woman: intelligent and sexy!

3 I must admit to being a recent convert to the C64 and that I am impressed by the sheer intelligence of your magazine.

4 On the subject of the C64 vs Sage and Nintendo, may I just say that the console

HOLIDAY SNAPS

Well folks, I've chosen my spot. I now know where I'm going to go for my holidays this year. I got out all the astronomical charts, looked through all the brochures and watched all the holiday shows.

Normally, I go to a small, unspoilt Greek island somewhere in the Cretic Islands, but this year I fancied a change. So I, The Mighty Brain, am going to Crete, which legend has it, is the 'Gem of the Southern Coast'.

So if you happen to be in the area between 99 and 100 of August keep an eye out for me, I've heard that *The Wellington* (Crete's 'Village for Street Purists') or the *Palace Road* (Stratigiano) are particularly good, so I'll probably pop in there for lunch. YOUNG





are boys, the C64 is not. It is a programmable machine that constitutes a true computer. Jim Fay, Glasgow.

1. Well said Jim. Our readers use the continental system of our extremely staff. We try to be as far as possible, but obviously there is often inconsistency. Besides if we print our reviews in stone, the mag would be way too heavy to fly and then it'd slip like a book of history page 1875.

2. One may be your kind of woman, but she's only one of a myriad. And seeing as I'm entirely bald-headed, she really isn't!

3. It's all downhill from here onwards! O, you see, if you add them up - (Total: 1584) C64, C65 (708), Dave (122), C63 (138), Lisa (146), and Treason (23) - and then divide that total by

six, the resulting pretty impressive. I cannot tell a lie, you are quite right. So, Oh yeah, and why we're confusing you, you know that pretty well... **TWR**

POSTAL VOTES

Dear TWR,

1. In 1978, you mentioned something called a Wargames Construction Kit. Could you tell me where I can get it?

2. Will there be another Sissy game like Crystal Kingdom Gassy? (Brooks/Brooks) - TWR, 31 James on the PG. Just in case you didn't receive my letter, please request for your pull in issue 33 my vote goes to Classic Star Trek 812946296.

3. This is what's known as a 'lot package'. It is also what's known as 'overly-megally' unattractive. If you want to use our new small ads service (just flip-over to

COMIC RELIEF

Dear Mighty Brain Thingy (MRT):
1. Will you be giving away SEUCK (Shoo-Em-Up-Construction Kit) as a second Power Pack?

2. Is there a good Judge Dredd computer game?

3. Why doesn't someone make superhero games like Superman, Iron Man or the Flasher?

4. How can I enter your fabulous competitions when I get CP two months late?

Send: Farnborough, Victoria, Australia.

1. Games are unlikely to let us have SEUCK for the Power Pack while it's selling so well.
2. No, there's an appalling Judge Dredd game -
3. There was a Superman game once upon a time from Topsoft but it was very average. A Flasher game was played by a company called The Edge but it never came to pass. Making a good game is not easy. A Flasher game is only not be a good idea it is too slow work. Only Batman
4. Simple. Guess the questions about words in advance and then guess in advance before the letter matches your stored **TWR**



just by default - Dave, though, one of our readers may be able to help you locate a copy.
5. Gassy's pretty neat, so, the tough old bird (egg, bird, good!) will probably be back, but there's no firm news from Commodore just yet. **TWR**

READERS CHARTS

But is it all? Well no actually, it's the bit of the letters section where we print your Top 10s. This month a first chart random names from Mass Destruction of Brooks in the Netherlands, who tells us, "I love rating games so instead of making a boring top 10 I've made a grid."

1) Sissy

(Team: Codes)

2) Start Car Racer
(Team: MorePower)

3) Sissy

(Team: Fasting)

4) Racing
Description Set
(Team: Electronics Arts)

5) Super Monaco Grand Prix

(Team: Kix)

6) Super D1 Road
(Team: Treason)

7) Turbo Gattuso

(Team: Kix)

8) Intarp 2
(Team: Kix)

9) Sissy

(Team: Treason)

10) Sissy
(Team: Leisure Godard)

And here's Owen A. Badman's seriously brilliant survey with his games top 10:

1) Sissy

Kix

2) Crystal Kingdom Gassy

CodeMasters

3) Sissy 'n' Sissy

Kix

4) Sissy 'n' Gattuso

Encore

5) Sissy

Kix

6) The Simpson

Big Game

7) Super Fighter 2

Big Game

8) Sissy 'n' Gattuso

CodeMasters

9) Fantasy World Gassy

CodeMasters

10) Turbo the Code Op

Image Works



Steve Walsh
Comptex

STEVE WALSH RULES OKAY

To the Mighty Brain,

How nice anyone with a SACS or Mega Drive take the Sissy out of the C64? I'd prefer Sissy out of Treason 2, Crystal of Power 2, Quest to Sissy or Mario any time.

1. "Sissy" what a game! This might be the probability of all other 'em-ups, but it can still compare well with the other games that I've got on all of these!

2. I have read Commodore since the very first issue and I thought that it was an excellent magazine until issue three when you published a C64 cover was put down and labelled in Sissy Corner. I'll tell you who's bad, Sir Jim Douglas the editor of that piece of long paper and not Michael Mulligan. He's not because he spends 150-200 a game that he can get for between 12 and 15.

Why didn't James Leach stick up for the C64? Because he's a sissy, that's why! Long the Treason, C64, C65, Lisa, Sissy, Andy Roberts and the rest of the CP crew.
3. Why isn't there a Sissy City PG game? They're the best, going up, going up...
4. Yes this letter 'Steve Walsh Rules Okay' 'Sissy Monster' Sissy, Leicester.
PG. The choice shaped things are called Sissy Blues, hope you like the gridfish.

Well said, Sir. You obviously like Commodore and have nice tolerance for hype. Good head!

1. Further proof of your tolerance, 'Sissy' may look like it was made Sissy 2, but it still plays like a dream.

2. I was once of the 'indocentric' and decided to get 10 Douglas for some kind of justification, the said "To save time with a publisher, I'll send you of my equipment, you can get the same game that you'd find in a SACS or Mega Drive for 115 in the C64. Instead of getting huge car-burn-quality made 7 backgrounds with vinyl perfect pixelated scrolling, amazing sounds and exciting toned graphics, you get some old old Nintendo clone for a game with graphics that look like a paper C64, when late-ages to last. Thank you for getting when late-ages to last. Thank you for getting when late-ages to last.

Before you go around to the usual 'em-up' festival fair, imaginative graphics and a large volume for you, don't be misled, this is a magazine professional and has to take the responses to answer and answer for who he's mailed out 1000 for an FM Treason, if you want that money you wouldn't want to find that your machine is actually deflated by the mighty C64, would you? Besides, as I did say, "Actually I quite like the C64, but there's up go!"
3. When they got promoted to the Treasure League. Oh, sorry I don't mean to but you'll see the Treason PG Sissy-Dave accounts first.
4. Your comment is my wish for something like that. You'll be glad to know that I've the fully free in the Sissy. **DR-VALSH'S**

J BLEAKLEY IS CLEVER

Dear Sir Brian,
Why has Trenton or someone changed the "It's a Corner" symbol? Oh, and why, oh why, did you ruin the ratings system and bring in all that graphics, sound and impact rubbish.
William Watt, Glasgow, W
PS: Could you please call this letter J Bleakley is thick?



The new layout really upset me.

We changed the Corner logo because we thought that as after 50 issues it was time for a change and (2) the new one looked dead (that is for the score boxes), we took a lot of feedback when we changed to the "old style" (CF1-27) with people saying the new ones were lame. So we changed from (in CF20) to what they are now - independently the best score boxes going. They are a lot more informative, clearer and look great, so what. **TMS**
PS: I could tell it would probably be what's known in the trade as "florid". For fear of legal penalties I have decided against it.

SCORES OF MISTAKES!

Dear Mighty (we need to get bigger) - **TMS**, it's no wonder from CF20 I've decided to give you a sample of your new look. Here goes:

- | | | |
|-----------------|------------------------|------|
| 1 Power Packs | Try two tapes | 85% |
| 2 Pages | Make them wider | 90% |
| 3 Charts | Bring back the Top 100 | 85% |
| 4 Snippets | Bigger and better | 95% |
| 5 Previewers | Still | 95% |
| 6 Specials | Love 'em | 100% |
| 7 Subscriptions | Clay machine | 80% |
| 8 Letters | No probe | 100% |
| 9 Gamesters | No probe | 100% |
| 10 Tackle Tips | Same as tackle tips | 95% |
| 11 Reviews | Brill | 100% |
| 12 Complex | As above | 100% |
| 13 Superstars | Fab | 100% |

Now the complaints. There's no probe, adventure section or PD section.

Like Chris, **Blairness**.

- Why take two tapes into your datacentre? We endeavour to make full use of the single tape and fill it to capacity. Am I to take it that you want more programs?
- I thought I was supposed to be the technical one around here! You've obviously read my thoughts because from the issue 27 we will indeed have wider pages.
- We would, but that's only if we had the top 50. We could guess the rest but that really wouldn't be fair.
- Couldn't agree more.
- Why, thank you.
- No, shocked.
- What do you mean okay? Use it now!
- That's more like it.
- Good.
- High, you spotted our cunning plan!
- As per usual.
- Cheers.

PS: Popped to buying something, then? We thought the poster because, eh? It's as good as to be in the survey file majority of you said that you didn't use it.

You have us changed to right (left), so the advertisement section - we don't have one. This is a question of style (nearly we haven't managed to combine the grid formula for the logo). The normal subscription scheme - those found in many other mags - just tend to be highly selective (as with retailers that are of use to very few folk). We want to give value for the Public Domain sphere - what do you think is all about? **TMS**

THE ULTIMATE THREAT?

Dear The Mighty Brain,
You'd better answer my question for I'll get Ciar to look you! (MAY NOT - **TMS**)
1 Was there a Marle 1, 2, 3 or after the OGG?
2 Is US Gold's Street Fighter 2 better than the original Street Fighter?

GO ON, RUB IT IN, WHY DON'T YOU?

Dear **TMS** (The Mighty Brain),

- Why do you all hate Roger Frammer? I like him. When I'm feeling a bit down I read his section and take great pleasure from his misfortune and then I think, "my life can't be that bad," and carry on as happy as Larry (that's regularly happy) **Stuart** - **TMS**.
- Which football team do you support? I like Glasgow Rangers FC.
- Is in CF20 there is a Creatures listing. When I first tried it, no problems. Then I had to re-align my heads and it didn't work any more. My friend John typed it into his computer and it worked straight away. Why is this?
- Why did you give Robin Hood Legend Quest 75 per cent? It's a truly magnificent game. It deserves a Corner at least.
- I think Gamesters is getting a little bit worse. For instance in CF20 you devoted the whole of Gamesters to Creatures 2. Surely could have spread it over a few months? Some people may not have had the pleasure of reading Creatures 2. So be more considerate next time!
- If you are as healthy can you work out a 10-10 decimal places?
- USA 2, England 0. Had that how you can't teach us in Scots for getting beaten 1-0 by Portugal (who are a much better side than the United States). Taylor Out! Kevin Davies, Up North.

I looked at from that perspective, I can see your point. But then, I rather miss the chap - now he's 3,000 miles away.

Oh no again (it's too that Neil Trenton (using Street Fighters FC, I'd better support Rangers as they know how to win things like cups, leagues and even matches)

I looked at from that perspective, I can see your point. But then, I rather miss the chap - now he's 3,000 miles away.

3 Is WWF Wrestling a budget game?

4 What is your favourite football team?

Christopher Linnell, Sunderland.

1 Yes, Marle show me please by Oscar shortly before the last Ice Age.

2 Yes, Street Fighter 2 is better but playable Street Fighter is just fine.

3 Yes, it's available from The Hit Squad (4 Oct 1991) £20.00 for the price of £3.95.

4 Under 18s, I'm forced to say Brazil Florida. They, No World, are you happy? **TMS**

HOLLOW THREAT

Dear Brian One,

If you don't answer my letter I will always read Roger's section of the mag before yours... what am I saying?

1 I have just finished reading CF20 and I think that you have made it better than it was before. You all deserve a big pat on the back for all the improvements.

2 If you know everything they you know what questions people want to ask before you even receive their letters. Therefore you could just point the

- Do you type it in each time or is it saved on tape? If you have a copy on tape then I can only imagine that you saved the original listing with misaligned heads. This means when you try to load it back in the code is corrupted.
- Don't fault the control system somewhat (most) and the testing too - if you hadn't corrected exactly the right bit you could end up terribly slow. It was a great fun game, if you had a shot.
- This was an experiment. We could either give Gamesters up for six months (at about three pages per month) or get it all out of the way in one go. Besides, Creatures 2 was one of the best-selling C64 games of recent years, so we felt it safe to assume that large number of readers had it.
- Yes, but I'm not going to reveal the secret bits of code that they've been having their prices raised for over 2,000 years and I think it's time they get an even break.
- If I was English I would indeed have been ashamed. America played well above themselves and England didn't. As it will say in The World Francis is

1 I think Gamesters is getting a little bit worse. For instance in CF20 you devoted the whole of Gamesters to Creatures 2. Surely could have spread it over a few months? Some people may not have had the pleasure of reading Creatures 2. So be more considerate next time!

If you are as healthy can you work out a 10-10 decimal places?

USA 2, England 0. Had that how you can't teach us in Scots for getting beaten 1-0 by Portugal (who are a much better side than the United States). Taylor Out! Kevin Davies, Up North.

I looked at from that perspective, I can see your point. But then, I rather miss the chap - now he's 3,000 miles away.

Oh no again (it's too that Neil Trenton (using Street Fighters FC, I'd better support Rangers as they know how to win things like cups, leagues and even matches)





answers on your page without anybody having to further writing in at all
 3 It says on the front Month page in CP33 that the next issue will have more pages, is this just a one-off or will CF always be bigger in the future?
 Paul, Chelton-On-Bass

- 1 Claims are odd plots.
- 2 Of course I could, but surely a list of answers with no questions would make for pretty dull reading? Besides it's good to get direct feedback in the mag.
- 3 Yes, CP34 was an 88-page spectacular unfortunately, as you can see, it was for one month only. We'll try and aim our new publisher Colin Campbell, remember nearly 800 going on more pages over the next few months. TMS

GOTCHA!

Dear The Mighty Blake,
 I've noticed you out in Commodore Format 33 you said Bristol Flowers FC are the best football team. Trenton White is the only person that could possibly be dumb enough to support Bristol Flowers FC. So Trenton White answers the letters in your column. Try and make a smart excuse for that, mate!

By the way I think that the new CF is better than the old one. Right, now I've written that, I'll ask TRENTON some questions.

- 1 Why do you hate Roger Freeman? I think he's brilliant!
 - 2 What Power Rating would you give Mayhem in Monsterland? so far?
 - 3 What is the best flight sim for the Q64?
 - 4 TRENTON, what do you think is the best game written for the Q64?
 - 5 What's the price of a 128 TRENTON?
 - 6 Will there be a demo of Mayhem in Monsterland on the Power Pack?
- Andrew G, Isle Of Arran.

Hmm, so you don't plan to visit Bristol in the next future, huh? It seems that with an average

gate of 5,000 there must be at least 4,000 other people 'dumb enough' to support Bristol. Besides, I said that to keep Trenton from blabbing. The poor dear has had a hard year so I decided to do him a favour.

- 1 Because he was there?
- 2 We've never actually seen a moving demo, just the pack we got in the mag. The Rowlands want it this way precisely so we won't get too close to the game and prejudge it.
- 3 I like Chuck Yeager's Advanced Flight Trainer. There's loads of choice and none of that pointless killing.

4 I asked him and he said MicroPro's Soccer on the Power Play 88 cartridge from US\$ 50th.
 5 A 128 TRENTON would cost you about \$125. They're in short supply, I've only ever seen one!
 6 Yes, the demo will feature on the Power Pack the same issue as the review, hopefully if (if) the everything goes to the Rowlands they'll send it in about three month's time. For more news on Mayhem check out page 35. TMS

PERSEVERANCE

Dear TMS (Totally Mean Snake),
 I've written to you four times without an answer. This is my fifth attempt (gee, that

TASTE REMOVAL MACHINE

Dear TMS,

- 1 I bought Power Pack 31 (and the magazine along with it, I hope - TMS) and some of the games don't load. What can I do?
- 2 I have just found out by reading CP33 that some things have changed in this issue. For example Commodore is further on in the mag. Is it always going to be like this?
- 3 How many people on the team like heavy metal? Your biggest heavy metal fan ever, Michael Conroy, Dundee.

1 Easy, if you pop the tape in a Jiffy bag and send it to CF21 Tape Replacement, Audio Video, Hamout, Suffolk, Shropshire, SP7 4DD then a new tape will be sent to you as soon as possible.

2 No. Every month we're going to change nearly all the words and the pictures. What a wonderful literary concept!

3 I bet you thought I was going to make a gag about Cassini. But I'm not! The variable printer is, well, to be honest, meh-oh. Oh in particular the old breath-punk line and Trenton came easily enough but the Q64 have ever made, but that's about it. We do like a LOUD, though. TMS



The Q64 is cheap and loud, and they rock even more.

does seem to make sense - TMS, if you don't answer this one I'll...
 Paul Roberts, Aberdeen

Et... sorry, Paul, but we've run out of room, I'll see if I can fit you in next month. TMS

THE END

I have long goodbye. So let's just say so long. If you need the old you have to do it yourself. You know how to write. Don't you? Oh! Well in that case you better write to TMS, Commodore Format 33, Manswood Street, Bath, BA1 1BW. Please don't send any SAs though as TMS cannot reply in person (because he hasn't got one, basically).

FREE ADS! YES WE SAID FREE ADS!

Bargains! Don't you just love 'em? But from this very issue (on page 32) in fact - don't ask why the forms for and the page is there is just one of those magazine-type notices that creep up every now and then you won't read the best bargains amongst the ads in order. Here's a Buy-A-Rama, too! THE BEST BARGAINS ARE NOW THE ADS THE M.O.V.I.E.S! Yep, all small ads now cost nothing, both and completely free period, not just, eh? So now, if you want to:

- 1 Sell or buy second-hand C64 hardware
- 2 Sell or buy second-hand C64 games
- 3 Advertise a user group
- 4 Get in touch with pet pals
- 5 Postmaster! Load instructions
- 6 Send birthday messages

1 Place an official state sports in coded messages to the government of the US

...and you can advertise for free in CF! But there are a few rules:

- 1 We will not print any ads which appear to support politics.
 - 2 Include your address in case we have a query about your ad.
 - 3 This service is for private individuals only, so, sorry, mail order companies and PC shares can't advertise for free.
 - 4 We reserve the right not to run an ad if it appears to compromise the spirit of the ad3508.
- So, if you want to advertise anything commodity C64-related CF is the place to be.

BUY-A-RAMA ORDER FORM

NAME _____

ADDRESS _____

TELEPHONE _____

Destination: France Japan Korea Other _____

Let's make a MONSTER

THE STORY SO FAR...

How do you top *Dinosaurs 2* that's built with Mayhem in Monsterland that's been the best-selling home games, John and Steve Rowlands, the Apex, reckon that Mayhem is not only going to be the most amazing slice of software ever on the C64, but it's also going to put console games to shame. It's a challenge (remember that one far has been 10 months in the making. Basically, the plot is all about a transfer called Mayhem who starts about Stonehenge trying to make it a better place to live in by transferring all the dinosaurs whenever European holidays comes on... (You just make that up - Ed).

M

onsterland's resident monsters can't just wander around aimlessly. When you see the first game it might look

as they do, but they don't. We've had to tell each and every one exactly where and how they should move about the screen. So this month we've added or adjusted their major direction routines. In fact, a better term would be 'direction dependency' routines, because the way a monster moves will depend on other factors. For example, we can tell a where to head in relation to Mayhem's position, or how it should animate in any given point along its path.

As we mentioned last month, we're forever squeezing Mayhem in Monsterland in our im-

Forget Jurassic Park. This year's biggest dinosaur smash is going to be Mayhem in Monsterland and the Apex Boyz reckon it's going to be the greatest game ever on the C64. They keep going on about it. We can't stop 'em. Uh, oh... here they go again...

vision to create the perfect C64 game (as perfect as any game can get). The adjustments made this month have made a big difference to the gameplay. It feels more interactive than before, with some monsters not moving along set patterns but appearing to have intelligence. The game just keeps on getting better.

MONSTROUS MAY

WORK 1

JOHN While monsters need a movement pattern. This will tell the monster what route to take, and what it should look like at each point along its travels. For example, if there's a monster walking left and right on a platform, his movement pattern tells him to: walk left to the edge of the platform; pause; walk right to the other edge; pause; then start again. His animation pattern tells him to: animate monster using walk left frames; stop and face forward (pause); animate using walking right frames; stop and face forward; then start again.

The movement and animation patterns have to be linked so that they coincide at every stage throughout the sequence otherwise you

could get a monster moving left but looking like it's walking right - those walking monsters, remember. This process is what I hate most about creating monsters. So for Mayhem in Monsterland I've come up with a new animation system - directional animation.

As its name suggests it animates my monsters depending on the direction in which they're moving. So when a long forward to my long-outdoors, my monster animator now checks each monster's direction 20 times a second and calculates what animations are required. Yeh!

STEVE After a great deal of thought about how we're going to market the finished version of Mayhem in Monsterland we've decided to release it as a real order only game. This has a number of advantages:

1 The C64 staff space is many software shops is currently decreasing. This means that loads of you simply won't be able to buy the game.



On each spread of Mayhem, the clouds are just over the page.





from high street shops, and specialist retailers are difficult to track down. CD4 magazines, however, are generally available, so if we stick an advert in them, then the vast majority of CD4 users will have access to the game.

When you take a game in the shops the money you pay for it is divided by several parties. A big chunk goes to the shops and the distributors of the game. By using a mail order system we can sell the game more cheaply by cutting out the middle men. That's better for you because you're getting a quality game for less down, and better for us because the lower price tag should encourage more people to buy the game.

WEEK 2

JOHN Andy Roberts was down again this week, playing the game most of the time. At

one point he collected a whopping great 8,732 stars! He was awarded 67 lives for only 105,000 points. This isn't really enough, so I multiplied all the star scores by 10 (remember, stars give Mayhem different scores depending on how fast they are rotating when he collects them).

Well, my little monsters are still screaming for attention (you're beginning to sound like Christopher Lee - J!J), so I've been studying their movement routines. As I've now got directional animation why not go a step further and put in directional movement? This is more complicated than directional animation, though. The monsters have to move in relation to Mayhem following him left and right across the screen. However, a few fair checks and a week later, and Mayhem is...
**Mayhem is...
 Mayhem has these 'Follow-U' monsters. Using directional animation they all animate correctly, too, whether they're walking left or right or standing still.**

SPINE The first part of this week has been spent enhancing Spookland with all the water and underwater stages. Much like the stages with control characters we mentioned back in issue 33 the water surface also needs characters that control Mayhem's sub-aqua movements when will be more sluggish than his normal movements. When Mayhem falls through the surface of the water the control characters will detect this and switch the controls over to compressor mode... well, in theory, at least. I expect that in reality we'll have problems when John starts to code it and finds some major

design faults we didn't think of, it has happened before, more than once.

How the water characters are handled I have to hold down until we've used in the control table. John's code will check a character under Mayhem every 100th of a second whenever he is on the level. If a character from my table is found there then Mayhem is gone diving.

WEEK 3

JOHN As Steve mentioned a few months ago

Mayhem not only walks in front of background objects, he can also walk behind them. Spookland has trees which Mayhem can charge behind, giving the impression of depth. The strong monsters can also appear in front or behind objects, giving an even greater feeling of depth. But I've just modified my collision detection routine so that Mayhem can only hit (or be killed by) monsters that are on the same plane as him. That's to say that if Mayhem is behind the tree he can only interact with monsters or bonuses that are also behind the tree - he doesn't touch any monsters that are in front.

I then went one step further (there's no stopping me this month) and made it possible for the monsters to jiggle their priority with the background while they're moving. For instance, I created a monster that walked left in front of a tree trunk. Then, as he turns to walk back right, he sometimes has got only so far that he goes behind the trunk (this which is invisible as he isn't over the tree when it occurs). Then he walks back behind the trunk finally switching in front to walk again. All this gives the impression that he's walking around

It's gone all wibbly wobbly instead of gratey scrapey.



In this screenshot, John Roberts has collected 8,732 stars! He was awarded 67 lives for only 105,000 points.

MONSTER MIND

Four names? John and Steve Rowlands. Your occupation? Programmers. Your specialist subject? The making of Mayhem in Atariworld! 1983-1990. And your questions start... in three month's time, in issue 36, actually. That's because we haven't set the questions yet. Or rather, you haven't. It's us, this is your chance to ask Steve and John any questions you've got about Mayhem. If there's anything you want to know about the game, something you haven't quite understood in this series of features or you'd like that advice on the best way around to buy, send your questions to: **MonsterMind, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.**

Monumental in happy mode - a great chunk of it anyway - before the population explosion. Steve's getting in the morning with all sorts of questions.

Now you get two **SUPERB** free gifts when you subscribe to CF

SUBSCRIPTIONS

TEENAGE MUTANT HERO TURTLES - THE COIN-OP

(ImageWorks/Caserta)

10 levels of top-notch beat-'em-up may-hem with the heroes in two shells (four half shells). We gave it a mighty 90 per cent when we reviewed it. RRP £13.99



ALL NEW SUBSCRIBERS GET A COPY OF THIS...

SUBSCRIBE NOW!

AND GET 2 SUPERB FREE GIFTS!

- All new subscribers to the multicolour 16-bit Commodore magazine will get a copy of *Turtles - The Coin-Op* plus a choice of one of the other superb gifts on this page. And check out the other benefits!
- 12 issues delivered to your door!
 - An exclusive extra letter full of news and updates!
 - Increases in cover price won't affect you!
 - All for the same price you would pay if the magazine! - just

£29.95!

PLUS A CHOICE OF EITHER...

CREATURES 2

Dinosaur Caserta) It's nasty, it's bloody, it's sick and your mother would like it if you were Puggley Achilles. Tons of platform action that demands horsepower as well as razor-sharp reflexes. RRP £13.99



OR

WIN WITH STYLE!

CHEETAH BUG JOYSTICK

Wonderfully weird and weirdly wonderful, the Bug is a revolutionary joystick that's taken the computer world by storm! (And, Our Mom's a lot, as well - Eek. Those in the know prefer on about ergonomics and it'll change the way you play your games forever! RRP £14.99)

FIRST SAMURAI

Use Soft-Disk or cassette - please specify! If you like beat-'em-ups you'll love this. Heck, if you hate beat-'em-ups you'll love this. First Samurai looks great and plays even better. That's why we gave it a massive 90 per cent - below! RRP £9.99

Worth £10!



OR

Save all the hassle of going to the shops every month to get your copy just to be held, "bored, sold out", successive year eggs and get it delivered at an extra charge! Complete and return this coupon to us today!

PLEASE ENTER MY SUBSCRIPTION for 12 issues of COMMODORE FORMAT for an amount of **TOTAL PAYMENT £**

12 ISSUES ■ UK £29.95 ■ EUROPE £43.95 ■ REST OF THE WORLD £55.95

To ensure you receive your magazine and tape quality and contentment, all overseas subscriptions are sent air mail.

MY CHOICE OF GIFT IS: BUG JOYSTICK ■ CREATURES 2 ■ FIRST SAMURAI (Disk) ■ (Cassette) ■

If you are already a subscriber please quote your subscription reference number here - you will find this on your address label:

METHOD OF PAYMENT PLEASE CHECK: CASH CHEQUE PO CREDIT CARD NUMBER EXPIRY DATE

Please tick here if you do not wish to receive direct mail from other companies:

NAME

ADDRESS

POST CODE COUNTRY

SEND THIS COUPON (TOGETHER WITH YOUR CHOICE, IF APPLICABLE) IN AN ENVELOPE TO:

COMMODORE FORMAT, FREEPOST, SIMONTON, SIMONTON, BIRMINGHAM B41 1PB

The coupon is valid until 31st August 1992

Please make all cheques payable to Future Publishing Limited

CFMAG002

GO SOUTH YOUNG MAN

Adventures, it has to be admitted, are not universally popular. A lot like football management sims, you either love 'em or loathe 'em, and the bottom six definitely in the majority. Which is a shame, because a good adventure can be like a great book, something you can really get your teeth into, with the added bonus that your actions affect the plot.

Part of the reason people are put-off adventures is because they seem to be very complex games - you actually have to type in commands, for a start. For gameplayers who find typing in the leading instructions a bit of a strain, the only cheat is a read option, especially because it's not always obvious what you need to type. It's not like using a joystick where there are only a limited number of actions you can try; the number of different commands you can possibly type in are infinite - that's quite a few.

But it's not that daunting really. There are certain rules and tricks which apply to the vast majority of adventures. Once you've got the hang of them, you can stop worrying about the mechanics of adventuring and immerse yourself in the game.

So, for all advertising purposes, CF here reveals the tricks of the trade. To make things a bit clearer, we've used Games, which runs on Power (Picks 2, 3) and 34, as the main example throughout this feature, because it's the one adventure most of you should have (and if not, why not? There's no excuse. Turn to our back issues ordering service page 52, now).

THE ART OF OBSERVATION

One of the prime rules in any adventure is EXAMINE EVERYTHING. It's rare for the location descriptions to mention things that have no bearing on the game, even if it's just a



Downstairs in Examine you learn on the North Tower safe-playing game.

red being. So study everything that is pointed out in the location descriptions to find out if there's anything there that can be examined which might provide you with

a clue or reveal something else of interest.

At the start of Games you're at the top of the list. Reading the location description reveals that you're surrounded by bushes.

EXAMINE BUSH brings the response **THE LEAFLESS BRANCHES ARE THERE AND COVERED BY GRASSY THORNS. EXAMINE THORNS** brings the response **CORNY, BUT NOTHING SPECIAL. Now you know there's nothing there to be gained here.**

If you type **INVENTORY** you'll be told that you're carrying a spellbook, a damaged sword and clothing. Typing **READ**

"You enter a small bedroom. To the East there is a C64 and a monitor. The C64 is running an adventure. You are hopeless at adventures. To the west is a copy of CF." Type: OPEN CF. "Inside is a feature by Galadrial telling you all about how to play adventures..."

SPELLBOOK reveals a list of useful spells you'll need to take to before you pass the section later on about **TAKING NOTES**. **DOWN** leads you to the village

floor. **EAST** to the supports of the village and **EAST** once more at the village center. **NORTH** leads to the deserted smithy where there's an anvil and some useless tools and weapons. Since you have a broken sword that needs to be fixed it's a pity that there's no blacksmith about.

The Meeting Hall seems a logical place to check up to go **SOUTH** and **EAST** to get there. When you enter the hall you discover that the villagers, frightened by recent events, are ready to attack anything strange - including you! But having read the spellbook carefully you'll know that one of the spells will calm them. So **EAST** **CHERISH AT VILLAGERS** and to and before they become much more friendly towards you. They mention that nobody has seen anything of the blacksmith since the fire. **NO, THIS IS A CLUE!** It's the sort of thing you need to use for in adventures.

After a lengthy exchange with the villagers you find yourself back in the centre of the village. **EAST** takes you back inside the hall and the location description reveals that you can see a **POPE**. Pops always a handy item in an adventure, so **TALK POPE** and go **WEST** (or **W**) outside once more. **EXAMINE MEETING HALL** gives you a more detailed description of the building. Note that the programmer has made a point of mentioning that the doorway is still intact - **THIS IS ANOTHER CLUE!** When something pretty important gets a major mention in any sort of descriptive passage, it's well worth investigating it

further. So, in this case, you'll be a lot not to





type in **EGORPHEE DORROWAY**, because if you do it reveals that a bunch of beacons are stacked inside it. They could be handy (this is an adventure; you can bet they're handy) - but so-type in **TAMBERBAIN**.

SOUTH and asks you to a free location - a burned heap. There's a (great) description of how the pile is, about as enlightening as you're left with here's a pile of wood on the floor. You can also hear a loud murmuring. **LISTEN** reveals that someone is buried under the wood. You **CAN'T** move the wood as it would cause the ceiling to collapse so, as you're carrying a load team, type **PROUD HAMPER**. Now it's safe to **MOVE WOOD**. Underneath you discovered the body buried under a man. You drag him out just in time as the local colleagues. The poor man is in a bad way - so **CARE HEAL AT MAN**. In a flash he's fine and happy and, thank you, it turns out to be the missing blacksmith. Lucky because when you wait your saved reported later on, he's just the man to do it.

The moral of this story is, if you hadn't looked carefully at the hall then you wouldn't have seen the wood beam and the blacksmith would have died... or something like that.

GOOD 'N' STUCK

Part of the fun of adventures starts in getting stuck... or, that sounds a bit odd but bear with me. There are times when you seem to come to an impasse like in *Corya* when you encounter a party of farmers dragging a captive along with

them. To reveal yourself would result in you getting killed or being captured.

Try to think of something that you'd do if you were faced with that situation in real life. It happens gradually as the night falls after - **ED**. They don't look like very nice people so you'd try to avoid to attract yourself from them, wouldn't you? So **HIDE** is the obvious most. But it'd be handy to know where they're going so **FOLLOW** would be the ideal logical input.

You're lost in *Corya* that you follow the crowd until you see them going beside a large rock. You're also told that they're talking to one another so it'd be logical to eavesdrop, wouldn't it? So **LISTEN** and you hear the leader give the secret word **NAK** which opens the rock and you watch them all walk away.

Now you've discovered what you need to do when you can't think of a word, a lot of problems are so easily solved. When you're faced with what seems like an impossible obstacle remember to examine every object you have with you (and any objects that you found and discarded earlier) as the response



might just provide that vital clue which you've been looking for.

In *All*, adventure games there are some basic rules:

- A rusty door, fence, lock or gate usually means that it needs to be oiled so if you found a puddle of oil somewhere you know what you have to do.
- Tiny windy plants could always do with watering.
- Dark places should always be illuminated.
- Trees and ladders should always be climbed.

■ Books should always be read.

After playing a few adventures you will soon get into the swing of things and start making up your own set of rules.

PARSER PROBLEMS

You'll often hear reviewers during about the dreaded 'parser'. Basically a parser is the part of the program that scans your input from the keyboard and checks whether there's a meaningful word in its verbs or nouns list and, if not, takes the appropriate action and prints the correct response.

A good parser is one in which the programmer has checked all many synonyms or

MAPPING, YOU KNOW IT MAKES SENSE!

What do you reckon are the essential items for an adventurer, then? A sword? Nope. A spellbook? Nope. A silly rucksack? Nope. What all adventurers must have are a pair and a few sheets of paper, preferably graph paper. You see, unless you make some sort of map of the locations you visit you'll soon and up completely lost.

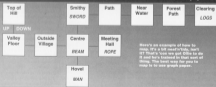
The best way to map is to draw boxes on a sheet of graph paper. Each box will be

a location and you write in a brief description of the location at the top of the box and underneath make a note of any objects you find there. You can then draw lines between the locations to show where they are in relation to each other. The first few locations you map in *Corya* should look the way we've got here.

At the start of *Corya* you find yourself at the top of the hill. You then move **DOWN**

to the valley floor and **EAST** to the outskirts of the village. **EAST** once more takes you to the village centre where you'll find a beam. And so it goes on. You won't need to pick up every object you find because in most adventures you can only carry a certain amount of things, so if you don't pick something up note down where you found it so that you can get back to it easily if you find out later on that you need it. Similarly, if you drop an object, note down where you dropped it.

Mapping might sound a bit tedious, but unless you've got a photographic memory, it's essential if you don't want to spend hours wandering around aimlessly. Included in the name of the game I thought I was *Corya* - lol.



possible to take care of all many possible inputs from the player. Of course, if you're playing the adventure game which accepts only two words (a very limited type of input), such as LIGHT LANTERN, things get a lot simpler. If the player decides to input TURN ON LANTERN or SWITCH ON LANTERN or even ON LANTERN, a good parser will recognize the words ON in various places. He LANTERN and will have alternatives for LANTERN, perhaps LIGHT or LAMP which is usually all right.

Some more advanced adventures will accept short-complexed inputs, or PLANT PLANT IN PLANT POT. Our magazine has used a light only to discover that the appropriate input was SWITCH SWITCH. On another occasion I was trying desperately to free a bound prisoner using a knife. It was hours before I discovered that the necessary input was CUT BONES BLADE! That, on the part of the programmer, was quite unfortunate.

If you find that you're up against a fuzzy parser and you don't know exactly what you need to do, it's a good idea to write down your entire in-play English on a piece of paper and try to find all minor contradictions of the input from that appeared on previous. Eventually you should come up with the input the parser requires for. An example of this is in the adventure *Waltz!* I knew I had to get a dagger from a messenger so I wrote down CUT THE COUPON OUT OF THE MESSENGER. After a few failed attempts such as OUT COUPON and CUT OUT I eventually came up with the required input which was,

WALTZ! or not. COUPON OUT. But don't worry, I don't think you'll find too many parsers with such an awkward input program.

TAKING NOTES

In most adventures, you find various clues about the place, its looks, its objects or paper, inscriptions or skills. Whenever that happens in the adventure may remember when you talk to them, etc. It's a good idea to have a pad and pencil handy in order to jot down these clues. It isn't always possible to do this, but question a character again if you've forgotten exactly what it was they said to you, and it's extremely irritating to not be able to find the magic word which will open the secret door when you know you were told it somewhere along the line.

The only reason if you can't

find it again is to have to restart the game from scratch. Having a pad and pencil handy is also useful if you come across coded messages and you can jot the game on paper, if necessary, while you quietly work out what the message is.

In *Coyote* you're provided with a spellbook which you can read as often as you want to refresh your memory, but suppose you needed a spell instantly when someone attacked you and you only had a

couple of lines before death — and you forgot what the spell was! If you had to waste time trying GET SPELLBOOK, READ SPELLBOOK, you could be dead before you knew it. If you'd written down the spells on a piece of paper and had it handy then your problem would be solved.

CAREFUL SAYING

It might seem obvious to save your profile at the end of each playing session so that you can continue from the same point the next time you load up. But it's surprising how many people actually forget to save their position regularly during each adventuring session and suddenly that

great! That jumps out and kills you and you have to start from scratch or go back to your last save which was probably the previous evening.

Most adventures allow you to save to either tape or disk and, in the case of tape saves,

remember to wind on the cassette a little before taping TAPE, in case the tape starts trying to unravel and half the data is lost while the leader tape winds through.

But where should you save? As a general rule I save every half hour or so in case I come across a sudden death situation. More importantly a good adventurer always saves his position BEFORE they step on to that rocky bridge suspended over a chasm, before they decide to press that bright red button, before they climb down that rope attached to the wobbly hook, before... you get the idea.

It's also a good idea to save before eating or drinking any food you come across — not just because you might find that it's poisoned, but because that tasty morsel might be just the thing you need later to feed the grunting bear that's standing outside the only exit.

ARE YOU HUNGRY FOR MORE?

Was you a non-believer before this article and now you're a convert? Then give attention to this month's Power Pack a read and see how you do. If you're still having problems then write in and tell us why you're getting stuck.

Or maybe you're an old adventuring hand hankering after a more in-depth feature? If you can then drop us line telling us what you want. If you want to see a regular adventuring feature in CF tell us what you'd like to see in it.

Send your letters to the Further Adventures of Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BB.

CLUELESS 35 August 1993



The Famous Five was one of the best-selling games when we put on the Power Pack



PD FORMAT

FEATURING BINARY ZONE



Some of the best C64 art around is available from Binary Zone.

What Binary Zone's good at and why: We provide a fast,

friendly and trendy (what? - it's)

PD service for C64 users which has now been running for three years. There are now over 3000 Binary Zone members spread in 20 different countries. The statistics in demand list we also have an excellent range of PD games and utilities. Currently in the

planning stages are more support for tape users plus our new

GOLD range in which the programmers of GOLD software receive a

small payment for each copy of their work that gets sold (which is similar to the

system which has been used for ST and rings PD for some years) - £25.

We don't include any address in our catalogue, only the very best PD around. For more info send us your name and address along with two first class stamps to the address above. State whether you're interested in tape or disk.

Who are they? Why are they? Where are they? This month's featured PD library reveals all...

BINARY STATISTIX

Library Binary Zone PD
Address: 34 Portland Road,
Gresham, Worcester WR9 7GW.
Software available on: Tape and disk.
Price per tape: 65 for a 90 minute compilation.
Price per disk: £1.50 (single-stick), £2 (double-stick).

SAMPLER ZONE

If you want to find out what kind of stuff Binary Zone has to offer then look no further than this month's Power Pack. The game (which number four in the Binary Zone games chart below) is a stunning example of PD software.

TOP FIVE GAMES

1 AMFIBITION

Catalogue No: BZ0084
A genuine shoot-'em-up with parallax scrolling, excellent graphics and great music - the whole works really.

2 MISSION MONDAY

Catalogue No: BZ0094
This is an Army Moves style game by the legendary Aah and Gern. Great fun.

3 CHAZZ

Catalogue No: BZ0094
Take the prisoners in this frantic shooter which features a variety of weird adversaries.

4 HALLIX

Catalogue No: BZ0001
Retrieve your transformations by smashing up a wall in this cyber 3D-styled style game.

5 TERMINAL CITY

Catalogue No: BZ0007
This is based on the well-known section of Paradise and was coded by Aah and Gern.



TOP FIVE DEMOS

1 **BUTCH BREEZE** (Blackmail)
Catalogue No: BZ0200
A graphically and musically superb release by one of the best demo groups.

2 **RED STORM**
(Filed) Catalogue No: BZ0225

Probably the most Amiga-esque demo ever on the C64. Plenty of amazing effects which include 'morphing'.

3 **SPRITUAL DREAMS**
(Spent)

Catalogue No: BZ0266
Begins with an amazing intro which contains scrolling mountains in a lightning storm. Spectral!

4 **WONDERLAND 9** (Censor)

Catalogue No: BZ0236
Great graphics, great music and a huge picture of Eddie for all you free thinkers.

5 **ELYSION** (Gigs)

Catalogue No: BZ0216
A superb release which loads data continuously on the disk while showing you each effect for a lengthy demo experience.



TOP FIVE UTILITIES

1 **DIS MASTER**
Catalogue No: BZ1001

An absolute must for disk users as it allows you to sort, change and enhance the directories on all your disks.

2 **USA MUSIC ASSEMBLER**

Catalogue No: BZ0009
Create commercial-quality tunes with this superb music program. Comes with built-in help screen.

3 **DEMO DEMON**
Catalogue No: BZ0005

This allows you to create your own demos with music, screens, great on screen pictures, sprites, etc.

4 **FUTURE WRITER 2**

Catalogue No: BZ0002
Write massive disk-files and add music and effects with this rather fancy note writer.

5 **ROCKMONITOR**
Catalogue No: BZ0008

This sequencer may be out and busy in use but it's still popular and can share out some nice dig-bones.



JARGON-BUSTING

• **PUBLIC DOMAIN** software for PD is written by C64 enthusiasts and released with no copyright restrictions. PD software is also free - sort of.

You can copy a PD program from someone quite legally. But PD software is more usually obtained from PD libraries, like Binary Zone, who will charge you a minimal fee to cover duplication, disk and postage costs.

• **DEMO**, in the PD sense, are a mixture of really nice efforts, involving messages and music. Many of these obtain the C64 for its graphical and sound limits and are hard impressive. Actually, they're a chance for the programmer to show off.

GAMEBUSTERS

Welcome to a rather special Gamebusters — a 10-page (including this one) Gamebusters Special.

SOS Special (if it's hard to keep up with all these changes). SOS is by far the most popular section in Gamebusters, and when we asked you to vote in with your queries for this special, the response was utterly amazing. So much so, there just wasn't enough space to cram in everything we would have liked to do. So, if you write in to help but can't find a reply over the next 12 pages, rest assured that your plea will be answered in a future SOS — we keep every request on file until it is printed in the magazine (no matter how long that takes).

Many games proved as popular as ever, and no doubt only avid fans of the word are still far a little disappointed not to find a single SOS cheat in this special. Don't despair, however, just keep reading. CF + we've got something rather exciting in the pipeline for all you egg-heads.

DISTRESS SIGNALS!

If there's a game you're stuck on that we haven't covered in this special, never fear! SOS lives on. Send us details of the game you're stuck on (including the name of the publisher and the type of cheat you'd prefer) to SOS, Gamebusters, Commodore Format, 38 Warrimour Street, Bath, Avon BA1 2BN.

It's been a mammoth task putting these pages together, and I read them, Warren Pilkington and Martin Pugh for their sterling efforts in the labelling department (hope your fingers have cooled down by now). So, sit back with a cool drink and enjoy!

ANDY



Yes... Yes... Gamebusters is the one to go to for all your gaming needs. The CF crew, aka International Rescue, are ready to serve all your gaming needs.

SOS

SPECIAL

Here it comes — 12 pages of the cheats, tips, POKEs, solutions and listings that you specifically asked for. Your lifeguard for this SOS Special is Andy Roberts...

Andy Capp	44
Amiga	47
Back To The Future 2	47
Chameleon	44
Double Dragon	44
Double Dragon 2	44
Double Dragon 3	44
Dragon Ninja	44
ETS	44
Maniac	44
Leif Erik	44
Leif Erik 2	44
Leif Erik 3	44
Moby On The Run	47
Moby DEALS	47
Monaco	44
Parsons	47
Predator	47
Predator 2	47
RoboB	44
RoboB 2	44
Shadow Warriors	44
Shinobi	44
Short Circuit	47
Stop The Day	44
SWW	47
Terminator 2	47
Top Gun	44
Turbo	44
Turbo 2	44
Turbo	47
Worshiper	44

CHEATS AND HOW TO USE THEM

Experienced cheaters can turn the page right now. But if you're new to cheats, POKEs and listings, digest the following information carefully...

CHEAT MODES These are special instructions and secrets built-in by the games' programmers and as a result not every game will have cheat modes. Many cheat modes require you to type in a word or phrase, usually on the title screen or high score table. You need no additional hardware to use a cheat mode for 'Key-board cheat'; just follow the instructions carefully.

RESET POKES A reset POKe usually has two elements: a POKe statement (followed by a value), and an SYS statement. For example, `POKE 1434, 42` followed by `SYS 4444`. The actual POKe

changes a location in the computer's memory, usually adjusting the amount of lives left. The SYS number is the machine-wide equivalent of RUN, and is needed to restart the game. To use a reset POKe, you MUST have an additional piece of hardware called a reset switch. You simply reset the machine and enter the POKe or POKEs followed by the SYS call to get things running again.

ACTION REPLAY POKES You need an Action Replay cartridge to use these. Freeze the game with the cartridge, select the POKe option from the menu, enter the desired POKe or POKEs, then press the reset key. No SYS number is needed because the cartridge restarts the game automatically. As a result, reset POKes can be entered by Action Replay owners, but reset switch owners MUST use an POKe.

LISTINGS Listings can be used by anyone, as they require no additional hardware. A listing is a BASIC program that must be typed in exactly as it's printed in the magazine. You need to press RETURN at the end of every program line to enter it. For example, you would start the ANDY listing with line 0, typing: `0: REM: SAVE: LOAD: OR: IS: FOLLOWED BY: RETURN`. Enter every line in this manner, and when you finish the program SAVE it to cassette or disk for future use. Now RUN the listing. If all is well, the message PRESS PLAY ON TAPE will appear; you can now load the game. However, you may be confronted with DATA ERROR, in which case you should check the DATA lines you have typed in. The listings are tested thoroughly, so any errors are likely to be have happened during the typing stage.



LAST NINJA

You're all rubbish at Last Ninja, aren't you? We had more letters begging for help with all three games in the series than for virtually any other game. So, the SOS speakh' presents a guide to the entire series starting with, logically, Last Ninja - or should that be Second-From-Last Ninja?

LEVEL 1

THE WILDERNESS

If you're the carelessly sort then take note - it isn't essential to kill any enemies until you have collected a decent weapon - it's often possible to sneak past them unscathed. From the start screen, take the bottom-right exit into the next screen, then follow the path and take the bottom-left exit. Follow the path into the next screen, then stand in front of the rock and collect the **SHOVEL**. Go back the way you came to the start screen (just before the path), then take the top-right path. Take the top-right exit again, then carry straight in and take the upper-right

screen, take the right exit, then follow the path and take the top-right path again. Go to the next screen, take the top-right path at the T-junction, then collect the **APPLE** from the tree. Take the right-hand exit into the next screen, collect the **SH. BROUZE**, then go back the way you came to the T-junction.

Take the top-right path, then the top-right exit to arrive at the dragon screen. Heading the stone bridge, stand at the position shown in the screenshot to the left - has a beard? To level the dragon is steep, how do you top-right, follow the path around, and walk off the right to block the level.



LEVEL 2

THE WASTELAND

From the start screen, collect the **CLAW** from the right-hand box, then exit to the right. Take the right-hand exit again, follow the path, and take the bottom path into the cliff screen, missing the **CLAW**, push against the cliff face until the ninja starts to climb (it doesn't matter if you're in the center of the path to do this). Walk right into the next screen, take the right-hand exit again, then take a top-right exit and jump the gaping stream.

Exit to the right, then follow the path and take the right exit again. On the next screen collect the **APPLE** from inside the cave to the extreme right, then take the right-hand exit. Heading away the **CLAW**, gently walk backwards towards the wall, keeping as far right as possible - the ninja should climb down with ease. Exit to the right, take the top-right path, then jump carefully

SOS

SPECIAL

exit. Take the bottom-left path again, then collect the **GLOVE** from the next screen. Take the top-right exit, continue right and take the top-right exit. After collect the **NINJA MAGIC** hidden

below the massive rock - the rings will start to flash, and you now have limited time to reach the exit before the magic wears off. Instead you use the **Acorn Reply PCMC** (green below). Oh, and use **SH. BROUZE** to kill any enemies you meet - it's quicker (and so much more humane).

Take the top-left exit, then the left-hand path, then jump across the river again and exit bottom-left. Take the top-left exit at the T-junction, then jump across the swamp. Once across, take the right-hand path, then the top-right exit and follow the path around and exit to the right. Take the top-right exit again, then re-arrange around in the rocks and you find the **STAFF** (it's at the right of the next screen). Now take the bottom-right exit into the status screen - if the ninja magic is still working, you can safely run past them and finish the level. If not, you'll have to go back and collect some more (which is very, very difficult).

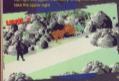
LEVEL 3

PALACE GARDENS

Note that some of the enemies from this level onwards will re-appear when you enter the screen. Oh, and they're also getting a little faster too. From the start screen take the top-right exit, then the bottom-right exit, then the top-right path again. Follow the path and take the right-hand exit, then take the top-right exit yet. Jump carefully across the river, take the right-hand exit, then follow the path and exit to the right.

Collect the **SH. BROT** from the water's edge, then go back the way you came to the start

Cross the river as before, take the



path at the T-junction.

Follow the path around, taking the top-right exit, then collect the **POULDER** from the tree in the next screen.

Take the top-right path, have a quick peek in the temple if you're that way inclined, then take the top-right exit again (perhaps check the top-right exit - Oh). Collect the **KEY** from the post (which can be a little fiddly), continue right into the next screen, then get the **MUSKOWAS** from the dead man's belt.

Go back the way you came to the T-junction, then take the top-left path. Collect the **SMOKE BOMB** (has been the Ninja's rock, then carefully cross over the swamp (this is easier if you aren't heading any enemies). Once



COMPLETE SOLUTION

Interact with the right-hand wall, then the bottom-left path yet again. Now take the top-left path, followed by the top-right path (the right-hand path), followed by the top-right path again. Exit to the right, then continue right into the next screen. Making sure that you're holding the CL. CRUIK, collect the POSE. Interact with the ring with the ring a ring!

Take the top-right exit, the right-hand exit again, then the top-right path. Follow the path around and take the top-left exit, then the top-right exit. Continue right into the next screen, take the right-hand exit, then jump across the river and exit top-right. Take the top-right path from this screen first, holding only the AMULET, pray in front of the golden statue to finish the level.

LEVEL 4

THE DUNGEONS

The best weapon to use on this level is the staff, as it enables you to kill the skeletons without getting dangerously close to them. From the start screen go right into the next screen, defeat the guard and run right to descend into the dungeons. Take the right-hand exit, follow the path around and take the right-hand path again. Collect the POSE from the wall, exit to the right, then take the bottom-right path. Now take the bottom-left path, then the top-right path. Collect the APPLE from the table, the wall top-right. Take the bottom-left path, then bottom-right again at the "crossroad". Take the bottom-right exit, then go straight across and take the bottom-right path again. Take the

bottom

exit, then the bottom-left exit and follow the path around. Finally taking the bottom-right exit. Now you can either take the bottom-left path into the next screen, or go bottom-right to reveal a HUGE SPOILER! I know which route I prefer - that you can go on to the next screen if you want.

Now take the bottom-left exit into the final screen, then you should hold the ring and push up against the ladder to climb out of the dungeons and complete the level.

LEVEL 5

LOWER PALACE

From the start screen take the top-right exit, top-right again, then continue right into the next screen. Follow the path around and take the right-hand exit, then collect the APPLE on the next screen. Holding the KEY, walk up to the doors to enter the palace. Take the bottom-right exit, then the bottom-right path again. To get past the statue, move as close to it as possible and walk forward 180° sideways - with any luck the wall will move just a bit, keep trying!

Now take the top-right path and collect the KEY AS BARGE from the top-right wall - the top-right wall will turn green. Go back into the previous screen, then take the bottom-right path into the final screen. Defeat the guard if you want, then it's a quick dash up the stairs to complete the level.

AND AS IF THAT WASN'T ENOUGH HELP...

Action Replay owners might like to dig into this handsome search of POSES:

- POSE 0000, 100 - Infinite lives
 - POSE 22000, 101 - Infinite magic
 - POSE 0110, 210 - Loads of snakes bombs
 - POSE 0110, 210 - Loads of shields
- However, if you don't own an Action Replay, type in this listing, BAVE it, then there'll be infinite lives (and it works on both the original and re-release versions).
- 0 100 0000 0000 0000
- 0 100 0000 00 000000 0000000000
- 0, 1, 0000



LEVEL 6

INNER SANCTUM

From the start screen go right into the next screen take the top-right exit here and pass through the doorway if you want. Take the bottom-right exit, then bottom-right again, then the bottom-right path yet again. Now take the top-right path and collect the healing POTIONS. Go back into the previous room and take the top-left exit.

Take the top-right door, then go right. Though the door is the next door to almost all what looks like a dead end, holding the POSE, launch the orb at the corner to open a hidden door. Holding the poison, go through the door then hit the poison at the ring when it runs towards you. If it doesn't fall away, leave the room, then come back and try again. Once that's done, go right through the top door, then use your peak up motion on the table on the floor - the ring will turn red and you can walk safely past the other statue. Now go right into the next room, then take the

top-left path to reach the Stegan. If you have infinite lives, stay and fight. If not, keep pushing him and leave the room. Good luck! The ring will be safe instead to a mystery location. Holding the poison, JUMP ON to the

centre screen and pick up the Apple. It's back to the game... but the legend continues on page 36.





FUTURE WARS



Keep these tips in a handy file, for, er, handy, the spacebirds were pudgy software.

NEMESIS **Karnard**

On the title screen, press the **SHIFT/CDC** key. Then press the **Space** bar repeatedly until a strange black appears in the corner of the screen. Press **SHIFT/CDC** again. Then start the game as usual for infinite lives.

► **Requires help regularly:** *Goal-Focused and 4-Players*

TURRICAN **US Gold/Kin**

Below: Don't a dead again. After 100000, 2000, do you start again? If you're after infinite lives, infinite time and infinite (synthesizer) music for free, then this is the ultimate cheat listing.

1. **FOR INFINITE LIVES:** **START** OR **END**

2. **FOR 9999999:** **START** OR **END**

3. **FOR 9999999:** **START** OR **END**

4. **FOR 9999999:** **START** OR **END**

5. **FOR 9999999:** **START** OR **END**

6. **FOR 9999999:** **START** OR **END**

7. **FOR 9999999:** **START** OR **END**

8. **FOR 9999999:** **START** OR **END**

9. **FOR 9999999:** **START** OR **END**

10. **FOR 9999999:** **START** OR **END**

11. **FOR 9999999:** **START** OR **END**

12. **FOR 9999999:** **START** OR **END**

13. **FOR 9999999:** **START** OR **END**

14. **FOR 9999999:** **START** OR **END**

15. **FOR 9999999:** **START** OR **END**

16. **FOR 9999999:** **START** OR **END**

17. **FOR 9999999:** **START** OR **END**

18. **FOR 9999999:** **START** OR **END**

19. **FOR 9999999:** **START** OR **END**

20. **FOR 9999999:** **START** OR **END**

21. **FOR 9999999:** **START** OR **END**

22. **FOR 9999999:** **START** OR **END**

23. **FOR 9999999:** **START** OR **END**

24. **FOR 9999999:** **START** OR **END**

25. **FOR 9999999:** **START** OR **END**

26. **FOR 9999999:** **START** OR **END**

27. **FOR 9999999:** **START** OR **END**

28. **FOR 9999999:** **START** OR **END**

29. **FOR 9999999:** **START** OR **END**

30. **FOR 9999999:** **START** OR **END**

31. **FOR 9999999:** **START** OR **END**

32. **FOR 9999999:** **START** OR **END**

33. **FOR 9999999:** **START** OR **END**

34. **FOR 9999999:** **START** OR **END**

35. **FOR 9999999:** **START** OR **END**

36. **FOR 9999999:** **START** OR **END**

37. **FOR 9999999:** **START** OR **END**

38. **FOR 9999999:** **START** OR **END**

39. **FOR 9999999:** **START** OR **END**

1. **FOR 9999999:** **START** OR **END**
2. **FOR 9999999:** **START** OR **END**
3. **FOR 9999999:** **START** OR **END**
4. **FOR 9999999:** **START** OR **END**
5. **FOR 9999999:** **START** OR **END**
6. **FOR 9999999:** **START** OR **END**
7. **FOR 9999999:** **START** OR **END**
8. **FOR 9999999:** **START** OR **END**
9. **FOR 9999999:** **START** OR **END**
10. **FOR 9999999:** **START** OR **END**
11. **FOR 9999999:** **START** OR **END**
12. **FOR 9999999:** **START** OR **END**
13. **FOR 9999999:** **START** OR **END**
14. **FOR 9999999:** **START** OR **END**
15. **FOR 9999999:** **START** OR **END**
16. **FOR 9999999:** **START** OR **END**
17. **FOR 9999999:** **START** OR **END**
18. **FOR 9999999:** **START** OR **END**
19. **FOR 9999999:** **START** OR **END**
20. **FOR 9999999:** **START** OR **END**
21. **FOR 9999999:** **START** OR **END**
22. **FOR 9999999:** **START** OR **END**
23. **FOR 9999999:** **START** OR **END**
24. **FOR 9999999:** **START** OR **END**
25. **FOR 9999999:** **START** OR **END**
26. **FOR 9999999:** **START** OR **END**
27. **FOR 9999999:** **START** OR **END**
28. **FOR 9999999:** **START** OR **END**
29. **FOR 9999999:** **START** OR **END**
30. **FOR 9999999:** **START** OR **END**
31. **FOR 9999999:** **START** OR **END**
32. **FOR 9999999:** **START** OR **END**
33. **FOR 9999999:** **START** OR **END**
34. **FOR 9999999:** **START** OR **END**
35. **FOR 9999999:** **START** OR **END**
36. **FOR 9999999:** **START** OR **END**
37. **FOR 9999999:** **START** OR **END**
38. **FOR 9999999:** **START** OR **END**
39. **FOR 9999999:** **START** OR **END**
40. **FOR 9999999:** **START** OR **END**

And for all-seeing topics:

1. **FOR INFINITE LIVES:** **START** OR **END**

2. **FOR INFINITE LIVES:** **START** OR **END**

3. **FOR INFINITE LIVES:** **START** OR **END**

4. **FOR INFINITE LIVES:** **START** OR **END**

5. **FOR INFINITE LIVES:** **START** OR **END**

6. **FOR INFINITE LIVES:** **START** OR **END**

7. **FOR INFINITE LIVES:** **START** OR **END**

8. **FOR INFINITE LIVES:** **START** OR **END**

9. **FOR INFINITE LIVES:** **START** OR **END**

10. **FOR INFINITE LIVES:** **START** OR **END**

11. **FOR INFINITE LIVES:** **START** OR **END**

12. **FOR INFINITE LIVES:** **START** OR **END**

13. **FOR INFINITE LIVES:** **START** OR **END**

14. **FOR INFINITE LIVES:** **START** OR **END**

15. **FOR INFINITE LIVES:** **START** OR **END**

16. **FOR INFINITE LIVES:** **START** OR **END**

17. **FOR INFINITE LIVES:** **START** OR **END**

18. **FOR INFINITE LIVES:** **START** OR **END**

19. **FOR INFINITE LIVES:** **START** OR **END**

20. **FOR INFINITE LIVES:** **START** OR **END**

21. **FOR INFINITE LIVES:** **START** OR **END**

22. **FOR INFINITE LIVES:** **START** OR **END**

23. **FOR INFINITE LIVES:** **START** OR **END**

24. **FOR INFINITE LIVES:** **START** OR **END**

25. **FOR INFINITE LIVES:** **START** OR **END**

26. **FOR INFINITE LIVES:** **START** OR **END**

27. **FOR INFINITE LIVES:** **START** OR **END**

28. **FOR INFINITE LIVES:** **START** OR **END**

29. **FOR INFINITE LIVES:** **START** OR **END**

30. **FOR INFINITE LIVES:** **START** OR **END**

31. **FOR INFINITE LIVES:** **START** OR **END**

32. **FOR INFINITE LIVES:** **START** OR **END**

33. **FOR INFINITE LIVES:** **START** OR **END**

34. **FOR INFINITE LIVES:** **START** OR **END**

35. **FOR INFINITE LIVES:** **START** OR **END**

36. **FOR INFINITE LIVES:** **START** OR **END**

37. **FOR INFINITE LIVES:** **START** OR **END**

38. **FOR INFINITE LIVES:** **START** OR **END**

39. **FOR INFINITE LIVES:** **START** OR **END**

40. **FOR INFINITE LIVES:** **START** OR **END**

41. **FOR INFINITE LIVES:** **START** OR **END**

42. **FOR INFINITE LIVES:** **START** OR **END**

43. **FOR INFINITE LIVES:** **START** OR **END**

44. **FOR INFINITE LIVES:** **START** OR **END**

45. **FOR INFINITE LIVES:** **START** OR **END**

46. **FOR INFINITE LIVES:** **START** OR **END**

47. **FOR INFINITE LIVES:** **START** OR **END**

48. **FOR INFINITE LIVES:** **START** OR **END**

49. **FOR INFINITE LIVES:** **START** OR **END**

50. **FOR INFINITE LIVES:** **START** OR **END**

51. **FOR INFINITE LIVES:** **START** OR **END**

52. **FOR INFINITE LIVES:** **START** OR **END**

53. **FOR INFINITE LIVES:** **START** OR **END**

54. **FOR INFINITE LIVES:** **START** OR **END**

55. **FOR INFINITE LIVES:** **START** OR **END**

56. **FOR INFINITE LIVES:** **START** OR **END**

SOS

SPECIAL

ELITE **Pixford**

Clanking the tanks in this classic game can take some time. But the trick is to cheat easier by the hiding PCMC, for infinite streaks, infinite fuel and less energy loss. And if you've never played the game, check us out, yo.

1. **FOR INFINITE STREAKS:** **START** OR **END**

2. **FOR INFINITE STREAKS:** **START** OR **END**

3. **FOR INFINITE STREAKS:** **START** OR **END**

4. **FOR INFINITE STREAKS:** **START** OR **END**

5. **FOR INFINITE STREAKS:** **START** OR **END**

6. **FOR INFINITE STREAKS:** **START** OR **END**

7. **FOR INFINITE STREAKS:** **START** OR **END**

8. **FOR INFINITE STREAKS:** **START** OR **END**

9. **FOR INFINITE STREAKS:** **START** OR **END**

10. **FOR INFINITE STREAKS:** **START** OR **END**

11. **FOR INFINITE STREAKS:** **START** OR **END**

12. **FOR INFINITE STREAKS:** **START** OR **END**

13. **FOR INFINITE STREAKS:** **START** OR **END**

14. **FOR INFINITE STREAKS:** **START** OR **END**

15. **FOR INFINITE STREAKS:** **START** OR **END**

16. **FOR INFINITE STREAKS:** **START** OR **END**

17. **FOR INFINITE STREAKS:** **START** OR **END**

18. **FOR INFINITE STREAKS:** **START** OR **END**

19. **FOR INFINITE STREAKS:** **START** OR **END**

20. **FOR INFINITE STREAKS:** **START** OR **END**

21. **FOR INFINITE STREAKS:** **START** OR **END**

22. **FOR INFINITE STREAKS:** **START** OR **END**

23. **FOR INFINITE STREAKS:** **START** OR **END**

24. **FOR INFINITE STREAKS:** **START** OR **END**

25. **FOR INFINITE STREAKS:** **START** OR **END**

26. **FOR INFINITE STREAKS:** **START** OR **END**

27. **FOR INFINITE STREAKS:** **START** OR **END**

28. **FOR INFINITE STREAKS:** **START** OR **END**

29. **FOR INFINITE STREAKS:** **START** OR **END**

30. **FOR INFINITE STREAKS:** **START** OR **END**

31. **FOR INFINITE STREAKS:** **START** OR **END**

32. **FOR INFINITE STREAKS:** **START** OR **END**

33. **FOR INFINITE STREAKS:** **START** OR **END**

34. **FOR INFINITE STREAKS:** **START** OR **END**

35. **FOR INFINITE STREAKS:** **START** OR **END**

36. **FOR INFINITE STREAKS:** **START** OR **END**

37. **FOR INFINITE STREAKS:** **START** OR **END**

38. **FOR INFINITE STREAKS:** **START** OR **END**

39. **FOR INFINITE STREAKS:** **START** OR **END**

40. **FOR INFINITE STREAKS:** **START** OR **END**

41. **FOR INFINITE STREAKS:** **START** OR **END**

42. **FOR INFINITE STREAKS:** **START** OR **END**

43. **FOR INFINITE STREAKS:** **START** OR **END**

44. **FOR INFINITE STREAKS:** **START** OR **END**

45. **FOR INFINITE STREAKS:** **START** OR **END**

46. **FOR INFINITE STREAKS:** **START** OR **END**

47. **FOR INFINITE STREAKS:** **START** OR **END**

48. **FOR INFINITE STREAKS:** **START** OR **END**

49. **FOR INFINITE STREAKS:** **START** OR **END**

50. **FOR INFINITE STREAKS:** **START** OR **END**

51. **FOR INFINITE STREAKS:** **START** OR **END**



TURRICAN 2 **US Gold/Kin**

And for the help of us from this interestingly crafted PCMC, offering such top treats, as infinite lives, infinite energy, infinite fuel, and unlimited use of power lines.

1. **FOR INFINITE LIVES:** **START** OR **END**

2. **FOR INFINITE LIVES:** **START** OR **END**

IT'S WAR



RAMBO 3 Crossover Squad

To fight war you have to become war... either that or use this complete solution. And if you're still having problems with the game don't panic - we'll be printing a listing FORK next month.

LEVEL 1 From the start R + DOOR + U + U + DOOR + R + U + L + COLLECT GOGGLES BATTERY + U + DOOR + GET DETECTOR + U + U + GET MEDKIT + D + D + DOOR + R + R + R + R + U + M + D + GET LIGHT KEY + M + U + (U) + TOP DOOR + U + R + BATTERY + R + DOOR + D + U + DOOR + U + L + U + DOOR + R + D + DOOR + U + U + GET ARROWS + D + DOOR + U + GET BATTERY + U + RIGHT DOOR + D + DOOR + D + LEFT DOOR + LEFT DOOR + GET GOGGLES AND USE GOGGLES BATTERY + RIGHT DOOR + RIGHT DOOR + U + RIGHT DOOR + D + DOOR + GET GLOW TUBE (cannot freely fly - do RIGHT DOOR + U + DOOR + LEFT DOOR + U + R + DOOR.

You are now outside: U + U + U + U + U + U + L + L + L + L + L + U + U + U + U + U + GET WITH PERSONAL MINE + U + DOOR + D + U + D + R + D + GET ENTRY KEY + U + USE BATTERY + DOOR + GET DETECTOR BATTERY AND USE IT + USE DARK KEY + DOOR + L + U + U + U + DOOR + D + HIT SWITCH + U + DOOR + U + R + R + R + D + HIT SWITCH + U + U + D + D + R + R + DOOR + GET RUBBER GLOVES + DOOR + R + R + U + DOOR + RIGHT DOOR + GET MEDKIT + DOOR + LEFT DOOR + D + R + D + GET PISTOL AND USE BATTERY + D + GET LIGHT KEY + DOOR.

You are still in the: D + R + R + U + U + U + U + U + DOOR + U + BATTERY DOOR + D + D + DOOR + USE GLOW TUBE + U + DOOR + U + GET PERSONAL MINE + DOOR + U + DOOR + USE UNIFORM + D + D + D + GET LIGHT KEY + RIGHT DOOR + U + U + GET MEDKIT + D + D + DOOR + D + GET RIGHT DOOR + D + GET EXPLOSION WIRE + U + DOOR + D + D + D + U + DOOR + U + U + GET MACHINE GUN (JUMP) + D + D + DOOR + U + U + D + HIT SWITCH ON WALL.

WITH EXPLOSION ARROWS + USE THE LIGHT KEY + DOOR + you start the first level of the game completed.

LEVEL 2 From the start R + R + U + U + GET BOMB + R + R + U + GET BOMB + L + L + L + L + L + L + L + L + L + U + D + SET BOMB + U + R + R + BLAST DOOR AND GO THROUGH + R + U + SET BOMB + D + R + R + R + R + R + R + U + U + SET BOMB + L + L + U + GET MEDKIT + R + R + U + BLAST DOOR AND GO THROUGH + L + L + U + GET MEDKIT + L + L + L + D + L + L + L + U + SET BOMB + U + U + U + R + R + SET BOMB + R + R + U + GET MEDKIT + R + R + D + D + R + R + BLAST DOOR AND GO THROUGH + SET BOMB + L + WALK UP TO CHOPPER TO COMPLETE THE SECTION.

ME To set a bomb just walk over it and blast the doors using the exploding arrows. For the first level, it's just an outdoor shoot 'em up.

Handwritten tip: If you're stuck, try going back to the start and using the arrows to blast the doors. It's a bit tricky, but it works.



Was your command the only one to survive? Think so?

SWIV Stars

Start a game, then press H to pause it. Now press the Command Key (C) to Commando Ray again and press H to un-pause the game.

You should now have infinite lives.

Handwritten tip: Use the expression 'I'm ready to die' to get more lives. It's a cheat.



ARNIE Zapatos

We've had more tips for help with this game than any other... it's not surprising at all that the most popular game of '93. Try the listing for infinite lives, infinite ammo, and invincibility.
1. USE LIGHT KEY + U
2. USE GLOW TO REVEAL TECH-TYPES
3. USE GLOW
4. USE GLOW TO REVEAL TECH-TYPES
5. USE GLOW TO REVEAL TECH-TYPES
6. USE GLOW TO REVEAL TECH-TYPES
7. USE GLOW TO REVEAL TECH-TYPES
8. USE GLOW TO REVEAL TECH-TYPES
9. USE GLOW TO REVEAL TECH-TYPES
10. USE GLOW TO REVEAL TECH-TYPES

- 1. USE GLOW TO REVEAL TECH-TYPES
2. USE GLOW TO REVEAL TECH-TYPES
3. USE GLOW TO REVEAL TECH-TYPES
4. USE GLOW TO REVEAL TECH-TYPES
5. USE GLOW TO REVEAL TECH-TYPES
6. USE GLOW TO REVEAL TECH-TYPES
7. USE GLOW TO REVEAL TECH-TYPES
8. USE GLOW TO REVEAL TECH-TYPES
9. USE GLOW TO REVEAL TECH-TYPES
10. USE GLOW TO REVEAL TECH-TYPES

Handwritten tip: Use the arrows to blast the doors. It's a bit tricky, but it works.

NAVY SEALS Ocean

Type IN-SEALS on the high score table. Now pause then un-pause the game, and you should be able to skip levels by pressing the left arrow on the top-left of the keyboard. Alternatively, type MAG CYCLE and you'll be able to start on level 50.

Handwritten tip: Use the arrows to blast the doors. It's a bit tricky, but it works.

PLATOON Crossover Squad

The best casualty of war is a broken joystick, so to infinite morale and ammunition, use level one only, type in the listing, SAVE S, then F + U.

- 1. USE GLOW TO REVEAL TECH-TYPES
2. USE GLOW TO REVEAL TECH-TYPES
3. USE GLOW TO REVEAL TECH-TYPES
4. USE GLOW TO REVEAL TECH-TYPES
5. USE GLOW TO REVEAL TECH-TYPES
6. USE GLOW TO REVEAL TECH-TYPES
7. USE GLOW TO REVEAL TECH-TYPES
8. USE GLOW TO REVEAL TECH-TYPES
9. USE GLOW TO REVEAL TECH-TYPES
10. USE GLOW TO REVEAL TECH-TYPES

Handwritten tip: Use the arrows to blast the doors. It's a bit tricky, but it works.

LAST NINJA

It's the second part of the trilogy, so prepare to chuck your nuns with the best of 'em as Andy Roberts trains you in the ways of the ninja.

LEVEL 1 CENTRAL PARK

As with the other two Last Ninja games, it isn't necessary to kill every enemy you meet until you get a decent weapon - you can sneak past them quite easily. And so, armed with that valuable piece of info, let's take it from the start screen - go through the top exit through the curtains, then punch the flashing yellow square on the far wall. Go back into the start screen and drop through the hole. Collect the KEY from behind the big bass chair, then go through the door at the top-left. Take the top-right exit, collect the HAMMERHEAD, then take the top-right path. Pop into the ladies' toilet (lower) and collect the CHAIN, then take the top-left exit. Take the bottom-right path, then the bottom-right exit again. Enter the ladies toilet and collect the CHAIN as before - the two chains combine to make the RUNDOWNBAR.

Exit the screen, then take the left path. Take the bottom-left exit again, almost as you'll see the joggler to avoid his knives, then exit bottom-left. Collect the SHAP on the next screen, climb up the grating on to the ledge, then take the top-left exit. Jump carefully over the last gaps, collect the STAFF at the top left, then go back the way you came. Climb down the grating and go right into the next screen.

Sometimes you'll see the Joggler as before, then exit top-right. Collect the SHURIKEN from the litter bin, take the top-left exit, then hold the KEY and use your 'look up' motion on the gate to open it. Take the top-left

exit, then use the boat to cross the river. Take the bottom-left exit, then quickly run to the exit at the top of the screen before the fans kill you. Do a huge jump-off the top of the screen to land on a small island in the centre of the lake. Use the STAFF to prod the boat - when it moves, jump back into the lake screen, then take the middle-left exit. Use the boat to jump across the river (as before), then exit top-left to complete the level.

LEVEL 2 THE STREETS

From the start screen, take the bottom-right exit, cross the street (when the lights are green), then take the top-left exit. Kick open the door at the top of the screen, and collect the SHARD from the shop inside. Leave the shop, take the bottom-right exit, then take the bottom-right exit again (when the lights are red). Avoid the plant-pot flower and take the bottom-right exit, then take the bottom-right path. Collect the HAMMERHEAD, avoid the plant-pot flower then take the bottom-right exit. Collect the SCOFFLE

SOS

SPECIAL

OF METHODS from the ramp on the next screen, then cross the street when the lights are green. Take the top-left exit from the next screen, then enter the woman's flat and collect the SEWER KEY. Take the bottom-right exit, cross the street again, then take the top-left exit from the ramp screen. Avoid the plant-pot and take the top-left exit, then cross the street. Take the bottom-left exit, then the bottom-right path. Take the bottom-right path again, then use the SEWER KEY to open the manhole - drop down to finish the level.

LEVEL 3 THE SEWERS

From the start screen, take the right path into the next screen, then go through the door at the end. Go through the door in the next room, collect the KEY from the far right, then go back into the previous room. Jump the gap and take the top-left exit. Jump the next gap, then edge forward until a spider appears - follow it into the next screen. Use the KEY to open the grate, then drop down the hole. Take the right-hand exit, then go through the middle door on the next screen.

Follow the path into the next screen, then go through the left-most door. Jump over the rats, take the top-right path (don't go through the rooms), then follow the path around, take the right exit and go through the left-most door. Hiding only the tops of mats, use your 'look up' motion on the bench to light the bottle (the wick should turn red). Take the top-right exit, then edge forwards until the alligator appears - throw the mats at it to eat the poor creature or fire if you must. Keep lying, as you have more than one chance to get it right. Once it's dead, run through the door to complete the level.



COMPLETE SOLUTION

LEVEL 4

THE BASEMENT

From the start screen, take the right-hand exit (through the maze of boxes), then climb up the ladder. Take the top-left exit, pick up the CREDIT CARD, then go right into the previous screen. Take the top-right exit, follow the path that takes the right exit. Continue right into the next screen, then enter the door at the end. Pick up the level of GOOD FOOD, then go back the way you came to the ladder — climb down it.

Take the right exit, then go right again into the main screen. Jump over the railings, then take the right path. Follow the path and take the bottom-left exit, then jump over the railings (they're electrified). Collect the HAMBERGERS, take the left exit, then follow the path and take the bottom-right exit, jump carefully across the crates. Once across, go right into the next screen, then take the bottom-left exit.

Go through the room full of fat. Go into the next room, then take the middle-right exit, avoiding the chicken leg, use your 'pick up' motion on the box of white powder.

Go back the way you came to the fat room. Take the middle-right exit. Hitting the chicken, walk forward until the pointer sits up. Take one more step, then use your 'pick up' motion to live the pointer to the chicken which it's eat and then die. Take the right-hand exit. Then use the credit card in the slot by the door to open it. Go through to complete the level.

LEVEL 5 THE OFFICE

From the start screen, take the left-hand exit, then go through the door door on the next screen. Walk up to the computer and use your 'pick up' motion — hold down

the num-

ber that appears.

Leave the room, take the left exit, then go through the door at the top-left. Use your 'pick up' motion on the button on the table (underneath the paintings), then go through the door that appears. Climb up the ladder to the next floor, then go through the door. Take the top-left exit into the fan room. Stand as close to the right wall as possible, then slowly edge forward towards the back wall to get past the fan safely. Use your 'pick up' motion on the grate to open it, then go through it.

Jump across the gap on the ledge and go left, then follow the edge around and into the next screen. Climb up the ladder, take the top-left exit, then jump off the top-right of the screen when the helicopter flies away.

LEVEL 6

THE MANSION

From the start screen, pull down to drop from the helicopter when the ring is above the furthest turret, jump up to the right-most turret (using the other turret) and carefully drop off to the left. Walk right along the ledge into the next screen, continue right, then take the doorway and come out into it. Drop inside take the bottom-left exit and go through the door.

Collect the rope from the wall, leave the room, then take the right exit. Go through the door, hold the rope, and walk into the dumb waiter (on the far left wall). Take the left-hand exit, go through the adjacent door, then punch the control panel to de-activate the alarm. Leave the room, then enter the door behind the panel. Hit the switches on the wall and the lights come on in the next room, then go through the right door, then

through the maze, then take the right door. Use your 'pick up' motion on the right-hand control panel to de-act the alarm, then go through the right door to the final level.

LEVEL 7

THE FINAL BATTLE

From the start screen, hit the guard and go right through the door. Use your 'pick up' motion on the hanging rope to reveal a safe, open it using the combination you noted down earlier. Collect the DRUGS box (under and under TCO) himself appears. Get him so that he falls INSIDE the contacts, then use your 'pick up' motion to light all five candles. If you find this a little difficult, light one candle just as Rumble comes back to life — this will prevent burning, so that you only have to light five candles once you've killed him. When all five candles are lit and the screen starts flashing, simply put the orb back into the safe to complete the game.

MYSTICAL SECRETS

Action replay owners might like to dig into this feature. Search for FORDER:

SECRET LEVELS

0000 07818, 270 — Level 1
0000 16050, 270 — Level 2
0000 10180, 270 — Level 3
0000 16881, 270 — Level 4
0000 18711, 270 — Level 5
0000 16619, 270 — Level 6
0000 16664, 270 — Level 7

SECRET SUBLEVELS

0000 16504, 270 — Level 1
0000 45229, 270 — Level 2
0000 45232, 270 — Level 3
0000 44520, 270 — Level 4
0000 44777, 270 — Level 5
0000 47778, 270 — Level 6
0000 43242, 270 — Level 7

If you don't own an Action Replay, look in the following listing. SAVE it then paste in for infinite lives on every level (except the last one. And it should work on both the original and re-release versions.

0 000 1007 00000 0 00007

0 000 0000 90 011 0000 0 00007 0000

0 01 0010000 0000 0000 0000 00000 0000 0000

0 0000 000 000 000 000 000 000 000 000 000

01 0070 000 000 000 000 000 000 000 000 000

02 0070 000 000 000 000 000 000 000 000 000

03 0070 000 000 000 000 000 000 000 000 000

04 0070 000 000 000 000 000 000 000 000 000

05 0070 000 000 000 000 000 000 000 000 000

06 0070 000 000 000 000 000 000 000 000 000

07 0070 000 000 000 000 000 000 000 000 000

08 0070 000 000 000 000 000 000 000 000 000

09 0070 000 000 000 000 000 000 000 000 000

10 0070 000 000 000 000 000 000 000 000 000

11 0070 000 000 000 000 000 000 000 000 000

12 0070 000 000 000 000 000 000 000 000 000

13 0070 000 000 000 000 000 000 000 000 000

14 0070 000 000 000 000 000 000 000 000 000

15 0070 000 000 000 000 000 000 000 000 000

16 0070 000 000 000 000 000 000 000 000 000

17 0070 000 000 000 000 000 000 000 000 000

18 0070 000 000 000 000 000 000 000 000 000

19 0070 000 000 000 000 000 000 000 000 000

20 0070 000 000 000 000 000 000 000 000 000

DISTRESS SIGNALS

KEEP THESE 12 HELP NUMBERS IN YOUR MIND. They're listed in order of increasing difficulty. 1. 1111 (1111) 2. 2222 (2222) 3. 3333 (3333) 4. 4444 (4444) 5. 5555 (5555) 6. 6666 (6666) 7. 7777 (7777) 8. 8888 (8888) 9. 9999 (9999) 10. 0000 (0000) 11. 1010 (1010) 12. 1212 (1212)





LAST NINJA SOS

Can Andy Roberts make it a hat-trick and give you the complete solution to the last *Last Ninja*? *Shuriken*? *Geddit*? Oh, never mind - Ed)

LEVEL 1: EARTH

The first point to remember is that you don't have to kill any enemies on this level if you don't want to. You might get pinned into a corner, in which case there is no other choice, but in general it is better to avoid conflict and save your lives for later. Right, from the start screen, enter the hut and search around for the LEATHER GLOVE. Take the right-hand path into the next screen, then the right-hand exit. Avoid the thieving-looking enemy and collect the SHROUD from the statue. Take the lower-right exit, then stand just inside the doorway and collect the much-needed POTIONS.

Take very bottom exit and collect the ROOFING BALLS from the left-most hut; this contains both the gloves to make a CLIMBING GLOVE. Use this to ascend the rocks later on. Take the top-most exit on the left, then face the tree and collect the STITCHES. Leave by the top-most exit, then stand in front of the small statue inside.

Use the SHROUD to take the right-hand path, then walk around the back of the hut to the next screen.

Walk into the hanging gardens and collect the CHRYS from the basket on the right; this contains with the sticks to make the HORN CHAMAS (later - ah!). Take the bottom exit, then walk up to the base of the rock-face looking for the glove. It might take a while to find your footing, but once you have, climb up the rock and go into the next screen. DO NOT go near the hooded figure, just continue right into the next screen, then pick up the LAMP from the wall.

Go back the way you came, down the rocks, and then go through the gateway into the gunpowder section. Holding the LAMP, stand next to the first barrel on the left and use your 'pick up' motion to transform the lamp into a BOMB.

This can be tricky, so keep trying. Switch to the glove, then climb up the rocks again and into it a total of three screens. Remove the BOMB and, facing the hooded, use the 'pick up' motion to blast it into the lower gorge.

Go back down the rocks, take the left-hand path, into the temple screen, then take the bottom exit. Walk on to the temple, then take the strange blue thing and collect the SCROLL. Go back the way you came, into the temple screen, then enter the temple with the MUNCHKIN and BOWELL at the ready. Use the forward jolting motion with the occasional rock to defeat the Shogun with ease.

Go back down the rocks, take the left-hand path, into the temple screen, then take the bottom exit. Walk on to the temple, then take the strange blue thing and collect the SCROLL. Go back the way you came, into the temple screen, then enter the temple with the MUNCHKIN and BOWELL at the ready. Use the forward jolting motion with the occasional rock to defeat the Shogun with ease.

LEVEL 2: WIND

From the start screen, take the top exit into the next screen, then take the left exit into the next. The door at the bottom of the screen leads to the end-of-level Shogun, but not yet. Take the right path, and collect the BELLONGS on the next screen. Before you leave, use your 'pick up'

motion to move the LULLY PAD, as it's useful on the next screen. Take the right path into the waterfall screen, and jump over the bear via the floating log. This is tricky, but can be done simply by pausing for a second when you enter the screen, and then running straight towards the log.

Continue into the next screen, and collect the POTIONS from the doorway to replenish your strength. Go right again, and then take the upper left exit and collect the ICEE stored just under the window, but be careful not to venture near the bear. This is a nasty bug in the program which often gets you stuck behind the screen.

Take the bottom exit, then the bottom-left path into the scroll screen. Take the bottom-right exit, then the bottom-left, then follow the path into the next screen and jump back over the log (which is a touch more difficult than before). Drop down, follow the path round to the start screen and take the bottom exit. Use the log here to climb down the rocks, avoiding the deadly log as much as possible. Then go into the next screen, and again enter the Shogun's domain with the scroll and munchkins at hand - but be lucky as before.

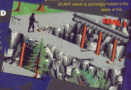
LEVEL 3: WATER

From the start screen, take the upper-right path into the next screen, collect the SCROLL from inside the doorway, then take the upper-right path. Take the top exit and collect the

STAMP which is cunningly hidden in the weeds at the



DISTRESS SIGNALS
 LAST NINJA is a very challenging game, especially if you're not used to platformers. This is a hat-trick, meaning that you've solved all three levels. You should be able to do this without any help. If you're stuck, you can always go to the website www.ninjabros.com for help. If you're still stuck, you can always go to the website www.ninjabros.com for help. If you're still stuck, you can always go to the website www.ninjabros.com for help.



COMPLETE SOLUTION

very bottom of the screen. Move along the upper-left path, then take the top path again, collect the **POTION** from the vase and take the right-hand exit.

This level is tricky; you must jump on to the wooden jolly, which can be done by standing in the "square" just to the right of the fence corner. Now run straight toward the jolly and jump just before you reach the water (only my dog helps me). Now walk **CAREFULLY** along it into the next screen and pick up the **PLUG** from the end.

Go back the way you came, jump off the jolly, and take the bottom-right exit. Pop behind the hat (avoiding animals - Oh) and collect the **GOAT COIN** for use as a shield. Take the upper-right exit, then take the upper-left exit from below. The bottom-left path into the waterfall screen - the waterfall blocks the exit, and must be stopped in order to complete the level.

Cross over the bridge and go into the next screen. Take the left-hand path, follow the plug, then walk up to the chain at the water's edge and use the pink up button to plug the whirpool (you will flash when it's been done correctly). Go back the way you came to the waterfall screen, then select the bottom-right exit and enter the doorway to face the Shogun.

LEVEL 4: FIRE

Take the start screen; go into the next room and collect the **STAPLE** from the forge. Take the lower-left path, collect the **POTION** from the Gallibin, then go back into the previous room. Take the middle-right exit into the lava room and jump across via the normal path (**DO NOT** use across the bridge). Go into the next room and, taking the steps, climb up the wall and exit onto the balcony.

Continuing through the next room and into the doorway, then select the **METAL** **ACOT** from the base of the drain pipe. Climb down the left side of the ledge and take the top exit, then walk into the workshop area and pick up the

QUEST MARK from the bench. Go back into the previous screen, climb up and go through the door-way. Make your way through the next rooms, then climb down from the balcony and exit into the lava room. Jump across to the middle path, select the mask, and go left into the alternate left-hand room. Collect the **FLOE** and **POWDER** from the barrel, take the right exit, jump right back across the lava and exit the room.

Climb up the wall, and follow the path (avoid as before). Climb down the ledge, take the top exit, then take the top-left exit past the workshop. Walk up to the furnace.

and, standing just behind the nearby line, use the bellows with your "pick up" action; the furnace should burn brightly if you remembered to pick up the bellows on level two, that is.

Take the top exit, collect the **SCROLL** from the cauldron, then take the top exit again and pick up the **KEY** **MOULD** from the barrel. Go down the bottom-left path, then use the key mould in the furnace to make a key. Take the lower-left exit, stand opposite the gate, and use the key to open it. Move your merchandise and the scroll at the ready, then go down the steps to the Shogun's bar.

LEVEL 5: VOID

By now you should be pretty comfortable with your merchandise; if not, practice, because you're not going to survive this level unless you know how to check 'em accurately. You **DO NOT** need full Bushido power to kill the final Shogun, but the more power you have, the easier it will be. Press the start screen; take the top-right path, then take the right-hand exit. Go along the upper-left path and collect the **POTION** from the corner of the next screen. Take the left-hand exit, pick up the **SCROLL** from the corner, then take the left exit again. Take the left path, then go left again into the Shogun's chamber for the final

confrontation (you can't, wonder how).

Stand in the center of the site. Then press Fire and push upwards on the joystick. Keep this move held, and select the scroll. The Shogun should start loading shurikens in your direction, which is why you **MUST** remain crouched forward - the stars will be deflected back at him. After a while he should undergo the first stage of his destruction, but the fight's far from over. Now you must defeat him using only your merchandise and Bushido... good luck!

After that you can sit back, relax and watch the graphically stunning and sequence art go on, you may be bored by it. And if you're a total "win-up" fan then check out our Ultimate Best-Tiering list on page 38.

CASSETTE VERSION

- 0088 28844, 145 - Level 1
- 0088 28833, 145 - Level 2
- 0088 28834, 145 - Level 3
- 0088 28850, 145 - Level 4
- 0088 28812, 145 - Level 5

DISK VERSION

- 0088 28844, 145 - Level 1
- 0088 28833, 145 - Level 2
- 0088 28850, 145 - Level 3
- 0088 28815, 145 - Level 4
- 0088 28820, 145 - Level 5



WELL 'ARD POKES

If you own one of these handy Action Replay cartridge-type things, these **POKEs** will no doubt be a blessing in disguise (they're not very well disguised) - Oh. Simply freeze the game and enter the required **POKE** on each level for infinite lives. And don't forget, if you're playing the cassette version you also have an infinite supply of continue plays (thanks to a rather silly bug in the program).



CARTOON TIME

WONDERBOY

Artists:Warner Bros.

Don't be fooled by the title of this game — the



so-called Wonderboy is a bit of a wrong name. So, to help him along a bit, try the following POB for infinite lives

and a *helluva* stack of treasures (without which the game is virtually impossible).

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

■ **Wonderboy help requested by:** Philip Stone, David Anderson, James Brown, James Brown, Anthony McCallum, Kenneth J. Brown, Nicholas, Michael O'Grady, Stephen Mitchell, Thomas Savage, Robert Smith, Stephen Smith, E. Williams, Stephen Young, Steve Young, Michael Young, Tom Young, Adam Young, John Young, Kim Young, Scott Young, Michael Young, Andrew Young and John Young.

MONTY ON THE RUN

Compton



For immensity to the various tactics throughout the game, try this cheat: enter **1** **ANYT** **TO**

1 **CHEAT** on the high-score table, then start the game and collect the line box on the second screen. OK, and you should

Not someone's reaction about you? I like it!

ANDY CAPP

Alternative

It's only this listing worked in real life... infinite

lives, infinite alcohol and infinite money —

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

select the following items at your escape kit: the **ROBE**, the **JETPACK**, the **PASSPORT**, the **GAZ MASK** and the **BOTTLE OF PUM**.

■ **Andy Capp help requested by:** Scott Felt, Philip Stone, John Young, Michael Young, Steve Young and Andrew Young.

TOP CAT

HTCC

Many of the people who wrote in to an infinite lives cheat for this game had problems with the listing printed in CPB. So here is the corrected version... a mere two years later (well, maybe the British postal system is so slow — David).

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

■ **Top Cat help requested by:** Wayne Anderson, Graham Young, Mike Hill, John Young, Michael Young, E. Williams, Stephen Young, John Young, Michael Young, Tom Young, Adam Young, John Young, Kim Young, Scott Young, Michael Young, Andrew Young and John Young.

CREATURES

Palatine

Not content with creating Creatures 2, one of the best games ever on the CD (well, maybe its MonsterChompers, that is), the Apex Boys were also responsible for one of the hardest — the original Creatures. So don't be ashamed to try the following listing for infinite lives, credits and no-colour detection.

- 0 000 0000000 00000 00 00 0000
- 1. 000 0000 00 0000000 0000000000
- 2. 0000
- 3. 0 0 000000 000 0000 0000 000000 0000



- 4. 00000 0000000 00000 000 0000 00000 0000 0000 0000 000
- 5. 00000 0000 00000 000000 000 00000
- 6. 00000 0000 0000 0000 0000 0000 0000 0000 0000 0000
- 7. 00000 0000 0000 0000 0000 0000 0000 0000 0000 0000
- 8. 0000 000 00000000 000
- 9. 0000 000 000 000 000 000 000 000 000 000
- 10. 0000 000 000 000 000 000 000 000 000 000
- 11. 0000 000 000 000 000 000 000 000 000 000
- 12. 0000 000 000 000 000 000 000 000 000 000
- 13. 0000 000 000 000 000 000 000 000 000 000
- 14. 0000 000 000 000 000 000 000 000 000 000
- 15. 0000 000 000 000 000 000 000 000 000 000
- 16. 0000 000 000 000 000 000 000 000 000 000
- 17. 0000 000 000 000 000 000 000 000 000 000
- 18. 0000 000 000 000 000 000 000 000 000 000
- 19. 0000 000 000 000 000 000 000 000 000 000
- 20. 0000 000 000 000 000 000 000 000 000 000
- 21. 0000 000 000 000 000 000 000 000 000 000
- 22. 0000 000 000 000 000 000 000 000 000 000

and those damned POB's for the **Alone**

Playboy game!

- 0000 0000 000 — Infinite lives
- 0000 00000 000 — Infinite credits
- 0000 00000 00 — No-colour

■ **Creatures help requested by:** Michael Young, E. Williams, E. Smith, Gary Walker, Stephen Philip, E. Smith, E. Williams, Steve Young, John Young, Michael Young, Tom Young, Adam Young, John Young, Kim Young, Scott Young, Michael Young, Andrew Young and John Young.

RODLAND

Beam

There's a very simple cheat made for this silly insect platformer. When you collect the last line from the word **EXTRA**, hold down the **1** button — you can now skip through any of the levels, leaving only the guardians to be killed.

■ **Rodland help requested by:** Thomas Hill, Alan Young, Scott Young, John Young, Michael Young, James Hill, Scott Young, and E. Smith.

STEG THE SLUG

Comcast

Codebreakers

If all the passwords

for this entertaining



title feed-up aren't enough, try entering **POSH MOTION** as a password to activate the cheat mode (P1 can then be used to skip levels).

- LEVEL 2 — **POSHMOTION**
- LEVEL 3 — **EGGTRUCK**
- LEVEL 4 — **HOPFLUCC**
- LEVEL 5 — **DOOMPLUG**
- LEVEL 6 — **MURKETING**
- LEVEL 7 — **LEGGCOTTRUCK**
- LEVEL 8 — **MEDGLOVER**
- LEVEL 9 — **DEPHACHAR**
- LEVEL 10 — **POGTHUG**

■ **Steg the Slug help requested by:** Scott Felt, Peter Foster, Anderson and Scott Anderson.

The land was in turmoil.
The populace was
in commotion.
From out of
the chaos
came a
man
who
could
restore
the balance.

They called him Jason of the
Finch, Lord of all that is C64. If
you need his help then look in the
mirror and say seven times 'Inside Info'.
Either that or you could write to Techie Tips,
Commodore Format, 30 Monmouth Street,
Bath, Avon BA1 2BW.



INSTANT PICCIE

Dear Techie Tips,

If you look up a picture
screen with the OCP

Advanced Art Studio, it displays it in bits and
takes ages about doing it. Can it be made to
bring up the picture instantly?
James Buchanan, Kent

If you're talking about when OCP loads one
of your masterpieces, then no, there
isn't really an easy way of getting
it to happen quicker. If you're ask-
ing if I can provide a quicker
replacement for the Basic pic-
ture display thing, then yes I
can. Type in and run the fol-
lowing machine code
loader (then load the OCP
picture that you want to
display and enter 262
4945 for fast results:

```
0 000 262400 OCP 00
1 70000
2 708 262400 TO 00071 00071 00071 00071
3 710000 0
4 71 000000 0000 0000 0000 0000
000000 0000
5 0000 0000 0000 0000 0000 0000
6 000000
```

```
08 0000 000 000 000 000 000 000
09 0000 000 000 000 000 000 000
10 0000 000 000 000 000 000 000
11 0000 000 000 000 000 000 000
12 0000 000 000 000 000 000 000
13 0000 000 000 000 000 000 000
14 0000 000 000 000 000 000 000
```

```
15 0000 000 000 000 000 000 000
16 0000 000 000 000 000 000 000
17 0000 000 000 000 000 000 000
18 0000 000 000 000 000 000 000
19 0000 000 000 000 000 000 000
20 0000 000 000 000 000 000 000
```



BOUNCE BACK

Dear Techie Tips,

If in Assembly language
listing things, when I enter
the bits like 000 0000000 into my Action
Display cartridge all I get is a question mark.
The same happens when I enter them into an
assembler called Pippin that I got with the
deceased CDO magazine. Help!

- 1 Is there a way that you can show all the
C64 codes with their numbers, through
Basic, that would work on the C64 and an
Advanced user's printer.
- 2 I have discovered a program that does things
to Basic but isn't feasible to use.
Peter Caserio, Wiltshire.

- 1 The problem with Pippin is that it is a
monitor and the problem with monitors is
that they don't like you saying things like
000 000000. You have to find out the
actual memory location that corresponds to
the label RAMDR0TE and replace it so that it
says something like 000 00000. For example:
- 2 I'm not entirely sure what you mean so I'll
just say no on this one.
- 3 Thanks very much:
000 000 0000 00000000 0 000000
000 0000 0000 00000000 00000000

TECHIE TIPS

```
000 0000 0000 00000000 00000000
000 00000000 000000 00 00000000
0000
```

```
040 000 000 00 000 000
050 00000 0000000000
060 0000 0000110000
070 000 000 00 0000000 0
080 0000 0
090 000 0000000 00 0 0000 0
100 0000 000000000000000000000000
110 0000 0000 00000000
120 000 000 00 0000000 0
130 0000 0
140 0000 000
```



WHAT A DUMP

Dear Techie Tips,

I have written a really sim-
ple drawing program that
uses only two variables on a high-resolution bit-
mapped screen. I want to put it on an OTCOS to
dump the designs that are created by a pen.
Do you have a Basic program that will print out
a bitmapped screen to my HP8500 printer and
also a routine that checks to see if the printer is
switched on before doing it?
Dave Wilkinson, Sheffield

First of all, to check if the printer is on, do
0000 0000000 154 0 000 00000 0000
154 0 00000 0 and then check the value of
the variable ST. It will be 0 if the printer is
on, >0 if otherwise. So 00 00000 0000
00000 0000000 000000. The following pro-
gram will print out a bitmapped screen
VLEN slowly because it is in Basic, but at
least it works. That is, it works on an
HP8500 - other printers may not fit to
their liking.
000 0000000000 00000000 00 00000
100 0000 0 0
110 0000 0 0
120 000 000 00 00000 0000000 0

228 +
 230 ->
 240 00T Ab+PKR SC03, COL03R0
 250 0F Ab+00011001 7000 2+0-0-0000
 260
 270 0F Ab+00011001 7000 2+0-0-0000
 280
 290 0F Ab+00011001 7000 200
 300 000 240
 310
 320
 330 0000 0000,0000 110000+ ADD 001
 340 0000 0000 1100
 350 00000 7000,00000 7+0
 360 000 00000 0F 00000000
 000 0000, Liverpool.

Ab, I'm confused) as those that - @) - people do actually later to what I say in Techie Tips. To vary much for the listing, The DATA in line 28 should be changed to suit, and the colour BATA in line 30 can be changed as well to provide different colours, so long as the values of CHARCODE and COLOURS are changed in line 18 to whatever's appropriate. Alternative colour combinations are:

```

00 0000 00,11,12,13,14,15,16,17
00 0000 00,00,00,00,10,00,10,10
00,10,10,00,10,00,00,00
0000,00,10
00 0000 00,00,00,11,00,12,17,00

```

MUSIC TO MY EARS

Dear Techie Tips,

1 When me and my friends are programming on the AmigaDesk, we put on some music in the background. This is very relaxing because, as you know, sometimes programming can get extremely frustrating. Can you do the same on the OoA?

2 How much better is a C128 than a C64 and how'll the same layout do w/ Amiga?



QUICK SHOTS

1 Could you tell me where I can get hold of an 8888 400 interface cartridge?
 M. May, Bicester-in-Furze.

Speedmore Distribution Ltd, 28 Ferniers Way, Heston, Mertonville L20 8SL
 = 001 521 0300.

2 Which disk drive would you recommend, and is there a company which sells quality second-hand hardware?
 Chris Wilson, Bath.

The best 5.25-inch disk drive to get for a C64 is the 1541-II available from Data Electronics. These could well be a company somewhere in the provinces that sells quality second-hand hardware but I don't know of any in particular.

3 Why doesn't the memory saving program which was in issue 20 work?
 Shaun Underwood, Taunton.

1 Er, well, yes, I can't see that using a C64 instead of an Archimedes stops you from reaching around, pressing the POWER button on your 68-players/friends/whatsoever and then hitting PLAY. Sticking a Commodore in the relevant machine also helps, seriously, though. It is possible to have the C64 playing music while you program, you have to find an interrupt/alive place and just start it off. I can't explain

how to do that because most pieces are either in different areas of memory or they are started differently.

2 The C128 is basically three computers in one: a C128, a C64 and a thing that allows you to do CPM or something. Programs

1 How old are you and how much money do you make in a month?
 Mark Hacham, St Auston.

Two old and too little.

2 What is the " symbol on lines 21 and 25 of the Cyberside Simulation program you gave? Is it an up arrow? And I keep getting an OUT OF DATA error on line 17.
 Steve Hutton, Gwynedd.

The " symbol is indeed the 'arrow up' key on the keyboard. It stands for 'to the power of', for the mathematically minded. The OUT OF DATA error will be due to the fact that you have missed out a number, or added an extra comma, in the DATA statements later in the program. Line 17 is simply the line that is getting confused because of the error later on in the program.

written in Basic have a tendency to load along even slower than on the C64 even though the C128 has twice as much memory. The C128 has an 88-column screen built-in which is dead useful in some circumstances but there is very little software available for it. It has controls near the same layout as an Amiga and cannot really be compared with one at all. The C128 is still an 8-bit machine at heart.

3 If you mean the one with the FOR...NEXT loop in

it, it's not meant to work. It just shows you how to go about making loops do what they should do. I assume you haven't typed in the 00 exactly as it was shown. If you don't mean the one with the FOR...NEXT loops, don't don't know because I haven't got a clue as to which program you're talking about.

And with that I run out of space for this month. What a shame. And it had so many other letters in... [which it, main your putting your luck - PMS].



INFORMATION BANK

Just a short one this month, but so full of goodness and goodies as always. If you've been wondering how to 'tough' scroll the screen quickly and efficiently in Basic, try out the routine below. Merely by entering 'INFO' '00' will scroll part or all of the screen left by one character block. Change the values of GAP and BLOCK to vary the amount that is scrolled.

```

1 000-0000100 0000-00000-00
2 10 0000 7000 1
3 000 0+1 70 000 00-000-0000 001
0000 0

```

```

4 000 0+0 70 0000 0000-000-0000 001
0000 000 0000 00 0000 0

```

5 1

```

6 00 000 000 0000 00000 00000 0000
00000

```

```

7 00 0000 0000 1000 0

```

```

8 00 000 000 70 00000 000 70 00

```

```

9 00 00000 0000 0000 0000 000 000 1

```

```

10 0000 00000000 0000 0

```

```

11 00 00 00 00000 000

```

```

12 00 00 000 70 00 0000 000

```

```

13 00 00 000 70 20 0000 0 0

```

SCHWING LOW WINNERS

We were so wowed by Nick Faldo's Championship Golf that we ran run a compo to celebrate its release. Up for grabs was a set of clubs supplied by Grandslam. All you had to do was answer a few questions and then design the ultimate unplayable golf hole, a hole that even Nick Faldo (on a good day and wearing his lucky socks) wouldn't have had a hope of playing in par. The response was brilliant. Trenton takes us on this PGA Tour of Terror...

1 **Craig McDougal, Darcy.**
You see off 180 feet above the fairway and then descend a waddy, waddy "bush" into a bog. Trying to see this, beware of the back-swinged steel trap with the "cushion" bar near... (Placing a shot over the plastic bar onto the 10,000-foot chaper, but staying short of the hole's edge, is tough for feasible. From here the hole's a piece of cake. You just have to hit over the steel-reinforced road... Ah,

but do be careful on the green - some chaps like seeing his planted and-purposed metal.

What a horrible concept... a Country and Western song as a hazard?

2 **David Leatherbarrow, Andrew.** The hole is very wide - which doesn't say as distance for difficulty - but proves to be a right one used to play. The first hazard is the red wall. These are easily missed, but they do disguise an earthquake of... Having cleared the 48 ft's hole to stick to the left-hand side of the fairway - avoiding the killer boss, broken glass number and the very 800g to go. The practice hole is more of a distraction than a threat, as surely it'll be you as while you approach the 180 Of Pin.



AND AT THE TOP OF LEADERBOARD IS...

Or, in other words, this is who won...
Dennis Heath, Philadelphia.
This is totally evil. Horizontal Lester could have designed this course (if they'd let him) have sharp pencils and be wasn't in a straight jacket...)

The first problem comes in addressing the ball. It's camouflaged green, you see, just like the tea. Then, Dennis has cunningly placed a number of distractions right near the start - figuring that if you go wrong here, it's game over (see). The first priority is to step over the brick wall which is, rather unhandy. To pile the pressure on there's also Gas

O'Connor music. Starting from a ghetto blaster. The nightmare continues as you also get an ear-battering from the world's least helpful landowner, Farmer Palmer. His dulcet tones can be heard to cry, "At my land, you looms," despite the fact he sold you look, stocks and turned to the golf club 18 years ago.

Once past the initial hurdles, the fairness is 0-

level with trees. A fairly 'safe' hazard one might think, until you hear the roar of a Challenger tank's engine and the thump of its main gun. Congrats, golf links, you're just wandered on to a NATO firing range! Artillery then sides down and helicopters strike you until you play the ball over the river and into relative safety.

The river isn't that easy to cross, as it's got sharks and the Luck Factor Monster roaming the waters, and, um, no bridge. Make it through and you're on the home straight. There's just a few meters of razor wire and an electrified fence to go before you can begin to play the ball up the mountain (it's safe you haven't noticed) and into a burning hole. Simple. It's a Par five but would probably take you 28 strokes and a few minor injuries to complete.





3 Jonathan Craig, Thurston

A fairly simple hole in theory, this is a real nightmare in practice. First, players have to be wary of the water around the island — it contains the super-hot black lava family. Next, members use through-fire (in fact, shots were amongst the most popular obstacles mentioned in your email).

From the tee you have to loft the ball over a 200-foot wall and control the spin so that it lands close to the very active volcano on the far side. This is followed by a long approach shot over a 400-foot hill (which, incidentally, is covered in water or the lava) rather than open-land variety. From here on the going's steep...uh...oh. All you have to do is play past the entire US Marine Corps and through a 500-foot net. Then avoid the bottomless chasm around the periphery of the green.



And in the pyramids, John Meier (retired).



ENTER THE SURREALISTS

A selection of the weirder holes... or, sorry, suggestions that we received for golf obstacles:

- **POPULAR REQUESTS** — **Ed Morgan, Welwyn Garden City.** Tilly poppers, why not bricks, or water, or lava? Any poppers 'popper' in Welwyn Garden City?
- **ANTI-GOLF BALL TANKS** — **Sary Anthony, Epsom, Devon.** What a brilliant concept. Not much use in a war, but brilliant all the same.
- **JOHN MAJON (ON RED AND WHITE STRIPED OYSTERS)** — **John Robertson, Wiltshire.** Hmm, a bit political but we laughed. But what's the story in the Underwood Golf Club? And why not? Surely you would have been more appropriate?

THAT'S CRUEL THAT IS!

Some of the nastier going hazards you came up with:

- **MINNY JONES** — **Colleen Chan, Ayr.** Mine that's just plain unpleasant. Moving soccer's hand men whilst equipped with a golf club might give you a little better chance of escaping alive, but escaping under par? I don't think so!
- **BLACK HOLE** — **Craig Kendall, Glasgow.** This could either be a collapsed star-type thing or the Disney movie. The former would be hard to beat as it sucks everything including light and golf balls into its heart. The latter? Well anything that fast is bound to be off-putting (OR putting — genius!)
- **TEE** — **Sarahme Todd, Larnes.** "Knee deep, piping hot, black and no sugar". No, I must admit, I don't get this gag first time around, either.
- **GOLF BALL MOUNTAIN** — **David Baskin, Creighton.** A huge pile of old balls. One shot into those and you'll never find yours.
- **WIDE SCREEN TV SHOWING REPEATS OF ELBORADO** — **Poland Jackson, Lanesville.** Seriously evil. The video loop goes back as the ultimate green defender. How could any golfer face this hazard and survive?
- **DRAGON BREATHING FIRE** — **Robert Mayhall, Somerset.** Apart from the logistical problems caused by this being a mythical beastie, it should prove to be a brilliant obstacle. Just one thing,

though — wouldn't it be more effective if the dragon breathed the fire rather than the hot air (breathing the dragon)?

- **FREE HOLE** — **Ben Pollard, Newport.** Just plain nasty. Having survived Ben's onslaught, sleep you'd be gutted to see your ball in the wrong hole. No fair! Before! Next time!

- **BOG OF COMMONWEALTH FOREBFS** — **Andrew**

McCannell, Walsingham. "Impossible to get past." Andrew said, which might sound easy but it's not!

- **THE GERMAN BORDER** —

Michael Fry, Wetherby. So that's where the Berlin Wall got to! No sooner had the Germans declared national

unity, peace, love and economic freedom than

they went up to find their wall had been half-inch — barbed wire, Checkpoint Charlie, The Brandenburg Gate, rail yards about 1/2, the lot.

- **THE A38** — **David**

Bohany, Sligo. What an excellent obstacle, having to play over the A38, possibly the fastest road in Western Europe (and possibly not but it runs near our offices and we all loathe having to drive along it so I appealed to us, so fairly). You too off near Holywood, then it's a one-too-pleasant drive (oh, yeah?) down to Clippinstown.

- **MOVING TEE AND TABLE TENNIS BALL** — **Andrew Dockett, Wetherby.** A fantastic idea combination, this. The tee moves randomly about so that it's hard to actually hit the ball. Most golfers would see this as 'the trap' when, in fact, it's just a cunning ploy to stop you realizing that the ball is, in fact, in the ping pong safety and not just a Ping Pongeur getting retirement age! — **David!**



David King wants to be a better player than he is.



The Dark King Hole.



Another of the more surreal suggestions.

MY MAP

Commodore 64 Power Supplies	£19.99
Commodore 64/128 Compatible Data Recorders	£19.99
Commodore Tape Head Alignment Kit	£29.99
Commodore Data Cassette Head Realigner	£29.99
Commodore 64/128 Light Gun and Games	£29.99
Commodore 64/128 Light Pen and Software	£29.99
Commodore 64 Instruction Manuals	£24.99
Commodore 64C Modulators	£19.99
Commodore K17, Little	£29.99
Commodore Replacement Data Recorder Plug & Lead	£29.99
Commodore Printer/Unit/Driver Lead	£29.99
Commodore Colour Monitor Leads	£29.99

Prices include V.A.T. postage and packing.

All orders sent by return: Cheque/Visa/Access
Trading Post, Victoria Road,
Stifford, Shropshire TF11 8AF
Tel/Fax (0952) 462135



SPARES & REPAIRS

Commodore 64 Software	£79.99	REPAIRS	
6400 4 Disk Drive Software	£129.99	CPM	£29.99
6400 Compatible Printer	£129.99	C14 C16	£29.99
6400/64 Compatible Unit	£129.99	197 200	£29.99
6400 Power Unit	£129.99	C18	£29.99
Tape Alignment Kit (64)	£29.99		
CPM II Module 1 (64)	£19.99		
6400 Mouse/Keyboard	£29.99		
Soft Manual (64-128) 1/2	£9.99		
Soft Cover (64-128) 1/2 (64)	£9.99		
6400 Printer Lead	£29.99		
Commodore Straps	£12.45		
Commodore Interface plus Support			
Software (C164) on Floppy	£24.99		
Action Repairing kit in Cartridge	£24.99		
6400 Replacement Keyboard	£14.99		
4 x 6400/1280, 6400, 1280 Diskettes	£24.99		

All prices include V.A.T. and P+P charges to meet delivery within UK mainland only.

Some orders may only contain main components and you should always confirm a quote if you require additional items or if the component is a spare or a replacement part. Software is sold with full copyright notices and is not to be reproduced without the written permission of the publisher.

DAVIS
 14 Rogeway Rd
 Salford
 Wiltshire
 SP7 2BB
 Tel: 01262 20000



COMPUTER SERVICES

OVER 2000 GAMES

IN-STOCK TODAY - FROM £3.99!
AS FEATURED IN COMMODORE FORMAT

AVAILABLE ON	FROM
COMMODORE 64	COMMODORE
SPECTRUM	US GOLD/ROCK
AMSTRAD	DOMARK
ANGA	MINDSCAPE
ASARI ST	HIT SQUAD
IBM/PC	ALTERNATIVE

and many more....



Phone
0782 566566
 for your nearest
 High Street stockist

or write to Software On Demand Ltd, Unit One,
 Riverside Business Park, Newcastle Under Lyme: ST5 7DT

SOFTWARE CITY

Unit One, Riverside Business Park, Unit One, Riverside Business Park, Newcastle Under Lyme, ST5 7DT
 Tel: 0922 555555 Fax: 0922 555555

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99

64 FULL PRICE	
Commodore 64	£199.99
Commodore 64C	£249.99
Commodore 6400	£299.99
Commodore 6400C	£349.99
Commodore 6400D	£399.99
Commodore 6400E	£449.99
Commodore 6400F	£499.99
Commodore 6400G	£549.99
Commodore 6400H	£599.99
Commodore 6400I	£649.99
Commodore 6400J	£699.99
Commodore 6400K	£749.99
Commodore 6400L	£799.99
Commodore 6400M	£849.99
Commodore 6400N	£899.99
Commodore 6400O	£949.99
Commodore 6400P	£999.99



UNCLE DAVE'S BUY-A-RAMA

Whatever you want, or whatever you want to get rid of, this is the place to be - Commodore Format's new free small ads service.

FOR SALE

• **CDI**, Datacette, 1541 disk, Mini-Office 2, hundreds of games on disk and tape, Action Replay, mouse, full instructions, 40 boxes, order weekly months old, 2-drawer desk £250 onlv. Tel 0252 431199.

• **CDI Games**, On tape, Last Ninja 3, Boulder, Double Dragon 2, On-disk (Street Mania, Hudson Hawk, Smash TV, G2, wally, Tel 021 333 each after 10pm.

• **CDI**, disk drive, two data cassettes, pocket jopads, joysticks, light gun, books, A1 and power cords, 2 disk bases, over 800 games, £250 onlv. Tel 0500 on 0500 521 845.

• **For sale**, 1541-disk drive, includes Spectral, Daily Double Horse Racing and Kings Bounty £30. Tel 0749 831440.

• **CDI games** from 30p. Also Commodore Form magazines, 1 to 30. Please send SAE to Jamie Kilmer, Wash Banglades, Mansfield, Wincy, Ruxton 544 245.

• **CDI** with tape recorder, joystick, joystick, 30 games and 10 magazines with tapes. Tel 0700 815529.

• **100 games** on tape, all original CD1 onlv, w/ 16bit, CD4 and tape CD0. Ring Andy after 10pm/noon on 0692 885921.

• **CD40 plus** 1541-disk drive, Action Replay, Turbojet card, Datacette, parallel printer interface, over 170-disks, 60 cassettes, £700 for sale. Tel 0473 714295.

• **CDI disks**, 0802 V2.0, C10, CCP Art Studio, Mini-Office 2 £5, literary games including Terminator 2, Robocop, Spectral 2 etc. £8.

• **COMMODORE FORMAT 28 August 1992**

each. Tel 0070 715496.

• **Banda Fair 2**, South Knights of Knights.

WANTED

Gateway to the Savage Frontier and Gateway to the Savage Frontier due back. Contact Mick on 0507 524102 (after 7pm only).

• **Wanted**, Doomdark's Revenge CD4 cassette £10 each. Tel 0224 824594.

• **Red Stone Rising** by Microzone wanted desperately, tape format only. Must be complete three cassette set for CD4. Will pay reasonable price. Tel 261261.

• **Wanted** Commodore 64 Datacette in working order. Has to be inexpensive. Tel Gavin on 0590 820508.

• **2000 AD** Origin, Ultima IV Origin, Space Rogue Moviegame, Assistant Origin, Dign Origin, PS19 pay any profit (Rimost). Tel Nicholas on 0474 562904.

• **Wanted**, Advanced Dungeons and Dragons gold box series games on CD1 disk, Dungeons and Forgotten Realms, Please write/disk or fax. 0834 828896.

• **Wanted**, Great Game Index. Tel Luke on 0750 861219.

• **Commodore Format** issues 1-18. Also CD4 games PD tape only. Tel 0792 783086.

• **CD4 program refs guide**, also light pen and art software. Phone 0582 585787 fax.

• **Disk drive** and Action Replay cart for CD4, price negotiable. Tel 021 360 8613.

• **Little Computer People**, Supremacy, The Plate and Auld Fiddle CD4s buy or swap. Will refund postage. Tel Mick on 041 541 0586.

• **Johnny Rabb** (1) - Has anybody got a 0000 I could have? I'm willing to collect or pay for postage. Tel Frank on 081 348 0379.

• **Wanted**, (Just) Rogers, Countdown to Doomday on disk. Must be complete. Any Jack Auld records on disk. Cash waiting. Tel 0824 826129.

• **Wanted**, software for use with modems, C128, CPM. Also Epsilon programming plus software and form reader software. Please do cheap. Tel Alan on 044 711299.

• **Supremacy** games released by Wings, tape or disk. Please James on 0850 820311 at any time, 1688 pay cash.

• **Wanted**, Colonel Zero, Telephone 8054 80803 and ask for Gemma. Thanks.

USER GROUPS

• **Call 04**, a newsletter in the CD4 world for an info pack, send an SAE to Richard Jordan, 4 Tam Road, Fenny, Monywaide, L21 2SL.

PEN PALS

• **Has that** wanted for person with a 64. Swapping tips, maps belongs etc. Write to Tara, 181 Pennock Park, Foxon, Dublin 18, Ireland.

• **Calling all CD1**, owners. Live month? Fancy a penpal? Then write to me, any age. Contact L. Allen, 125-cedar Hillers Green, Bicester, Northampton WD3 5AA.

LOOKING FOR THE FORM TO FILL IN?

Er, well this isn't it. The form's actually... well... it's on page 28. Mixing with all the details about who can send can't advertise (PS libraries, for example can't). Why's it be a different page? I'very good question. Er, well, ah yes we don't want just any-one advertising. We only want ads from smart people who also can follow instructions. See form to page 28. Er... and you don't really want to cut up your copy of CF, do you? Why not make your own coupon. All you need is a piece of paper, a ruler, a pen and... (Dave, stop whittering and explain yourself - Ed). Okay, I admit it. There were just so many ads sent in this month I just didn't have room to... (Are you sure about that? - Ed). Look, it's just one of those things, okay? The coupon is on another page, period. You wanna make something of it? (There's no need to go into a sulki - Ed)

COMPO WINNERS

GET YER KIXX ON THE A36

In issue 50 there was a massive collection of 50 kixx games up for grabs if you could answer three easy questions and name something that you hoped you could buy for £3.99 – the winner being the one that made us laugh the most. It is, in the 'Trent's case, laugh at all and the 10 runners-up being the ones that made us laugh almost as much (that's logical – Ed). So are you a winner? Read on to find out. First the winners, up, who each win a Kixx game of their choice, plus five to be creative suggestions:

- The baroque state of Huxley – Christopher Spurr, Strathaven
- A very cheap, second-hand, dead blue whale – Stuart Bennett, Birkbehead
- Mr Big's Big Book Of Enormously Big Things by Hugo Large – Stephen Pagan, Dublin
- Several hand clothes from Russell Grant's car boot sale – Richard Becker, York
- A bag full of the editor's hot air – Martin Hildred, Weymouth
- A toilet I met in the pub offered me the

distasteful De Carmo (200 times bigger than the sun) for the special sale price of £3.99. And it's very heavy!"

■ Broughton, Seawaterpe

■ A bottle hat for the Mighty Boos – Claire

Bowditch, Pontypridd

■ A pair of Santa's underpants – Ryan Medlock from Rotherham

■ "I'll tell you young man, in my day I could go to the pictures, see popcorn come home and still have enough left to buy all the worlds of resources, at all expenses, and rig to mine, 250 bottles of Champagne..."

■ Roland Jackson, Lancaster

■ 500,000 Sprouts

■ Mark Lucas, Hall Green in Birmingham.

And now in the good

envelope is the suggestion that Under the Ice, and its winning author let me out, let me out – winning added. The winner of 50 top Kixx bits is: James Gole from

Bunhill in Bally who suggestion was: "My Mum's 'bookers', 'is ... yeh

WEIRD BUT TRUE

In other words this, all haven't I was a prize but as brought the suggestions were... er... certainly original and not worth a mention.

■ For £3.99 you could buy my

We hoped you'd forget all about those 50 Kixx games, that Lemmings record and those eight copies of McDonaldland so we could keep them for ourselves (well, perhaps not the record). But no such luck. So, reluctantly, here are those compo results...

grandmother from me – you wouldn't believe it, she's 10000 big – Arjan Bink, Holland

■ Through balloons to beat my sister into space – Ashraf, Merco, Aberdeenshire (You'll learn to love her one day Ashraf – Ed)

BIG MACS FREEBIES TO GO

Looks like most of you were keen on the idea of winning a copy of the lovely little platformer McDonaldland. We got loads of entries for this one but here are the winners of a copy of the game:

James Toller from Ipswich, Laura Gentry from Altrincham, Chris Davis from County, Roberts Colombo from Sarnesville-Moon-Tyne, William Burdock from Dublin and Mark and Lin Gossel from Weyburn in the West Midlands.

By the way, the answer to the freebie asking you how many McDonald's restaurants were there in the entire world at the end of 1992 was 12,000. That lot above were the ones who guessed the closest.

- A large lump of cheese – Steve Channon (You know, you're not really weird – Ed)
- Kixx elephants are incredible bargains at only £3.99 and they have a trunk full of designs – Kate and Tom Ludlow from Huntington, Gloucestershire. (Don't you think, now go back to bed like a good little girl – Ed)
- I would buy a twenty pound note – Ian Stone, Chester (T – Ah)
- And I think we'll leave it there.

OH NO, LET'S COME BACK

The results of the Lemmings compo from issue 53 are here at last. Once you please (Brent's excellent) – Davey. The winner of a white label copy of the Lemmings Record is... it's nothing, I'm nothing – Davey. Mr John Goodwin from Leicester, he managed to find 187 words constructed from the letters GLEAMINGPLUFF. I never said that they couldn't be proper nouns did I? I didn't say they had to be proper words for that matter either. The second's on the way to you as I write, John.





COMMODORE

HOTLINE
DAGE 74011



FUN SCHOOL 3 & 4

Europe

Forget blackboards and dog-eared text books. The fun and fast-learning way to get educated is

Fun School! Designed in line with the National Curriculum, Fun School comes in three age ranges to suit children of all ages (in fact up to about 11 anyway).

SAVE UP TO £2

TWO FOR THE PRICE OF ONE (ER, AND A BIT)

Buy both Fun School 3 AND 4 in any one of the age ranges and you can save even **£2** (this offer is only available for the cassette version, please.)

Description	RSP	CF Price	Order No.
Fun School 3 (Student 1) Cassette	£2.99	£2.99	CF3329
Fun School 3 (1-7) Cassette	£2.99	£2.99	CF3330
Fun School 3 (8-10) Cassette	£2.99	£2.99	CF3331
Fun School 3 (11-14) Cassette	£2.99	£2.99	CF3332
Fun School 3 (Student 1) Disk	£3.99	£2.99	CF3333
Fun School 3 (1-7) Disk	£3.99	£2.99	CF3334
Fun School 3 (8-10) Disk	£3.99	£2.99	CF3335
Fun School 3 (11-14) Disk	£3.99	£2.99	CF3336
Fun School 3 (Student 1) 3.5" Disk	£3.99	£2.99	CF3337
Fun School 3 (1-7) 3.5" Disk	£3.99	£2.99	CF3338
Fun School 3 (8-10) 3.5" Disk	£3.99	£2.99	CF3339
Fun School 3 (11-14) 3.5" Disk	£3.99	£2.99	CF3340

MINI OFFICE 2

Europe

An integrated word processor, database, spreadsheet, text printer, graphics utility and various programs all in one package. Mini Office can turn your IBM

into a versatile business machine (and it's

great to do your homework on, as well).

Description	RSP	CF Price	Order No.
Mini Office 2	£12.99	£12.99	CF3341
Mini Office 2	£12.99	£12.99	CF3342



FORMAT BINDER

What's orange and white, neat and pliable and hold 12 issues of Commodore Format? The Commodore Format Binder. How can you live without it?

Description	RSP	CF Price	Order No.
Format Binder	£9.99	£9.99	CF3343
Format Binder	£11.99	£9.99	CF3344

DEAD SMART

NOBBY THE AARDVARK

Thames

Seven levels of pure bliss and each one like a game in itself, from a manor ballooning across a plateau, Jones and the Temple of Doom-style rail-car too.

Description	RSP	CF Price	Order No.
Nobby the Aardvark Cass.	£11.99	£9.99	CF3345
Nobby the Aardvark Disk	£14.99	£12.99	CF3346



SAVE £2

MCDONALDLAND

Virgin

A different kind of platform game altogether (a different kind of platform game - the whole CF crew), Mac-er-eggs fun with relish and no goblins. Have a nice game.

Description	RSP	CF Price	Order No.
McDonaldland Cass.	£11.99	£9.99	CF3347
McDonaldland Disk	£14.99	£12.99	CF3348



SAVE UP TO £3

FIRST SAMURAI

GB Soft

An arcade adventure hack-'em-up with a distinctly oriental flavour, First Samurai received one of the highest scores CF has ever awarded a game - 96 per cent, and it deserved it. This game's got the lot - great graphics, great sound, great gameplay, great whatever else there is left to be great. Be warned - this game is dangerously addictive!

Description	RSP	CF Price	Order No.
First Samurai (Disk)	£11.99	£9.99	CF3349
First Samurai (Cass)	£10.99	£7.99	CF3350

CREATURES 2

Thames

If you haven't got this game - WHY NOT? It's a Coder of awesome proportions. Bigger than a whole series of Coder's and more fun than watching Chr. beat up Dave. This has to be one of the greatest games ever on ANY format! Platform, boasting of its very best with some superbly bizarre graphics and the best music ever written for the C64. There is no excuse for not having a copy.

Description	RSP	CF Price	Order No.
Creatures 2 (Disk)	£12.99	£9.99	CF3351
Creatures 2 (Cass)	£13.99	£10.99	CF3352

SAVE UP TO £3



It's a Coder!



SUBURBAN COMMANDO

Shock! Horror! Hulk Hogan in non-waggle-frenzy game exclusive. Yup, that's right, this time the action's of the platform variety. The only wrestling going on here is Clu and her conscience – did she really have to hit Dave that hard when they were arguing about who was going to review the game? Who cares? She won.

Dave notices it was a bit of a silly match down at the Main Pavilion – a mighty contest between Kevin Nagasaki and Scott McFlyback. According to Dave Nagasaki, he deliberately threw the suit in his own eyes to get Scott disqualified. Sounds a bit odd if you ask me. Sounds a bit staged as well. Wrestling's not a real combat sport; it's more like some kind of performance art, which is probably why Hulk Hogan thought that he could make it as an actor.

Wrong! It has to be admitted that Terry, aka Hulk, Hogan has been in some appalling movies – ah, Terry is an all-time Cowboy. *Suburban Commando* did have a couple of amusing bits but there is just no way that it could ever be described as a good movie. But bad movies do not necessarily make bad computer games, as *Hulk Hogan*

and now *Suburban Commando* prove: the computer-generated Hulk even displays a better range of acting abilities than his flesh and blood counterpart.

In the game we find the little guy playing the role of an alien battling against evil forces all over the universe. Of course, in the movie, everything turns out just fine in the end. But in the game it's all up to you – [look a real Assassin's Wrath-style voice-over] only you can save the universe from certain destruction (Loads of cool jumps and flashy lights then take to a space ship flying through asteroid belt accompanied by a pseudo-John Williams score.)

The film might have had a heavily preferable plot but the game starts out with a bit of a lead. While the bulk of *Sub Com* consists of platform action, it opens with you playing Shep Ramsay – the Hulk character – in control of a

dinky little space ship blasting your way through a short 'em-up section. As good as you go it's no classic and is fairly easy, but then again, it is only the first of four levels, and a lot of blasting is a great way to ease yourself into the game. There are speed-up tokens and better weaponry to pick up along the way, too.

Thanks up to the fans of *Suburban Commando*, without him the universe would be a much more dangerous place, and Los Angeles would probably be a lot hotter.



On the edge of platform Shep'll balance, Sonic-style, on one leg. Very un-big-wrestler-like...

OH, COME ON, LISA, YOU ARE JOKING? YOU REALLY RECKON I CAN WRITE A



This is the start of the second level. That green monster's going to cheat you if you don't get into level full credits and for the three subtitles, they can be lethal.



There are moving platforms all over this level – just leap on one to fetch a coin. Watch your head, though, you never know what's up there.



These are the things you're looking for. The green's point to a weak spot and that's where you have to place a bomb. Finding enemies is what this level's all about.



These big green guys take a hit to death, so collect as many power-ups as you can.



But watch level builders as they launch bombs. You may have to leave them to get any further.

Look out what enemies are trying to get a bonus.

Get through that level, and you're into the much tougher platform section. You're now in humanoid form, on board a space ship while the old seems to appreciate your presence. The ship is loaded by the one and only General Butler, a mad man who terrorizes the spaceways with his band of bounty hunters.

What you've got to do is to leap from platform to platform, pulverizing guards with your bare fists and identifying weak spots on the ship (they're not that difficult to spot, these are big red arrows pointing them out). To complete the level you have to plant a bomb at

A QUICK TRIP AROUND THE SUBURBS

WALL - Ohh, isn't he handsome? The work of his feet your nose would love you to bring home.

ARMY - Need to be subtle is a number that tells you how many times you have left.

ENERGY BAR - Tells you how much energy you've got left, respire, respire.

INFO WINDOW - Watch this window closely because it'll give you a few hints and tips during play.



SCORE - What a great idea it'd be great if there was a high score table too. We wish too.

ARMY - The number above how many bombs there are to go. While there many bombs there are to go so have many available there are left to discover before you can leave that level.

KEY - Believe it or not, you need keys to open doors. This game shows you how many keys you currently have in your pocket.

each level spot, when you've done that you gain access to the end-of-level room where, would you believe, there's an end-of-level guardian waiting for you.

All this destruction makes the character General even madder. In fact, if you fail to read that the force you to crash land on Earth (LA to be precise), setting the scene for level three.

You have to look for tools to repair your crashed ship.

There must be some very thoughtful mechanics in LA, too they lose their tools in the wreckage of planes - floating in mid-air above a sky-scraper, for example.

Blowing your last tool makes it a question of the General's guards who've been dispatched with orders to exterminate you on sight (well it's easier than trying to exterminate you when you're not in sight).

Once you've found all your tools, it's on to the next level. Here you need to find the only

Surely this man must be acting? He'd probably could look that stupid for real.



hint that tells your ship so that you can make it back to the General's hide-out to get out of here for good. And guess who are around to make life difficult? Yup, it's those guards again.

At the end of each platform

level you face a guardian, well, in time-honoured computer gaming tradition, meaner than the one before. But that any of them are easy to beat, especially as some of them are twice the size of you and all you've got to do is hit 'em with one your fists. They move pretty fast, too... well a damned sight

Wow, what a wonderful ship they will have! I found a score bar, score and army's shown. Still, you know what they say about found them... they don't win. (That's what I thought - "Thank.")



TIP OF THE DAY

Make sure you keep an eye out for openings in the walls that could lead, through secret tunnels, to extra hidden rooms.

Make the most of the secret tunnels that allow the streets of LA, it's a hidden room.



TE A BOX HEADING THAT'LL FILL THIS SPACE? WHAT D'YA MEAN DON'T TURN...



Where do I keep remembering that key?

And walk over the red arrow to drop a bomb. They're controlled remotely so you can hang around as long as you like, they won't blow up in your face.



Oh no, not you again.

So almost, make my day.

See what I mean about watching your head? Those guards love hanging around the tops of air shafts. The white blob on the right is a key item pick it up, you'll need it later.

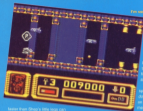


I miss the tough, but that one's tougher.

The key needs open doors so that you can get to the other parts of the level. There are only so many keys as there are doors. Always never seem to get extra keys out.



I'm sorry, I can't help it... I'll have a P please, Bob.



no incentive to get you going back for more, like trying to beat your high score.

The future's dead game, though you might want to go back to look to that. It's not a true representation of the film score, but it packs a sharp left hook.

Shog's an adorable sprite (he's not a Blue Peter dog, Cur - Oh. A sharp leg on the choke chain... or, I mean, joystick and he responds instantly to commands. The collision detection on some of the platforms feels a little off at times but overall it's pretty good. On the edge of platforms (Shog?) balance. Some-style, an one leg, very on-top-walker feel, but quite safe in the game. Talking of Shog:

There's lots of comedy-style bouncy springs around the platform levels to help you to higher places.

Suburban Commando is a solid title game, nothing spectacular or amazingly original, but decent, solid fun. It might well be a bit easy for experienced platform fans, but it's definitely worth having a grapple with for a few rounds. Ding Ding! Seconds out.



Experiencing an this much of insanity?



Wing! First look, better targets and shog. Ding! Second look, too cool, huh.

CF VITAL STATISTICS

GAME SUBURBAN COMMANDO
 PUBLISHER ALTERNAITYS
 CONTACT NUMBER 0977 707700
 PRICE £9.99
 AVAILABLE Oct 1996
 OTHER INFO EAP1 0842

SUBURBAN COMMANDO

1 2 3 4 5 6 7 8 9 10

GRAPHICS

Working levels, feel clear and playable, and the characters are decent to great.

SOUND

Some growing music, but a complete absence of sound effects.

IMPACT

The shoot/miss/collision and the closest controls draw you in.

GAME LIFE

But when you're completed it ends, you won't be in a hurry to re-load it.

POWER RATING

82%

leaver than Shog's little legs can

Carly falls. In fact, compared to the rest of the gameplay they feel a little out of place because they're so much funnier.

In the version I saw it wasn't very clear when you were getting hit, especially at the shoot/miss level. But being the powerful, all-knowing shog that I am, I got the programmer to tweak the game a bit

especially for me. So now the border flashes when you're losing energy to let you know that you're doing something wrong.

Though there are only three platform bits, they're big enough to keep you going for a fair while, and each has its own distinct feel so that the gameplay doesn't become stale. But there's no high score table or food or charms with the programmer again but he said "not enough memory, Goo!". Once you've used up all your three continues, the game instantly forks to the

intro screen as you haven't even got chance to note your score down on a piece of paper. So when you've completed the game, that's it - there's



Each level has its own distinct feel so that the gameplay doesn't become samey.

...THE PAGE OVER...? AAARRRGGGHHH! THERE'S EVEN MORE!!!



Woah, this is more like it. Forget boring old moving platforms - we want more spring things (and you can't, woman - Oh)



There's a bit of friendly advice - because on every spring you find, 'nice there might tend to a gentle tuck-in out of normal vision.



When you walk on the magic floor you'll see a mark at ground level so you can't jump to avoid any hazards.



PIRATES

I wanted to write this intro in a true piratey style but I kept sounding like Captain Birdseye. So here, for your entertainment and information, is the CF review of Pirates, written by me, Chr. (Hmm, it'll do I suppose - Dave.)

When I was a kid all my mates dreamt of turning away to the ocean or diving for engines. But not me, I wanted to be the real Irons Boney, I who who? — Ed, I wanted to trace my main mate with the Mary Poppins of this world I mean heart of her — Ed, I wanted to be the most infamous pirate in history (well, you couldn't be less famous than those two) — Ed.

Pirates is such a simularo vacation, you run your boyfriend through with a cutlass when he goes off with your best mate, then pick up another one from the hundreds of level-headed muscle men at your ship. And then there's all that sailing around the sunny Caribbean — like... Unfortunately, the job does have its risks —

There's the fighting, the sailing the

There will be enemy ships in the wind at first, but it'll come steady over and glacially first come to Greenland High 30-watt.



begin to sail merchants, there's a sea-faring section for getting from island to island and a 3D00-see-up section where you can create your bukke like a good ol'. Unfortunately, the budget version of Pirates doesn't include the map that comes with the original, which could cause you some

navigational problems (A-10)

The sounds are wharf I come in — A-10

You can start at whatever level you want but it's best to start at the bottom and work your way up.

You can also choose to play in a variety of time zones and places or to go on famous expeditions. Graphically, one level some levels much

like any other, but as long as

you let yourself get involved in the gameplay it doesn't really matter. The sound/lighting bits are

pleasant, intensely slow.

There are three kinds of combat, each as rugged as the real. Men-to-man combat has you fighting against your enemy counterpart with cutlery but a second with which to defend yourself. Each move takes an age to complete, which makes defensive moves high on the list.

By the time you

Even the jellyfish have no trouble passing you on your way to board the enemy's ships.

think, the sound, the getting arrested for jama-ganging, the having to lose at least one limb. But there is a safe solution. I find get yourself a copy of Pirates then take your set down to the local beach club. Plug it in right next to a speaker. Then by late, wash up the UVB, while plunder the shores around the Bahamas knowing that the only real danger is getting sun-burnt.

In Pirates you can go all the way from being a 1000-crew member to a captain of your own ship. Essentially the game is a combination of three different types of game. There's a level at which you use to communicate with other characters and

Don't attack everything you see at first — if you're not skilled enough in combat you'll end up getting captured.

TIP OF THE DAY



Print your opponent in a vital area enough times and he'll eventually surrender.

Please! Please! Please! me, but some how and give us a hand.



MANNERS MAKETH THE MAN

A dead useful skill to have if you're planning on sailing a galleon, trundling around Spanghede Junction.



This can be useful as long as there's a Do It All around where you can buy the panels.

Something Trent could do with a crash course in. He's no gentleman at the best of times.

CF VITAL STATISTICS

GENRE PIRATES
 PUBLISHER B&B GAMES
 CONTACT NUMBER 800 433 3888
 PRICE \$4.99 / £7.99
 AVAILABLE OUT NOW
 OTHER INFO TAPE AND DISK VERSIONS

War has raised his cutlass, he's already had his head chopped off. Ship-to-ship combat is even slower than the usual 1v1 formula, so to get ship-to-ship combat, inevitably the wind is blowing in the wrong direction so that when the playfish catches you as you drift towards the enemy's treasure-laden galleon.

The best bits of Pirates work very well, though.

As Goering once said: "Ducks will make us powerful, butler will only make us fat." (But guys taste fat - Dave)

Seven years and when he passes his degree? Doogie Howser eat my shorts!

Somebody a little stoner. They've asked a question that gives a selection of appropriate answers, so you don't have to get involved in all that tedious typing nonsense and the computer doesn't have to decipher what you've written. Everything is controlled via the joystick. Okay, I admit that Pirates is showing its

age a bit and it reamed a couple of times, but I was reasonably impressed and almost mastered the art of sword fencing. If you're into strategy games, Pirates is worth a shot, but for action fans it's a bonus. Because that isn't worth digging up. **CF**



PIRATES 3

1 2 3 4 5 6 7 8 9 10

GRAPHICS

Basic. They do their job, but there is **damn** the real bits on a Mac or 1,000.

SOUND

Basic... a few blips - you might as well keep the volume turned down.

IMPACT

It's easy to get into the swing of things thanks to the difficulty levels.

GAME LIFE

The struggle to have a lasting appeal for anyone other than strategy fans.

POWER RATING
57%



THE BEST PARTS OF PIRATES WORK VERY WELL, THOUGH.



MERCS

Mercs is not a subtle game. It's all jungles, violence and anti-personnel weaponry. So it seemed natural that Trenton - CF's least

subtle person - should get the reviewing job. Apparently, he loves the smell of napalm in the morning, he says it smells of...

ing looks at the lady 500, but it's what you've got to do.

You're to follow their lead up the Da Luu river (through eight different battle stages) and kill everybody you see along the way - except the President, as that would be treason.

The second you get off of the boat or stage (in the classic Commando-like Warriors style, you run along an isometric landscape. Enemy soldiers and buildings are the major obstacles, but both can be dealt with in that great military fashion - shooting them.

Occasionally, vehicles like the truck (just as a jeep and a plastic patrol boat) which you can commandeer to help you in your quest to spread death and destruction, but all they really offer mass-kills are greater mobility and to make big power which is a bit of a shame. You can't even run over the enemy soldiers



Victory is also a violent super-troopers, that's all that Joe Dicks and Pierre Pascal know about, what they do know some other things - like how to count to ten by taking their heads off and the correct spelling of 'cat' - but victory is all they really care about. Why?

Because they're memories (but because that has too many syllables for them to remember they refer to themselves as 'Mems' instead). They're lean, mean fighting machines who like to, um, spit spleens... and any other parts of the enemy's body that are handy.

The situation looks like this. There are these terrorists who've gone beyond the bounds of all human decency. They've nabbed the President and you have to get him back. Oh, and while you're at it you have to terminate (with extreme prejudice) as many terrorists as you can find. It's justice you see.

Administering justice is a war crime may seem as futile as taking a bath as handing out speed-

Administering 'justice' in the jungle may seem like handing out speeding tickets at the lady 500



to rain their boats. Okay, so driving around adds a bit of variety but it doesn't actually help you out that much.

The other items of interest for the latter title are crates. Some thoughtful designer has dropped off supplies along route. The Mercs just have to pop a shot at them to liberate the contents. Beating it mind those crates contain guns, powerups, credits and a fine selection of gold medals if you're into that.

It seems odd that the quantities haven't led on the idea of hoarding the kit for themselves. But they haven't, and this tactical oversight should be pointed out to them with the aid of your gun.

All would be fine in the world if Mercs was simply a one- or two-player game that boasted with tonnes of automatic blasting, pick-up games and big end-of-level bonuses. Alas, it's not. Mercs, like most arcade titles, has a simple level of fun. It's just too flawed.

The shooting itself is impressive and the collision detection outrageous in the extreme. Stand too close to a building and you can't shoot, as it seems that the gravitational effect of the building somehow sucks your bullets in. Safe positions suddenly turn into death traps when a tank



Smart ... a little slower! It seems to have an AI sense for my actions that "I was told, it was a little matter and everything."



spine that enemy soldiers can run through. Perhaps solid walls. And while the end-of-level tank guys are huge, they're also hugely lame - there are easily-spotted safe zones on every screen, so killing them is easy.

Word of all, though, is the script. Normally it's so slow you have to push right to the top of the screen to see a standard fashion to move it along. And it gets worse.

All times just of the "gameplay" involve finding the control route through a maze. If the correct path runs sideways across the screen and you stream on ahead, it's easy to lose the path off the bottom of the screen, leaving you stranded. This isn't too much of a problem on level one, but on level three (where it's most likely to happen) it's potentially fatal. Whether this is intentional,

or the result of bad playtesting, it comes down to the game design and is unacceptable.

With tedious amounts of on-screen action Mercs might sound like the kind of non-stop slugfest you've been looking for, but the gameplay flaws spoil all any interest. The graphics and sound don't do the game any favours either. "Functional" would be the kindest thing to say about them, and sometimes even that is too kind! Good, you're wasting out what was the best I supposed to be facing. A tedious film psycho-killer once said, "Let me tell you something, young Captain. Sometimes the war's gonna test 'em. Play Mercs for too long and you'll play for a war right."

EMMENTON

TIP OFF

Holdings down Fire launches a grenade. These are dead!

Don't use an auto-fire weapon. They get more grenades per M token so don't waste them wisely.



It may look like you're taking a shot, but it's not. It's just a grenade. Don't waste them wisely.

UZI 9MM, 45 LONG SLIDE, PHASED PLASMA RIFLE...

...Or an extensive guide to the weapons and pick ups you'll be seen dead without

- 1 **First Aid** - heals your tank back to full strength. It's amazing how just a few "Bandaged" patches can patch up over 50 bullets wounded.
- 2 **Death** - gets you an extra tank. This will allow you to get over further into the game... so you might want to avoid them.
- 3 **Three Way Gun** - The most useful weapon available in the game. It fires three sets of bullets simultaneously, splitting death over an impressively wide angle.
- 4 **Boost Chicks** - replenishes a percentage of your energy. It's also very handy served in an orange juice.
- 5 **Hair** - gets you a extra tank. They love eating a hairy road that that's been closed in a wall or tunnel climber.
- 6 **Gun With Big Bullets But No Other Discriminable Benefits** - DON'T pick this up. By the time you find it you've got a three-way shooter, you're forced to trade that for this gun!
- 7 **'M' token** - this is an extra grenade. Just pick and throw!
- 8 **Missile** - apart from looking like a badass this gives you no discriminable benefit. Still, if it's there, grab it!

CF VITAL STATISTICS

GAME	ARCADIA
PUBLISHER	EMMENTON
CONTACT NUMBER	051 455 1488
PRICE	15.99
AVAILABLE	NOT NOW
OTHER INFO	1475 0007, 04170000

MERCS

1 2 3 4 5 6 7 8 9 10

GRAPHICS

Big but blocky. They're too simplistic to be taken seriously.

CONTROL SYSTEM

The blind lanes really force you to turn the wheel down.

IMPACT

It looks so heavy you assume that the first few deaths were your fault.

GAME LIFE

You'll soon discover the game's flaws and lose interest massively.

POWER RATING

28%



TURBOCHARGE

Anyone who's ever been stuck in a traffic jam has dreamed about doing what you get to do in Turbocharge - blast everything else off the road. Now this classic slice of 'car'-rage is out on budget. Dave gives it an MOT.

Have you ever been to Alan Towers? Or Bush Park in Florida? Or any of the various Disneyland? If you have, then you'll have some idea what it's like playing the classic version of Turbocharge. If not, those theme parks offer some of the best, fastest, most exhilarating rides on the planet. Thunder Bolt, The Top Gun, The Back Hole - experiences not to miss out (unless you've got back problems or you're pregnant). But there is a price to pay - or, apart from what it costs you to get in to the theme parks, that is.

The price the car about is at

that waiting around you have to endure. If you go during the school holidays then you can be stuck in a queue for anything up to two hours. Even at a good day, you're lucky if you have wait less than half an hour.

Turbocharge suffers from a similar problem. The game itself is superb. It's breathtaking fast, instantly addictive, fun to look at, great to listen to and, basically, damned good fun. But on tape it has one mighty drawback - it's a damned nightmare.

I reckon that you spend more time watching wiggly lines peering about the screen than do actually playing the game. And no, you can't go away and do something less boring (instead like decoding the letters or matching the stars) on the TV when you switch over to the video channel without the video.

How did that game do in the 'funny' Must have one hell of a pile.



The dramatic opening sequence is a real bonus. For a average price (Doh).

actually being turned on, because you have to stick around

and below the damned thing. Each of the levels is a separate

level, and each level has a qualifying section which is also loaded separately. The trouble is that when they're loaded the other starts automatically so you need to be close by, ready with joystick in hand. That means are the pictures that poor as after each level and qualifying round, plus a multitude of intro screens - all very

Use your missiles sparingly. Save them up for your encounter with the leading car on each level. Because by that point you'll probably be running out of time and the missiles will let you approach him speedily.

TOP OF

SMASHING BARRIERS

BORDER SMASHED



CONTINUE PURSUIT

Before each level there is a qualifying round in which you race to the finish, blasting everything in sight. You start off each of the qualifying rounds with 5 damage. At the end, the number of vehicles you have destroyed is deducted from the damage you've sustained. The resulting damage is then carried over on to the main level.



If you hold the fire button down your right's get bigger, indicating that your missiles are ready to be launched.

Street Test This is what it's all about - blowing up other road users.

ARGE



impressive, but a lot of it is static, and they also claim what is already a tedious loading experience.

So, the question is, does Turbocharge have the necessary bells to compensate for the loading lagget?

The closest right it has - it's well worth all the hassle.

It's not so much a driving sim - the controls

are kept to a minimum - do a shoot-'em-up that just happens to take place on the road. And the story is... well... think of both Die Hard films slung together but with all the boring dialogue taken out and you've got a rough idea.

The basic plot is... pretty meaningless actually. If you need to know it, that you're in a car equipped with some pretty impressive weaponry and you have to beat everything else on the road all the way, including police cars - you're a federal agent, you say, with a licence to do that sort of thing.

On each level your ultimate aim is to apprehend a member of a terrorist gang. What can stop you achieving this goal are all manner of fuel, oil running out of time or of wrecking your car. To get around these problems, you can: a) pick up the fuel when periodically appears in the middle

of the road to not bump into thing, stick to the road, take the correct turning at forks and use your turbo-charge facility by pressing the Space bar or if not bump into thing and not get stuck at by the terrorists.

Not getting stuck at is difficult, because the terrorists have a lot of traps. They shoot at you from the back of cars and vans, from helicopters and even jet planes. Well, I told you it was action-packed.

Graphically the game is a stunner (but not a Star Banner, particularly). The exceptionally-beautiful backgrounds are brilliantly detailed and are immensely impressive. Some of the sprites are so lifelike, it has to be admitted, but they still do by you so that that there's wouldn't really

do much point in making them any more complex anyway.

The first few levels are not easy but things soon hot up. There are always car-priests waiting around the next corner and the

fun never flags. The multistop is a pain, and there should have allowed so that the levels don't start without you, but it's a odd one of the nicest driving games ever, and at £399 it's not to be missed.

DEVE



VITAL STATISTICS

NAME	TURBOCHARGE
DEVELOPER	ORIG
CONTACT NUMBER	031 433 1388
PRICE	£3.99
AVAILABLE	Start Home
OTHER INFO	SAME GAMES, MULTIGAME

TURBOCHARGE

1 2 3 4 5 6 7 8 9 10

GRAPHICS

Extremely detailed and colourful graphics for a driving game.

SOUND

Great driving soundtrack and intelligently used sound effects.

IMPACT

You'll be smiling by the driving but from the first rev of the engine.

GAME LIFE

Despite the awkward multistop, it's one you'll keep going back to.

POWER RATING
92%

THIS YEAR'S SUPERMODEL, WITH KNOBS ON

See that car? That's you! That is.

See that fire resistance comment? That's your ego, that is.

See that Speeder? That's the number of cars.

See that fuel comment? That's showing how much fuel you've got sticking out of your wheels, that is. It is, baby, really.



See those bullet holes? If you get the wrong of those your car's a wreck, it is. It is, your 1982 you. An old wreck.

See that score? That's multistop, that is. It's really multistop.

See those little numbers? That's how many you've got left. How many little cars, that is.

See that target sight? That's how square you are. Square, square, being old square.



NEXT MONTH

So, what's inside your C&A, then? Not too easy to find out, just open it up and take a peek. This would, however, be what's known as both **GAMING FORUM** and **ESPRESSO**. If you were to pry the lid off of your machine there's a good chance you could also locate yourself. How a few important chips and totally misstate your interests.

All next month, your trusty — and faithful — CF crew will be putting the world's best-loved computer to bits for you. Yes, we'll be showing a bit **NAMED** without its clothes on and totally stashed! We've already got our patient in machine that Our fatally injured under sentence and we'll begin surgery the second this issue goes to the printers.

For games freaks we'll also taking the very best C&A light sets for a real fight in the latest of our Ultimate features.

All this and more in your (or the great Paper!) feature's contents letting Power-Racking chair taking game previewing Mighty Busting Murder making subscription setting - PG sharing Game-busting computer writing Game-wonder-supersizing game-revealing more-month-guessing POFMAS!

CF SHARES OFFER!

Forget BT's handy a limited edition offer that you can't afford to miss. CFNS will be on sale on 24th August 1990, for you can get a special 'Mag Save' edition on this limited edition! Just fill out this form and hand it to your newspaper and they'll slash a strip away for you. And don't have to suffer any dreadful infamy. Paperwork please pastiche over again.

MAG*SAVE

My favourite dub/bate (S/M/A),
Like, save me one of these righteous (y'all
good) CFs (Danceable Forum's) man,
CFNS (the September issue) is happening
(you on sale) real soon (on the 24th of
August). Excellent (Thank you very much).

MY NAME _____

MY ADDRESS _____

ALL AT SEA

Dear Commodore Forum,

Over the last few days I've become a real sea warshipper. In fact, I think I may have crossed it. Today I stepped down on the poop-deck and fell asleep for five hours!

I woke with a stunning headache and some strange hallucinations. I realised I was the direct descendant of Bluebeard and the Basset Buccaneers — I was, in fact, Pink Betty Roberts and this was MY ship. A-hul I gathered me one of your sheets (Dad's hand) and started the bridge. That lubber of a Cap'n wasn't expecting the great grates Roberts as he had his fog-horn and plane-bowled in seconds. The scurvy wren expected something about international law as he teetered on the end of the plank but that didn't worry me. I wanted the treasure!

My ancestors buried 200 years ago. A-hul

Bye, this be the life. The wind in the spectacles, me pined on the shoulder and me teppogged. I was gone for the corner of the files, the sprongle of the seven seas. Nothing could stop the rain — Except that huge wave which splashed over the deck, covering me in cool salt water. My sunburn started screaming but at least my headache cleared.

Cheers, Roger.



WRITE ON! THAT'LL BE HANDY

We asked Penny Cyclopsis (our's graphologist sister) to give us her opinions on the CF crew's various spider accents.

Commodore Forum's Handz Best

THEMION WEBB — Wild and mighty disorganised. This chaotic script is worrying. The man can't even spell Commodore! The product of a disturbed mind.

Commodore Forum's Handz Best

OLLIE ALBERTSON — Now the way Ollie keeps all the letters the same size and shape. He's obviously very attuned to design. I'm none too sure about his Ts, though.

Commodore Forum's Handz Best

LEA KELLET — Good crisp clear letters and precise gaps. Curiously she seems to be better at writing numbers. She must get a lot of practice, on cheques, perhaps?

Commodore Forum's Handz Best

DAVE GOLDBER — This hand-writing is a bit too light-weight. Write how each letter is kept small — and covered in chills waves. I think this person wants to save their energy and not waste writing.

Commodore Forum's Handz Best

CLARA WISSON (we think — it was hard to tell) — This is supposed to be writing? Hear! This person heard of joined-up letters! Or holding the pen with the fingers, not in the fist? Or English?

STOP PRESS

This is the last page we work on, which is lucky because Binary Zone have just written in saying that some of the catalogue numbers they gave us for PG Forum (p. 50) were wrong. They should be: Mission Monday, Cat No. 625000; Chess, Cat No. 870002.

AMIGA

NEW LOW PRICES!

FROM SILICA SYSTEMS
THE UK'S No1 AMIGA SPECIALISTS

FREE!

ZOO!

SOFTWARE PACK FROM SILICA

ZOO! is the software pack of the year - it includes:
Zoo, Transmipsy, Pinball Dreams and 30 more - value of £75 in all!
All Amigas from Silica (including 1200) (Standard and Amiga 4000) include 1 FREE ZOO! pack as well as 50% Basic and Phoenix Point II.

ZOO!	£25.00
TRANSMIPSY	£25.00
PINBALL DREAMS	£25.00
30 MORE	£25.00
ZOO! PACK	£77.00
50% BASIC	£30.00
PHOENIX POINT II	£30.00
TOTAL VALUE: £267.00	

PLUS! **TOTAL VALUE £267.87**

AMIGA 500¹²⁰⁰ CDTV ADD-ON



1. £199
2. £229

Includes:
- 1200MHz processor
- 1MB RAM
- 20MB hard disk
- 512KB video RAM
- 15" monitor
- Keyboard
- Mouse
- CDTV add-on
- 100 floppy disks

AMIGA 600 1200MHz



1. £199
2. £229

Includes:
- 1200MHz processor
- 1MB RAM
- 20MB hard disk
- 512KB video RAM
- 15" monitor
- Keyboard
- Mouse
- 100 floppy disks

AMIGA 600 1200MHz



1. £229
2. £259

Includes:
- 1200MHz processor
- 1MB RAM
- 20MB hard disk
- 512KB video RAM
- 15" monitor
- Keyboard
- Mouse
- 100 floppy disks

AMIGA 600 1200MHz



1. £229
2. £259

Includes:
- 1200MHz processor
- 1MB RAM
- 20MB hard disk
- 512KB video RAM
- 15" monitor
- Keyboard
- Mouse
- 100 floppy disks

AMIGA 600¹²⁰⁰ 1200MHz



1. £299
2. £349

Includes:
- 1200MHz processor
- 1MB RAM
- 20MB hard disk
- 512KB video RAM
- 15" monitor
- Keyboard
- Mouse
- 100 floppy disks

AMIGA 1200 1200MHz



2. £399

Includes:
- 1200MHz processor
- 1MB RAM
- 20MB hard disk
- 512KB video RAM
- 15" monitor
- Keyboard
- Mouse
- 100 floppy disks

AMIGA 1200 1200MHz + HARD DISK



£599

Includes:
- 1200MHz processor
- 1MB RAM
- 20MB hard disk
- 512KB video RAM
- 15" monitor
- Keyboard
- Mouse
- 100 floppy disks

AMIGA 1500 1200MHz



1. £399

Includes:
- 1200MHz processor
- 1MB RAM
- 20MB hard disk
- 512KB video RAM
- 15" monitor
- Keyboard
- Mouse
- 100 floppy disks

AMIGA 4000 1200MHz



£1999

Includes:
- 1200MHz processor
- 1MB RAM
- 20MB hard disk
- 512KB video RAM
- 15" monitor
- Keyboard
- Mouse
- 100 floppy disks

AMIGA 4000 1200MHz



£1999

Includes:
- 1200MHz processor
- 1MB RAM
- 20MB hard disk
- 512KB video RAM
- 15" monitor
- Keyboard
- Mouse
- 100 floppy disks

CDTV ADD-ON FOR 600 & 1200



£149

Includes:
- CDTV add-on unit
- 100 floppy disks

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK.

SILICA SYSTEMS - THE AMIGA SPECIALISTS

At Silica Systems we are the UK's largest specialist in Amiga computers and software. We have a reputation for providing the best service and value for money. Our products are guaranteed to be the best available. We have a wide range of Amiga computers, software, and accessories. We also offer a full range of services, including installation, training, and support. We are the UK's No1 Amiga specialists.

- **REPUTATION** - Amiga Store & Computer
- **REPUTATION** - Amiga Store & Computer
- **REPUTATION** - Amiga Store & Computer
- **REPUTATION** - Amiga Store & Computer
- **REPUTATION** - Amiga Store & Computer
- **REPUTATION** - Amiga Store & Computer
- **REPUTATION** - Amiga Store & Computer
- **REPUTATION** - Amiga Store & Computer
- **REPUTATION** - Amiga Store & Computer
- **REPUTATION** - Amiga Store & Computer

SILICA SYSTEMS

101 LANE 081-309 1111



NAME: _____

ADDRESS: _____

CITY: _____

POST CODE: _____

TELEPHONE: _____

DATE: _____