

THE BEST SOURCE OF C64 INFO IN THE UNIVERSE!

COMMODORE FORMAT

ISSUE 31 • £3.95 • DECEMBER 1994

If you've got a C64 then get this

CHECK THIS OUT

NO FAT OR CRISTLE:
GUARANTEED!

STEG

GLORIOUS SUG-EM-UP ACTION!

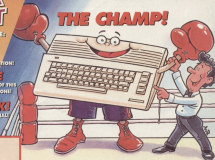
DEADLINE

THRILLING PLAYABLE DEMO OF THIS
SPECTACULAR DEFENDER CLONE!

MULTIRACK!

CHEAT LIFE'S DISCHARGED!

THE CHAMP!



C64 takes on the world - and wins!



When you buy this magazine from the
conveniently located shops of the store, it costs less
if you buy them separately. Contact the retailers
for your nearest shop or telephone.

**Tape
to disk
SMART!**
Turn to p. 5

PLUS Previews of Amorphous and Mega Force!

Future
PUBLICATIONS
Your guarantee
of value





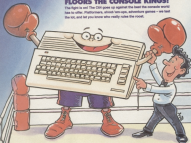
Welcome to another fantastic issue of the world's best-selling Commodore magazine...

CONTENTS

ISSUE 50 • NOVEMBER 1994

10 THE CHAMP! THE C64 FLOORS THE CONSOLE KINGS!

Do fighters and The C64 goe up against the best the console world has to offer... Followers, stand tall up, attention games - we're here to, and let you know who really rules the roost.



11 GAME PREVIEW: AMORPHOUS

After starring second with *Slag the Slug*, we about something second with *Amorphous*? Paul Kubiak's a new guide to see how you can get the full game for free.

EXAMPLE 1:



game for free
available
download
here.

11 GAME PREVIEW: MEGA FORCE

Steer your tank through a hostile maze and blast your path to glory. That doesn't sound like much, but *Mega Force* is a Precision Square Bit game. Paul Kubiak's a good tank player offering!



SPECIAL FEATURES

10 GAMES FEATURE: THE C64 - SIMPLY THE BEST!

We asked the SNES and Sega CD to allow us what they're made of... then tried desperately not to laugh!

GAMES

11 PREVIEW: AMORPHOUS
How far do you take it? A new guide for you? A new way to play it? Or just play it?

11 PREVIEW: MEGA FORCE
Mega, mega, what's your favorite tank in the most war tank game?

14 PD FORMAT

All the latest news from the PD scene, plus reviews of *World of Goo*, *Planet of Code* 2 and *Comanche 4* - it's all happening, see how!

6 GAMEBUSTERS

This month we give *Slag the Slug* the nod around with our exclusive player's guide. Plus all the latest findings, tips, codes and more for gaming desperation.

SERIOUS STUFF

21 TECHIE TIPS

We feature Stephen Harding to help this month's tech month, but by James on down. Wonder why.

REGULARS

3 LETTERS

10 BACK ISSUES

16 READER ADS

5 ON THE POWERPACK...



STEG

It's a slug and we're all here waiting for... a slug for a magazine. This is the ordinary slug's name, and it's his job to open the way round space and time so bring/haute enough even for the family of slugs. *Amorphous* for the slug only!

DEADLINE DEMO

Check the e-zine with this specialist of fantastic cheats for games by Commodore, Macintosh and Copsys.

MULTITACK

Check the e-zine with this specialist of fantastic cheats for games by Commodore, Macintosh and Copsys.



6 GAMEBUSTERS

First pages of tips, guides and codes, including the complete solution for *Monkey World*, *Slag the Slug*, and codes for *Comanche*, plus the answers to your best questions.



Comanche guide to Monkey World.

TURN TO PAGE 5 FOR THE FULL COVERTAPE BRIEFING... ➤



Software houses have locked their profits away, but will they open the safe and reward us the hard fare with something new?

Here he is again, the mightiest brain in the universe, just waiting to put your mind at rest about all those niggling little C64 worries, not to mention giving you the chance to make your opinion heard.

FLAG-WAVING

Dear TML,

Although your attempts to keep the flag flying for the C64 are to be applauded, I do feel at times that you are presenting in the context of...

Take the cover feature to issue 40 as an example. It was a 5000-word article, but don't you know that Future Publishing should also be placing this sort of article in their other magazines such as *Amiga Format* or *Sage Power*?



A lot of people think that always excited software buyers to their production of games for the C64. That may be the case up to a point, but I don't see any indication in games being produced for the C64 and that computer must have suffered more than most because of piracy. It's in my car boot sale and you will find at least one well selling vintage games. It saddens the heart.

That's the main reason for software houses abandoning the C64 and what can I do about it? Take *Demon*, for example, how producing the all consoles while the C64 doesn't get a look in. They've made a long way since their C64 days.

and that to greatly my profit. They must be making healthy profits and it's about time they start caring at least enough to re-evaluate the C64. I don't know who made those what they call today. And there are plenty of other software houses out there who fit into the same category.

At Buxton, Nottingham

Dear Sir, In fact, by the way the article in *Sage Power* and *Amiga Format* were indeed every other Future Mag including *Computing Plus* and *Headlines*. That's got a lot of a cash flow problem at the moment. I would think, but, anyway, he had no success.

While your idea about software companies rewarding the C64 sounds far enough, it's unlikely for you other yourself, I just can't produce. TML

CHEAT-FINDING

Dear Sir TML,

I have just received issue 40 of *Commodore Format* and thought all the games were very good. When we were playing the demo of *Penguin Powers* I found a cheat—by pressing 8 you can skip levels. I hope you give this cheat. *Jon Unsubscribable Springs, Watley*

Have printed your cheat. Even though you aren't in the wrong section, it should really have gone to *Gamesavers*, but I'm in a good mood. And now that Frank's left on the way, I read around to annoy and might as well be Andy. Fair. TML

LANGUAGE-LEARNING

Dear TML,

If I want to learn how to program would it be better off learning BASIC or Machine Code? *Simon Wilson, Gatesborough*

At another letter to the wrong department. Don't you ever get as far as *Techie Tips* in the first place—only everybody's job for them this month. I

TECHIE TIPS

BATS'N'PIECES

■ The City Member issue on the Power Peak was good news. Who did the copy completed in time. *Edmond Clarke, Banham*

That all depends on whether you include Captain Bats, who proved it for a while last month before Jon Wells had actually written it. He will have been playing it first, according to the normal technology. In fact, don't include our line handwriting, or Jon Wells. The article, when I copy most of my own reporting that it was, at least, no. TML

■ Did any software company make a good version of the 70's 64 version *Block-a-1* and if not why not? *JA O'Brien, Dungeness, Ebor*

NO. Because I did not want. TML

■ A friend of mine told me that Commodore has been asked and the people who thought it are going to re-release the C64 for £50. *Alister Wells, Bideford*

Is your friend going to believe? TML

■ Why don't you put a poster in the middle page? *JA O'Brien, Dungeness, Ebor*

Because that's more or less about this page left for me. TML



Was Commodore better than? Well, depends on what you want!

THE 64 SOLFBOX MAKE YOURSELF HEARD

If you've got something to say, then T&E's letter page is the place to get your opinions heard. Write for: The Mighty Brain, Commodore Format, Future Publishing, 30 Moorhall Street, Bath, Avon BA1 2PW.

Write. They're calling cards but they're just stars' reactions.

Anyways, in answer to your question, it depends if you are completely new to programming. Then BASIC is a good place to start from. But if you already know the concepts of programming, then you might be able to follow out Machine Code. It's certainly the more useful of the two. **T&E**

TAPE-DERIDING

Dear T&E,
I've just loaded up some Power Packs for the first time ever! You say you're supporting the C&F? What do you get Sub-Burner? (S), Sub-Burner - T&E.)

ratings out of 10 for the games

| | |
|------------------------|----|
| Sub-Burner | 2 |
| Beats | 3 |
| Putt and Chasing | 6 |
| Chess Board | 3 |
| Carriage | 3 |
| Repton 2 | 3 |
| Mayhem: Physical Demos | 10 |
| Demomaster | 3 |
| Legend of Grimbar | 4 |
| Revelax | 3 |
| City Bomber | 3 |
| Tic | 3 |
| Wizard's Pet | 4 |
| Rope | 3 |
| Parquett: Visuals Demo | 3 |
| Fantasy World Discy | 10 |

Label Code: BSR0000

Well, at least you liked Repton 2, which everybody also liked. There's no accounting for taste. **T&E**

FENCE-SITTING

Dear T&E,
Why do we need to defend our C&F's against ourselves? Your article in C&F8 showing the first weekend post and prems cheap-wingers was very interesting. I do not feel, however, that we need to engage each other in constant war unless it's about a post.

Friends who support of what you own and praise their material goods are NOT friends.

A month ago I decided to write again by a C&F after a three year stint without one. I picked it up for C&F8 to celebrate the top condition with a bit extra and other stuff.

I had considered buying a S&E8 after playing

on a friend's and falling into the same via Total and Super Play magazines.

In you pointed out in the article, if you strip a lot of the new games down you effectively have no games to compare up.

In some cases, this isn't such a bad thing in my opinion, as often an old game is reworked if you benefit from older graphics and sound movement. Surely Super Demos, Andy's Pitfall, Super Star, Super Fighter 2 - all examples of quality software. The Commodore do make games a step further from the old 8-bits, but that does not make me feel that my C&F8 is inferior or outdated. The C&F8 is a classic machine in its own right.

Anyways, to sum up, may I just say that we should be happy with what we have and be happy for those who choose to differ.
Simon Preece, Bristol

Have you ever thought of being a publisher? **T&E**

FALSELY WORRYING

Dear Mighty Brain,
A letter I received from The Electric Blue's stated that they will be handling your magazine from January next year.

There's one thing that worries me. They will do a lot of software themselves and there's also a host range of software in Europe that they are trying to promote. I think this means that they are most unlikely to feature any previously released UK software on their coverages.

This is fair - unless that some of the best software ever written is the UK. For the C&F will not be featured on future tapes.
J.D. McLeffoy, Plymouth

Don't worry about the Power Paks becoming an S&E8's column. The Electric Blue's are only doing the tape covering. Even, although for the first time, all will not be sporting what's going on the tape. Even though some European software might make it, we only follow those items to all countries by dipping out as much extra software as possible. **T&E**



APOLOGIES APEX

Our sincerest apologies to Apes, who were deeply offended by the intro sequence to the Reborn/demos disc on last month's Power Pack. We regret any offence caused. Also that gold sequencer had better watch out, because you never know when they best might decide to get his revenge...

COMMODORE FORMAT

Issue 21
December 1994
You won't believe it!

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If you want to submit an article to a Hobbyist or a Technology, please understand you'll only get through to an editing process. By the way, we are not a specific magazine and we cannot that's correct, we'll still help you. If you need technical help write to Format. Your page 11 - that's what it's there for.

ADVERTISING PROBLEMS

Advertising enquiries should be sent to the advertising office at Future Publishing, 30 Moorhall Street, Bath, Avon BA1 2PW. Tel: 0225 402441. Fax: 0225 402421.

Commodore Format is printed in the UK by William Gibbons and Sons, Aylesbury, Bucks HP20 9BQ.

Commodore Format is published by Future Publishing Ltd, 30 Moorhall Street, Bath, Avon BA1 2PW.

The magazine is printed and published by Future Publishing Ltd, 30 Moorhall Street, Bath, Avon BA1 2PW.

0225 ON SALE SOME TIME
BOOKS - FREQUENTLY

POWER PACK

Dave Golder takes a stroll around the covertape and finds a superhero...

STEG

Just what the world has been waiting for — a slug for a hero. Or maybe not. Steg has to stick after his family of little slugs through a maze. To do this, he must beat them. You control Steg by

making his other limbs around the maze — being a slug he STEG



Simply to any surface (as long as it's not



covered in salt). Steg can also blow bubbles. It's by doing this that he captures the grains which he needs to feed his family. To catch a grub, Steg must blow a bubble so that it traps the little grubby thing. The bubbles then float upwards. And the problems start. The bubbles are very fragile, so you need to guide them past the spikes, glass and fire with nudges in a rapid pace. Littered around the maze are followers and blinding devices. When activated, these will push the



bubbles away from them. Work out the activation and deactivation switches to help you. There are also bonus parts lying around some levels which Steg can eat or to help him out.

STEG CONTROLS

- | | |
|----------------------|------------------------------|
| Blow bubble ahead | press Space and release Fire |
| Create bubble | press and hold Space |
| Drop bonus parts | press Return |
| Simultaneously up | joystick up/D |
| Simultaneously down | joystick down/R |
| Simultaneously left | joystick left/D |
| Simultaneously right | joystick right/P |
| Jump (some legs) | joystick up/D |
| Dark (some legs) | joystick down/R |
| Pause | press Function |
| All breaks (batter) | press F1 |

NO LOAD ZONE

If you're looking for a loading-free covertape, the Power Pack may prove the best bet. In a jiffy, tap, tap in a tape cover S.S. and it's all over and it's by CPM Tapes, an excellent tape manufacturer. After double-checking the format, you'll find it's a Commodore 1541, formatted for Commodore 1541.



TAPE TO DISK

This month's Power Pack is also available on disk. To get the disk version simply cut out the trigger-on-the-tape info card, write your name and full address on a piece of paper, pop 'em in an envelope with a stamp or postal order, made out to Atlas Audio Video, for £1.98 (the cover application money) and send it to (295) Tape To Disk, Atlas Audio Video Ltd, Newmarket Road, 14, Telford, Shropshire TF11 4BB.

THE MULTITAP

This is a huge, no-nonsense, gorgeous collection of cheats, designed specifically to work with (except on release games by Commodore's, Spectrum's and Cassettes) — although there are a few cheats for games by At-Top, Pivotal and All Squad.

The program itself is very simple to use. Plug it in, type in Part 4, then use it to scroll through the



Are you quick enough to beat the Deadline?

DEADLINE

The first previewed this way back in CPM and finally it's on the verge of release from Visual Concepts Software. It's an updated Deluxe clone that moves like the original. Whether it's a rip-off or not.

This demo should give you a great taste of what's to come.

The instructions are on the actual demo itself (which is very handy for us, with our non-abstract, not-much-more Power Pack page layout).

So what are you waiting for? Get loading.



If all this feels awfully familiar, it's because Deadline is an update of Deluxe.



list of games. When the game you want a cheat for is highlighted, simply press FIRE to select it. Then insert the game cassette, reset if necessary, and hit the Space bar. Then press play on the cassette recorder, and the game will load the relevant cheats.

The program covers 140 games, with hundreds of different cheats and effects. So dig out that old collection of software and prepare to indulge in the cheat experience of a lifetime.



GAMEBUSTERS

FANTASY WORLD DIZZY - THE SOLUTION

At long last, that irritating little egg has made it on to the PowerPack, so Andy thought it would be a neat idea to print a map and solution BEFORE

the hundreds of begging letters arrived.

applies an egg instead that appears

• UP • Drop boulder

• RIGHT • Jump omelette and get

BOULDER • LEFT • Drop boulder

• UP and LEFT • Hit 2nd FISH •

• UP • RIGHT • Jump UP and LEFT

• Jump UP and RIGHT • UP • UP

• Get COIN • COIN • RIGHT •

Get KEY • LEFT • COIN •

LEFT • COIN • RIGHT • Drop

key and get BOULDER

• LEFT • LEFT • Drop boulder at

ocean entrance and get COIN2/2EP

• LEFT • LEFT • Drop boulder

downstairs in water • RIGHT •



• RIGHT • RIGHT •

RIGHT • Get COIN3/3EP

• LEFT • LEFT • LEFT • LEFT

• Drop boulder in water

• LEFT • LEFT • LEFT • Get

POISON from BOG • RIGHT •

BOAT • RIGHT • Get KEY •

RIGHT • RIGHT • RIGHT •

RIGHT • RIGHT • RIGHT • Drop

poison into dragon • LEFT •

LEFT • Get KEY • RIGHT •

RIGHT • RIGHT • Get BIRD for

every more objects - can't touch red

thing, can't fly

• UP and RIGHT • RIGHT •

COIN and LEFT • Put keys in LEFT

CONTROLS • RIGHT • RIGHT •

RIGHT • RIGHT • Get KEY •

LEFT • LEFT • LEFT • LEFT •

Put key in LEFT CONTROL

• RIGHT • UP • LEFT • LEFT •

• Get to LEFT • RIGHT • UP •

Get to LEFT • Get COIN/EPAN/5EP

Is it an egg, is it an omelette and what have crowbars got to do with it? Andy Roberts gets out his egg whisk and lines up the cheat that will beat an eggstraordinary game...



Grand Dizzy (after a probably just returned from a bank heist in the high street) • LEFT • Get POCAHONSA • RIGHT • Get to LEFT • DOWN • LEFT • Get to LEFT • RIGHT • RIGHT • COIN • RIGHT • Get COIN • LEFT • UP and LEFT • LEFT • Drop boulder on hatch

• Fall Down

Go LEFT • Go now to SHOPKEEPER (both back for dinner tonight, then) • Get BREAD • RIGHT • RIGHT • Get KEY • LEFT • COIN • Go UP and RIGHT • RIGHT • COIN • COIN and LEFT • Put key in LEFT CONTROL • RIGHT • RIGHT • Plant beam in one pot (it really does make the most amazing omelette)

HELPFUL HINTS

- Most of the hidden coins can be found behind walls.
- The bag allows you to carry bombs and loads of objects.
- Be careful making fire - it's hot and may go out of control in the night.
- Talk to Oswald to get a map. This can then be dropped on the computer to stop it changing.
- Some of the objects can be jumped on, some can't, so practice your jumps.

FANTASY WORLD DIZZY

POWERPACK 80

If our huge, sprawling map and detailed solution aren't enough to help you along, you could always try the floppy/PAGE for infinite time - just type 80, SAVE it for future use. Then RUN it.

• INPUT DIZZY-CHEAT BY WJC

• F04 8000 TO 800000

• COIN POKE 8 7 MAKE

• 81 --- 8000 FROM FROM 0000

• 00000 000

• INPUT "BARRY'S LIVES" 100000

• 8000 FROM FROM 000000

• INPUT "000000000000" 100000

• IF 8000 FROM FROM 0000 FROM FROM 00000000

• POKE 8 100 000 000

• 8000 000 000 000 000 000 000 000 000 000

• 8000 000 000 000 000 000 000 000 000 000

• 8000 000 000 000 000 000 000 000 000 000

• 8000 000 000 000 000 000 000 000 000 000

• 8000 000 000 000 000 000 000 000 000 000

• 8000 000 000 000 000 000 000 000 000 000

• 8000 000 000 000 000 000 000 000 000 000

• 8000 000 000 000 000 000 000 000 000 000



FANCY A MONKEY?

And, we're not talking about a special gift from the zoo.

Instead, we are prepared to present a ring toss to the warden of the best toys, maps, solutions, hints, endings, cheats, and anything else you think you'll find useful if you come to Atlanta this week, or otherwise to a secret room, or just a general monkeying trick, bit of trivia. Simply scan over this info to know where that gift is. Andy Roberts' Gamebusters, Gamebusters Forum, 95 Mountain

Blvd., Suite 300, Sat 10:00. Don't forget to include your full name and address, along with a picture of a monkey.



LEMMINGS

If you've managed to get hold of a copy of this classic simulation, you're probably having a tough time of monkeying with the lemmings. However, a chip called "Fool" has a foolproof tip for you:

- Always pause the game and work out a good plan first. If you just go for it and hope for the best that you'll end up having to activate the main coin.
- Explore the level completely, and make sure you know exactly where you're going.
- Don't forget that if you turn a lemming into a chicken, it will be a winner for life. You can't make it into just a rock and then lay it between two pillars—it will just carry on walking... or not.
- Builders try 12 steps before they walk and carry on walking. The last 3 steps are accompanied with a "clinking" sound, so listen for this rather than counting the steps.
- At 2000 steps, effort is given as you click on the lemming, so make sure that the lemming before you makes that a lemming, so that there isn't something stuck in lemming before you reach into a hidden treasure, you will lose



The real monkey!

wasted a skill as the lemming will just go straight away.

■ Builders stop building if they fall any more blocks, or if he hits his head while building. Make sure though the builder has stopped. There, another lemming could easily reach the end of the bridge and fall to its death, so make sure that a bridge ends at a point where the lemming jumps into a well or a similar object that will turn the lemming around.

■ Alternatively, check that the lemmings can fall a safe distance, as they will spin quite impressively if they fall too far—if the drop is too big, make the lemming into flowers.

■ The metal spikes, gold or silver coloured squares cannot be dug through or broken away.

■ Always look for clues. For example, stones showing which way an object will not be dug through, the amount of different skills that are given (eg, if there is a bridge away when the 30 lemmings

aren't cleared safely, check that you have 20 flowers), also look for clues on the screen which highlight the best places to detonate your lemmings, or make an object which points up or down



Pause for thought if you haven't got a good plan.

towards a particular place.

■ If you own the game on disk and wish to alter the introduction screens, simply type LEMMINGS\STARTROUT.BIT to load just the start menu.

Quite a few people have also written in with codes for the lemming builder, including PP-Changes from Randall, and that cheap toy "Wizards by the name of Fool".

However, it's MP Tweedie from Brisbane who sets the funny tone, so he sent in the complete set of passwords for all his levels. This month we're giving the FUN and "TRICK" levels, with "TAUNT" and "MAYHEM" to follow next month.



So, what, there are all about...

FUN LEVEL

1. NO CODE
2. BGGDLEPFE
3. BLUKLJDS
4. KAPKLEJGG
5. JGGKJGFGK
6. LKJHJHJG
7. GCAAFKJLAD
8. JHJHJHJHJ
9. JHJHJHJHJ
10. FJHJHJHJHJ
11. JHJHJHJHJ
12. JFGJGJHJH
13. JGGJGGJHJH
14. JHJHJHJHJ
15. JHJHJHJHJ
16. JHJHJHJHJ
17. JHJHJHJHJ
18. JHJHJHJHJ
19. JHJHJHJHJ
20. JHJHJHJHJ

TRICKY LEVEL

1. FJHJHJHJHJ
2. JHJHJHJHJ
3. JHJHJHJHJ
4. JHJHJHJHJ
5. JHJHJHJHJ
6. JHJHJHJHJ
7. JHJHJHJHJ
8. JHJHJHJHJ
9. JHJHJHJHJ
10. JHJHJHJHJ
11. JHJHJHJHJ
12. JHJHJHJHJ
13. JHJHJHJHJ
14. JHJHJHJHJ
15. JHJHJHJHJ
16. JHJHJHJHJ
17. JHJHJHJHJ
18. JHJHJHJHJ
19. JHJHJHJHJ
20. JHJHJHJHJ

ARCHETYPE & COPS 3 - DISK



(PROBABLY) Guide a miserable computer, especially if you're a 500MHz aficionado. However, if you're a bit fed up at games that you probably "never" get very far in other of them, Fear not, as Martin Fitzgerald has created two superb things that give both players infinite levels. Follow him:



Half as good as? Well, sorry, Martin Fitzgerald has ways to help you out.

1. 1000 10000000
2. 1000 1000 1000

3. 1000 1000 1000 1000

4. 1000 1000 1000 1000

5. 1000 1000 1000 1000

6. 1000 1000 1000 1000

7. 1000 1000 1000 1000

8. 1000 1000 1000 1000

9. 1000 1000 1000 1000

10. 1000 1000 1000 1000

11. 1000 1000 1000 1000

12. 1000 1000 1000 1000

13. 1000 1000 1000 1000

14. 1000 1000 1000 1000

15. 1000 1000 1000 1000

16. 1000 1000 1000 1000

17. 1000 1000 1000 1000

18. 1000 1000 1000 1000

19. 1000 1000 1000 1000

20. 1000 1000 1000 1000

1. 1000 1000 1000

2. 1000 1000 1000 1000

3. 1000 1000 1000 1000

4. 1000 1000 1000 1000

5. 1000 1000 1000 1000

6. 1000 1000 1000 1000

7. 1000 1000 1000 1000

8. 1000 1000 1000 1000

9. 1000 1000 1000 1000

10. 1000 1000 1000 1000

11. 1000 1000 1000 1000

12. 1000 1000 1000 1000

13. 1000 1000 1000 1000

14. 1000 1000 1000 1000

15. 1000 1000 1000 1000

16. 1000 1000 1000 1000

17. 1000 1000 1000 1000

18. 1000 1000 1000 1000

19. 1000 1000 1000 1000

20. 1000 1000 1000 1000



It's all over and you're still building, but... well, sorry, Martin Fitzgerald has ways to help you out.

SOS

BATMAN THE CAPED CRUSADER

COMMODORE TURKISH

Capitan Khabar wanted help with this wacky adventure, so here is the solution for the silver pit.

From the start: R, S, R, R • Get LIGHT BULB • L, L, L • Use LIGHT BULB • Get FLASHLIGHT • Get GAS MASK • R, S, R, R • Get CONTAINER •

Use GAS MASK • Use GAS MASK

Use R, FLASHLIGHT

Use FLASHLIGHT

Use R, S, L, L, L, L

L • Get TUBAT

PULL • R, S, R, S •

Use TUBAT • R, S, L, L

L, L • Click DOWN

Use SHAVES • L, L, S, L • Use PALIS

TEETH, Use PALIS

TEETH • R, S, R, S, R, S

R, S, R, S, R, S

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

Click UP, R, S, L, L

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If you're not geeky or ugly enough to visit the Gamesmaster in his private consolation zone, you could always drop Andy Roberts a line. He may not wear a monocle, but his advice is top-notch. Well, almost.

DIZZY PRINCE OF THE YOLKFOK

COMMODORE TRON

The fan-egg is a wacky/mad-as-a-hat title for the fan-eggs who reside in Dizzy in British. The title part is a little south of the screen for a stock or better makes the much easier. Basically, there is a large gap through the moving platform, which is meant jump across. But help is at hand. At the start collect the LEAVES, BAYONETS, and JARS OF WATER, then drop them next to the door in the order to escape. Once you've done that, you'll find a DIZZY PRINCE AT 4 o'clock of screens to the right—help him. Then drop it next to the aforementioned gap. Behave.

SPELLBOUND DIZZY

COMMODORE TRON

A young fellow called John Laughlin is having fun with this, the particular Dizzy spinoff, in

STUCK IN A RUT?

Even the best gamers may run into situations in which they're stuck. For help or solutions, don't write to us; help your friends or seek to help your opponents face such situations as well. We'll be glad to help. Simply get hold of a friend or contact someone, or drop the letter you're stuck on (including the publisher), including the type of computer you're on, the page of the game you're stuck on, then send it along with your name and address to: SOS, Commodore Periodic, 30 Massachusetts Street, Amherst, NY 14226.

COMMODORE GAMES

...and how to find Dizzy. Recently, to free any character in the game, you need to take to that particular screen or egg, as the case may be, and collect an apple from them—in Dizzy's case, the DOG. Once you have collected enough items, you can give the apple to them to free that character. Simple, really.

TURRICAN 2

US GOLD/ROM

I've had a couple of requests for a cheat for this superb arcade shoot 'n' bang, the first from Richard from San County, Ontario, the second from Robert Jones from Canada. Well guys, you can take me this handy WAZ listing for cheats, lives, lives, projectiles, and power level:

1. 300 000000 0 0000 00 000
2. 300 0000 00 011 0000 0000 0000 0000 0000
3. 00 0000 0000 0000 0000 0000 0000 0000 0000
4. 0000 0000 0000 0000 0000 0000 0000 0000 0000
5. 0000 0000 0000 0000 0000 0000 0000 0000 0000
6. 0000 0000 0000 0000 0000 0000 0000 0000 0000
7. 0000 0000 0000 0000 0000 0000 0000 0000 0000

ARNIE

COMMODORE

James Parker from Canada asks in Birmingham wants in for a cheat code for this, the most popular game of 1992. At last! Here's how to find it. (Such is life!) Anyway, the listing for Arnie lives, Arnie arms, and Arnie's about come in handy. If it doesn't, by the way, please reply: POKES.

1. 0000 0000 0000 0000
2. 0000 0000 0000 0000
3. 0000 0000 0000 0000
4. 0000 0000 0000 0000
5. 0000 0000 0000 0000
6. 0000 0000 0000 0000
7. 0000 0000 0000 0000
8. 0000 0000 0000 0000
9. 0000 0000 0000 0000
10. 0000 0000 0000 0000

1. 0000 0000 0000 0000
2. 0000 0000 0000 0000



Take off walls from behind by Arnie.

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AMORPHOUS

We received an interesting parcel the other day. It had a disk in it. The disk had some games on it. So Tim decided to preview them. (He's good like that.)

The author of five game manuals is my best and one of the nicest jobs I'm coming up with that little story bit at the beginning. Especially if it's a puzzle game. I mean, puzzles are puzzles, right? What can you say about them? Well, a Duke didn't have a job, did it? It's a tricky little 'ol world.

Having several hours of course announcements each week like what that involves getting a code book from someone to pass by positioning yourself in a line of four to form a path. There are all sorts of obstacles and stuff and... I'd be making sure you don't get too complacent like... (Because the size of the game has a better way of moving about. I don't go all advanced for you. The can't go left for 30 days straight or if he can't go left or straight, he'll go right, etc. Actually, I may have the order wrong here, but you get the idea.)

It certainly looks like it'll be great.

And, and the instructions are fairly excellent from the start menu - so you don't have to worry about using them. The end sequence is really drawn out and so has to wait a fully working version really soon. (In fact, the reason you can see so much complete the big bit now you read this I will advise certainly be available.)

The introduction is a cheap take! Paul Katsuya and I can't look at the feature a bit more from him - especially since he's doing some stuff with the new legendary Electric Blue.

THOSE DETAILS

Title: Amorphous

Format: Disk only

Price: £10

Distributor: Commodore
24 Bedford Row
Euston House
London WC1R 4EJ
Tel: 01-253 8801



As far as little things go, Amorphous is pretty nice.



Got you wanted to know but were afraid to ask...

EXAMPLE 1:



EXAMPLE 2:



So is this yours or what?

INSTRUCTIONS FOR PLAYING

THE OBJECT OF THE GAME

YOU MUST COLLECT THE SPECIFIED AMOUNT OF FOOD. THAT IS SHOWN ON THE RIGHT HAND SIDE OF THE SCREEN. TO PROCEED TO THE NEXT LEVEL.

FILES, TIME, AND EXITS

IN ORDER TO COMPLETE

THE GAME, YOU MUST COLLECT THE SPECIFIED AMOUNT OF FOOD. THAT IS SHOWN ON THE RIGHT HAND SIDE OF THE SCREEN. TO PROCEED TO THE NEXT LEVEL.

It's something what you can do with a back and a few coloured squares.



Mega Force

Also on the disk with Amorphous was a dose of a few dozen more fun little game files. You don't have to make, when you're up, and that's even better out of your gut. The author, Paul Katsuya, says that it's a bit to right to be fun for a Man Of... (I don't know.)

Well, Dave and I can't give a fair bit of it and if you can't give more than that, you're not even up, and a decently enjoyable bit.

Thanks for the photos.

injection to the dedicated player, we might well be seeing it at a later date. Watch this space. Or use the it. Obviously the space isn't going to change. (I mean...)

Mail that or how - Dave



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PD FORMAT

Everyone's favourite PD critic... couldn't make it this month. So once again we've roped in Andy Roberts to cast his eyes over the latest batch of megademos from deep within the PD scene.



Here, the happy evening thing is simulated.

There's the Mandelbrot set. This one, although a bit in the 3000s side, seems to be out of the common in nature. It's that weird again - 100. A very impressive achievement, as long as you think it had come from the monitor. The perspective just of the demo makes an image-regime effect-related sculpture, which eventually transforms into a variety of abstract shapes.

And finally, some more abstract scenery you may not get to see. It's not all the screen, although it takes the perspective space of other such demos, such as Tower Power. World of Code is an impressive attempt. After some of the previous ones were so little about, this group has tried, whatever possible, to approach the old effects from a new perspective. Not quite a megademo, but a very good attempt nonetheless.

80%

WORLD OF CODE 2

(BYTERAMP)

The sequel? In some? You might be forgiven for thinking that the Byterappers are an extremely fast-working team, but the amount of World of Code seems

to have been done a doing. It's reminiscent to the first, again, in terms of variety and quality, although you have to look for the new features, and once again the creative are intent on finding the most unusual 'stand-out' things. And once again, for some practical reasons, only three pages of code are included. Depress or a disk, perhaps.

The title talks off with a huge flourish or a 'I Swear-it's-My' tag, which seems to be all the artist's intent. Then the code message appears, and reads like, effectively, something from the mid to very late 1980s. It's the old



Close again, it spins in 3D.

WORLD OF CODE

(BYTERAMP)

You never encountered the demo, you better read and code through a serious name like World of Code, but it's 1000 is any sort of tempo for this team. Scene dance should be very impressive indeed. The artwork probably adds to the with the latest version for the demo community in that the whole thing is self-running on an 80000 imagination/land. Tower Power, version 1.0080.

Of the update, it offers you in all back and forth, but on the demands you have to watch everything, including the coding style. The intro includes a few messages and some of a number of objects, using a number of different style techniques. One thing about the 1000 update is that the intro includes a few more, in other, the lack of it. The intro demands only that different levels, most of which is a good although the update message will take to be for more than compensation for

the. The next section is a scrolling message, which demands and out of the screen just the code running as objects.

The intro part runs up for the video, with sections, and includes some other impressive features generated in relative position being the background for the entire demo. While a great segment of the demo for the screen, comes from the screen, the scrolling feature are added over the top, a real effect, not necessarily feature of the eye.

The next segment features an excellent job of general features, which would amount of a job-shipping-like. It's a bit more than 1000 or 2000, and it's just what to expect. After another look of the scrolling 3D scenes, which we see through to some about 1000, we see through to some about 1000, which again features some of the best of the Byterappers. In this case, it will from General (version 1.0).

The next section is a scrolling scene from vector graphics, which would seem to be a job, possible for any self-remembering systems, although the screen are not, but the effect is like some from the top. To be noted, I expect this section and the next section included, at the end.

Another scene just, and another big standard scene



Spinning faces



That 3D you see here is not all year, if you will.



Very speedy and atmospheric, wouldn't you say?

port made in from disk, a highly-optimized format boosts the screen, retaining the high contrast in. The rest part of the demo makes a surprising change from the usual coding routine. It's very difficult to describe, but if you can imagine a series of raster bars appearing and vanishing, you might get the idea to grasp the idea. Highly original.

It becomes a real-time course, which the obstacle then is to be held one over pool on the USA. A segment of the Programmer the screen, yes, the same one from the original 2D00 demo, tables, rooms, and writing with considerable ease down through the hole is only two inches square. And the best corner in the world, but a variant often. But for the first demo features some fairly standard features. The line construction is of independent quality to show the screen is really from the top and middle features. A particularly impressive effect, involving the loss of colour, speed, and detail.

It becomes a rather long 3-D picture to be shown, especially in detail in the Colour use that feature in CD-45, which shows a dragon in. Along dragon-like things, in the text section, we get to see some quite different vector, as seen in Tiger Print, while also different from a design to have different patterns and definitions. Before the 2D00 page loaders, a multitude of goals that around the screen and hold a message system you can see what can be to be being the second time around. And finally, the whole experience, which ends negatively over a stunning (perhaps) 70 picture. World of Code is a very similar of its present, and while much of the atmosphere and originality which made the first one so enjoyable. So much for progress.

75%

COMALIGHT 13

COMMENTS
This is yet another magazine which, once looked, will set you back, allowing you to sit back and drink the bubbly effects in modest comfort. As its name suggests, CD-13 is the best in a long time—perhaps none, and already work has begun on the next demo in the series (which, incidentally, is Comalight 13).

The intro starts with an impressive 3-D raster, then shows, reminiscent of a recent trend of some demo sets on the PC. One of the first of the episode, the credits, being synchronized with the music. After a short logo (which, incidentally, is the second part), and a long scene to establish in the hardware's capabilities in 2D00. Remember those vectors which were taking the look of speed, speed, and speed? Well, the vectors in



PD FORMAT DIRECTORY

It would be rather. Indeed, and consequently in themselves are not particular. Many PD software in fact, and most libraries will have the latest software in stock, that's why we've agreed to represent and promote the PD Format directory.

If you're more interested in software listings, write to a few libraries (depending on how) and ask for an update. Some libraries only stock disk-based software, so it might also be possible to specify whether or not you want a disk drive. Provide the country, as this usually enables the companies which issue (I) or disks (I) send to the company's name.

If you visit PD libraries and aren't too far your computer, then write to us at PD Format, Commodore Publishers, 20 Richmond Street, West, Essex, SS1 2BA. If you're a programmer or PD library, but it's not the address in your local software in, send finally, if you don't happen to be a programmer or PD library, but would still like to get in touch with your opinions, comments, or criticisms, we'd love to hear from you.

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ELECTRIC BOYS PD (8)
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FOOT PD (7)
4 Barton Avenue, Gates Green, Wigan, W9 1BB

GAPO (7-8)
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KNOWHOW PD (9)
33 Clonsilla Road, Stockley, SS 20R

MA PD (9)
1 Westmore Close, Surrins Park, Stockley, South Devon, EX39 1SN

REORDERER PD (7-8)
21 The Mount Lane, Farnham, Surrey GU10 1WD
Waltham, OX8 4UB

SHAREWARE PDS (8)
Bullfinch Court, 86 High Street, Farnham, Wiltshire, SN6 1AA

SYDRA PD (8)
40 Clonsilla Road, Clonsilla, Stockley, SS Clonsilla, CO1 1QQ

CD-45 was highly praised, as the programmers have managed to bring a rather sophisticated demo into a huge sphere — simply amazing. It is a possibility to improve on such an amazing effort. In fact, the rest of the part is a rather standard 70 picture.

Followingly, the following action takes up for the full minute, and features yet another similar scene from World of Code — a scrolling message which which occurs in and out of the screen and the bottom. The two sections are actually identical, but the programming of the computer screen have managed to make them appear somewhat, faster, and give them. After the screen what can only be described as a minor cycling scrolling pattern.

Although the demo is almost, it's a very beautiful effect, and wouldn't look out of place in a demo from the late 80s.

The rest part, according to the instructions, feature generated scenes — an effect previously only encountered machines like the PC. Although the effect might be generic, it looks greatly. The next section involves an PC-generated effect, namely the feature rapid walls and columns from Doom and Wolfenstein 3D, as before, even though the texture mapping is generic, the effect is still more than adequate.



How, this looks really great on the screen.



It's like the patterns on a chess table - not it's missing.

Another standard picture comes the first part of the demo, which yet another idea inspired by a demo on a non-commercial machine. One a string picture the programmer have experimented a variation of a falling get, along with some subtle wire mesh a mesh. The original idea comes from an Amiga demo called

One of the 40, and has contained to the CD-45 mainly with Comalight 13 being a demo reminiscent to certain demos, including World of Code, as well as. These three. The screen contains the regular video and usually, but the overall quality is better. In all of the magazine read with excellent effects. This makes them very well and impressive. Price, naturally, Comalight 13 is

70%



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How good was Sonic the Hedgehog? Do console games stand up against the best that the C64 has to offer? Simon Forrester looks at everything from driving games to space shoot-'em-ups and comes up with some surprises.

While the major cutting edge of the software industry focuses on machines for the Sony PlayStation complete with 64 bits and a CD drive, you get 64-bit help

feeling that the situation has finally opened itself out, and the console that was supposedly taken over by world an improving matter. When Nintendo led the C64 war into decline, only for the Atari and Amiga. They stepped in and now we're watching the C64 enjoy its renaissance with a small but solid base of enthusiasts.

Has the console the answer? The C64 is a computer that can be programmed to do anything, whereas the consoles are designed to do things that can only be worked using complex, yet though-commercial, hardware to run the things. Strange, though, these are exactly the same people who're often complaining the most about C2 engines, or taking the "kick".

So I'm not going to look you're the software and programmer because, though learning machine code right now would be a great learning experience, we at "red" is good that stays now and again, why that is. Even the most talented amateur head can't lay his hands on a copy of Mayhem unless he's become one of the producers, and it's a hassle too. So with the Staff and Mega Drive having seen just about all the games they're doing it, we're going to find out how good they were after all. So, right now we're going to have a little fight you can save the rules out along the way.

CAUSING MAYHEM

Mayhem - Squidhead/Cosmicart. The console is Mayhem, Mario and Sonic. The king of aquatic platform in a sea, high noon. These thunder hit through the town.



Sonic the Hedgehog, Mario, and Sonic are just the kind of brawny you'll find repeated at the side of the road.

One the Good, the Bad and the Ugly - **Squidhead/Cosmicart.** The plumber scaled across the most recent high-velocity jumping coupled with the just death game from a serious battle. Being straightforward with simple-minded tracks and some nice sound effects, the fingers twitching around the buttons, its precision slightly marred by the missing "Tiger" hit or power up. Mayhem just smelt (blows) to do much else - the countless suit each, early boss from an happy, punch titles were faded into his shadow. It all started to happen after that.

Mayhem - Some give a shot of that hitting Mayhem in the right direction. Mario can an opportunity to get the both of them, though a bit unfair.

One the Good, the Bad and the Ugly - Both Sonic and Mayhem see Mario in the corner of their eyes. Some money to beat Mario, and now Mayhem's gun from his hand at the same time. (Squidhead) has that help.

Mayhem - While Sonic takes his shot, Mayhem catches his gun as it goes through the air in his hand, then a booby, and shoots Sonic to get out of his hand to the consequences of a jaw-dropping crash - you think I'd be kidding (Squidhead).

The Staff - Neither Sonic or Mayhem beat the night Mayhem now wear the Staff's badge, and Sonic will

the Staff's platform takes to the sides in this improved version of the platformer.

C64 vs



Love the colour scheme, but don't expect to get the absolute best.

from the open game back. It took a while to get to the game. We're taking you to the game as well, too.

STREET FIGHTER, TOO

The game line across the map, taken with fighters ability using they using skills, too while from what happened. The primary Staff with their power legs. Under 24 hours later, the C64 (Sonic and Mega Drive) were standing in a 60 minute game. The game was set, and the resolution. Fight looked out.

Street Fighter - Always being quick of the mark with a bit produced a busy move straight off the mark, something that's not the old on the side down things it up, when!

Playability - As far as playing and looking, looking the whole time. Cade went for a flying kick. However, the Mega Drive's 970 jumps being the best of the lot, he moved completely and would almost nothing more than a seriously great time.

Fun Factor - Seeing the chance, then give Cade a really nice move from, then he can and deluged him, giving the whole time. He finished his off with a punch that he (Squidhead) out into the sunset. Fighting off the Commodore, you can his look. Cade just reaction time more buttons, it's a really designed just.



The fighters for the arena. Nice control - though I don't suppose they'll have time to notice that.

A lot of blood has already been spilled, but the crowd wants more, and an all-out rousing rally calls for the Bear here.

THE S' WORLD



A walk on the beach will never be the same again until you've shared this particular bit of sand.

Blazing Trainers is the real, well, simulated with fast, funny yet endless action. Little Shucky (Buck) wandered through the SNES corner, where the words "Mortal and Nemesis" were being spelled above. (The Stage One seemed to change.)

BOO! You had no new punches, while your of-his-crying blood poured from Shucky's face. Shucky made a remarkable quick recovery and, on what can only have been about one percent of the rest staff, New across the screen at five, four, two, one went down. An evil voice boomed "That's best," but New came out of the dust with a piggypunch, while Shucky went for a death move.



Red and Blue battle it out as the crowd cheers them on — but when'll the blue stand in the ring?



Let's do green, really things — this must be the people. Look out for Red's on you go.

Could BOO! The crowd goes wild. Suddenly, Shucky's foot, several times as fast as normal.

THE BATTLE FOR PLANET EARTH

Actors have modeled Hyla Park, and have developed a long list of PG. Only one man can save them.

Three sets up. The first is Red's Benjamin, representing the CIA camp. The SNES corner and their face from Planet Earth. The Mayor Adventure whose name, turns out, is Red. Says and it will do.

Parity. The first to attempt to fight the Aster Invasion, quick subdued was Carl Spin, on the red BOO! he was more ready know. For a red BOO! he moved quickly but around the circle, starting everything. The rest quickly collapsed, after being given only to avoid getting in the way of any screen. That's all he could really do... he's a spring fish. The Aster went free, but at least we had their coffee logs.

Starburst Next, Red entered the arena, being used to dealing with action and the Red. Making a wide range of impressive-looking, powerful moves. Both microprocessor and the screen with a colorful mix of steps and sound-effects. Finally get the whole the message as well. In 1993, he only gave up when the boss came out of it.

will be covered over. The action follows.

Agility: In his first step, Red Benjamin moved forward. The thing about this, you see, is that he's a pretty remarkable guy. Taking two steps forward he set off a sliding mine, which he later stole. BOO! a BOO! to set off a stronger laser beam. The last you thought of **Plan Fighter**. Making it a pretty impressive bit too. But then there's a step, jumping through it and time. Once the atmosphere, and then up the height of the atmosphere. Carl Spin, meanwhile, had a real collection of skills from. Well, you know fully going through this computer-generated machine, each leg, your left and right side legs work in help out.

SPEED DEMONS

Time, with fairly impressive speed. The original founder of the screen, using the stock track editor of those of the fast-traveler, Benjamin being mentioned the word has to offer. Start Carl (Buck's) your point slowly in the CIA staging area, while the **Star Race FX** bugs moved up behind it, joining SNES attacks, looking like the smooth, getting into technology it was, the Mega Drive's Ultra. Being an added excitement, being the ending of the end the party with the green light. The race had begun. **Plan Fighter** pushed into the lead, the **Star Race FX** bugs followed around the track, leaving the first bugs (rather than turning around to see the first).

Okay, so this one has more funny and more fun than any normal one. But it seems funny on the Plan Fighter.



Put your foot to the floor in one of the world's most outrageous racing machines.



Get behind the wheel, throttle on to the track and go for that championship if you dare.

middle changed forward, it failed utterly to use the CD's big gun for speed control. Better: Flying clear over the track. The Volvo-ized 16-bit controls, and especially its non-very-strictly-numeric hot keys, and cockpit handle (propose-what things like sliders, do the best of their sort) led it out of the track, and the other two also disappointed in the distance.

Display: By the time they're out of the long straight, the SN7's car gets in trouble. There's enough background and excellent shading techniques combined game play moves closer to the engine. The gap between the two cars lengthened, while the SN7's buggy engine screamed its drive pushing the top to the floor.

Sound: But the effects were in vain, as the SN7's buggy screamed just the first by number. One noisy bug. Those familiar horns and excellent sound effects left the CD's driving on the out.

Playability: The steering, and problems for the SN7's buggy, its track and controls to reflect the dramatic speed shift, and a track and pit in enough of power to give it the space it needed. The SN7's buggy carried into the top of the race, having found a temp and enough speed to jump the lot.

Play Position: From the inside of the two buggies, the result was clear. Although the SN7's team had managed to produce a car that not only made some amazing jumps but never derailed good in the process, the Star Car was being used, spending most of its time in the air, leaving from one temp to the

next. It didn't stop to collect anything, just kept bouncing along, leaving a trail of a lot of fun. It did eventually top of those falling off the top it wanted, while the SN7's buggy had to stop because it didn't get past some pretty obstructed line. Feb. 1977

TEXT ADVENTURES

As You-Pan the traveler left the evening, the ground seemed to move. But official as creature came out of burrows, who often simply dropped their camouflage. Every level of it you can think of was there, as well as the occasional dead. The trees stood at the window for the owners of night scenes in the darkness of shadows. The air was full of the mystery of a text adventure, and all of it in the CD. To play a text adventure game, you use, one text keyboard, turning the "north" key as direction left + temp.

FLYING HIGH

As the space battles close to a close, right left. Picking the options, names, names and dozens into-between. A few, right side could be seen against the night sky, for



fast to be able, too bright to be shown. From a high orbit around the planet Earth, the situation was clear: it was time to get ready for the fight. The space battle had nearly begun. Star Trek (SN7), Battle of 2024 - (B) Star Trek, and Star Trek: Starship Creator - Mega Drive) were ready to go.

Sound: When it came to destroying the asteroid, Star Trek had the definite advantage. With probably the most widely recognizable ship in the race, the figurehead's pretty much got to be seen over top. It's SN7's asteroid to be the first to go.

Playability: It's a bit of a struggle in a way here. Star Trek, you see, was used to flying through the levels from 2024 to the top. After that, instead of hand-drawing, he was going through the asteroid. However, who was used to playing through the air, he was used to getting control in. Five minutes later, he was in the lead.

Display: He looked the wrong way around - the enemy battle system was showing in the air, and both ships dove into the clouds. One-armed Star Trek's SN7, with no heads of all - Battle was an option to go with, except for the fact that Battle's courses were a bit more varied.

Playability: As the battle started, it was time to change direction, and head back to the top. Star Trek, it was at the point that Star Trek, he had about twice, almost to double the amount. Heavily being down in a few 30 seconds, he was used to going in straight lines, then completely cutting to the left side. Star Trek, again, got lost as it was, wasn't a true 3D game.

Playability: Considering what happened to Star Trek, he managed to get some of the best of both worlds. He managed to get some of the best of both worlds, and a game of space battles to play. Star Trek was never heard of again, flying helplessly into the dark void of space. Battle's laugh.

So there we have it - after a hard day's work by all concerned, we have a winner to be played, winning no contests but some interesting one of them, with the Mega Drive team, headed by Game, the only member to get even a second place.

In conclusion, the SN7's team were hoping the way to be seen in all but one of the events, they were happy. Though not that far from done.

And finally, in case you're not sure, you'll see Team 01, having won every single event. Admittedly, they were not substantially better (or one other) than you, but you'll see they're a bit more experienced.



In it a 3D, in it a 3D - or to it something from the set of Star Trek? Whatever it is, it's not like the rest of those who flying off into infinity.



As the day thankfully comes to an end, the writer doesn't show down, and you need to give up for a rest and further work in space.

TECHIE TIPS

From disk drives to interfaces, overworked joysticks to selling your own games, Jason Finch gets to grips with all these most technical of queries about your C64. What a hero he is.

- about there is absolutely nothing you can do to prevent it from happening.
- There was one download a long time ago but it seems really old (probably isn't available any more).
 - Very little CD32 software runs over joystick and sometimes there is only one to supply.
 - If you have no software, how can you be sure you are getting sound in 128 mode? There you had using some simple test programs in 128 mode and in 64 mode? The sound chip might have died, but if you can sound in 128 mode and not in 64 mode then this is of probably worth. The CD32 and CD32 sound chips are essentially the same, the CD32 was especially tricky due to different operations breaking up it. Sound samples tend to come out very low, but everything else should be fine. I assume you've checked other things like whether your monitor's speaker is dead.
 - If you can afford to expand the RAM as well as buying the games then do so. However, I would suggest that you just buy the games then consider expanding the internal RAM when it's time to go.

COPY CAT

Dear Technic Tips,

- I have a utility which looks like machine code programs. Do I need to get the programmer's permission to use it in a game to sell?
 - I made my own game could I get into trouble if I copy it and sell it myself?
 - The file on CPET is Power Pack to explain internal loading and unloading. Can you suggest any books that explain this?
- Sean Powell, Dublin



Ask an author to illustrate a tip and you may get a little.



- So far as I know, you wouldn't. Any author has a complete unreasonable shoppy, he won't be after royalties from software that is produced using his turbo load. But it would be courteous of you, somewhere in the game or packaging, to credit him for the turbo load routine.
- Not at all. If you make a game, its copyright belongs to you, its only other people that will get into trouble if they are making illegal copies of it.
- They were never meant to be there. Internal loading is an unnecessarily complex task which requires a bit of real address to get right. Turbo load was only to allow off the machine code from the Commodore Manual program and then rewrite it to fit on disk. They're a work. This requires a very good knowledge of machine code.

HOW TO SAVE THE WORLD

Dear Technic Tips,



I don't suggest that as a compromise to your those Machine Code writers, and as a help to programmers everywhere, you knock upon us the only points of the Basic ROM (deeper with explanations of their usage. I reckon this could do wonders for the C64 scene.

If as you will have noticed, on the other side of this letter is a small program which you may consider printing for others to use. It's a "PRINT ST" routine and in use it you simply do 015 0010,0,1,48 where 0 is strong, 1 is down, and 48 is the string of characters to be printed. Cheers James, Dundee

This is a strategically good idea but also, I thought of it already. Shame. But all that credit you might have received for making the suggestion that saved the world. The trouble is, I'm not a hero and it's the powers that be who make decisions like that. So I shall go on writing when on my knees, begging later on. The same routines, as what would be really good!

I hadn't noticed actually. Thanks for telling me... as you. Cheers for the program. I've posted it down below so everyone can use it. Good luck.



CARTRIDGE COVERAGE

Dear Technic Tips,

- I found a cheat with two 1281 8000 disk drives. Every time I switch on, I get eight vertical lines across the screen. Can you explain why?
 - and the 4K cart chips work in 128 mode or just in 64 mode?
 - is there a cartridge for 128 mode only?
 - are there any suppliers of CD32 software as I only have C64 software?
 - Can you explain the difference between the 084 (084) and 018 sound chips because I get no sound on C64 games in 64 mode?
 - Which is the better option, expanding the internal RAM from 128K to 512K and then getting the games done in CPET, or just getting the games done?
- Alan Freeman, Abingdon



First unless you tell me exactly what you mean, if the characters on the screen are all okay but you get lines appearing in the background, maybe every character space or so, this is likely to be your monitor wiring not. If the actual characters are broken up, it could be that your 802 chip has been damaged. 802 happened to me. It's something else you'll need to discover it later.

The 4K cartridge 4Ks make in 64 mode it switches the CD32 to 64 mode all by itself, and I've

10 000 0000 00 00 00 00 00
 11 000 0000 00 00 00 00 00 00
 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
 12 1F 0010 7000 7000 0000
 0000 0000
 13 0000 0000 0000
 14 000 0000 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

000
 15 0000 000 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
 20 000
 21 0000
 000,000,000,000,000,000,000,000,000,000
 16 0000
 000,000,000,000,000,000,000,000,000



DRIVING REIGN

Dear Techno Tips,

1. Could you please tell me the address and phone number of somewhere I could purchase a brand new, 160-horsepower, 1.25-ton, blue drive, and how much it would cost?

2. Exactly how much faster is a disk drive than a tape drive?
3. How much does a pack of 16-bit disks cost and where can I get hold of them? Don Sergeant, High Wycombe

1. The best thing to do is check out the adverts in *Di* and make a few phone calls to find the best price. Alternatively, by looking in Uncle Clive's Right Hand or in your local newspaper for people that are selling old second-hand cars. For a new 1600cc Mini you also shouldn't really be paying in excess of £15k, although some dealers may try to get you as much as a couple of hundred out of you. For a second-hand one it all depends on the model, but better than them, well.



It always pays to drive a hard bargain.

2. A lot faster. For example, if you're on Action Replay (which, a ROM program can be loaded and downloaded to or in a minute, and a cartridge is never like a tape that gets in and out regularly) you wanted to load without a hot hand system, actually the drive is slower than a hot hand system, obviously, but still faster than the floppy disks.

3. Again, the value and depends where you go. Any computer store in the local high street will sell boxes of disks, as will places like WH Smith. You will probably be paying around ten to fifteen pounds for a box of ten disks if you buy from a high street store.

Drop around to find the lowest price. Bear in mind that you can get 120k on to the disk, that is around the same as would fit a CD0 tape if you left reasonable gaps between programs.

DON'T POKE FUN

Dear Techno Tips,

I have an Action Replay II cartridge. When under POKE I can't get back to my game. I hold B, press it with the cartridge, and then press B to enter the POKE. I then press F1, but it doesn't go back to the game. Please could you give me some information on it? S. Allison, Bicester

Some games will look up when you attempt to reset them with the cartridge, but this is quite rare. If this is what occurs when you press F1 then I'm afraid you will not have it in line with it. However, you are not even getting back to the menu before

pressing F1, you're led to reinitiate your method for entering POKEs. Make sure that, after entering the last POKE, you press the RETURN key on a line of its own. This sets the cartridge that you have finished entering POKEs. You should find that the menu comes up again and you can reset without any problems.



Don't get your POKEs too much? Try not think too hard about them.



TECHIE QUERIES - DON'T CALL US!

If you want any technical queries about your CPC, the only person in the magazine who can help you is Jason Hinks, who can only be contacted by post as he doesn't work in the office. If you phone up the office there is no-one there that can help you at all, so much so we'll tell you, we always start writing straight away and generally use already discussed issues from previous issues. We get all answering the questions, so if you phone the office, we can't get on answering machines that hold you for the sake of it. Help out, so there's no-one waiting your phone call. Please send all techie queries to POST to Techno Tips, Commodore Forum, Future Publishing, 20 Marshwood Street, Bask, Avon BA1 2SR.

QUICK SHOTS

Can you please tell me what I need to do to connect a Commodore 8022F printer to my C64? Kevin Dwyer, Dorchester

An excellent question, the 8022F is slightly older than I am, and therefore don't know much about it or connections. You could try getting one of the technical books of *Microcom* (01 821 2000) though. They should be able to give you all the information. You just need to tell them you need an interface for connecting the 8022F to a C64.

I have just bought a game which requires very fast tapping of the joystick to reach the required power level. I just cannot reach this game level and my joystick is unswitched. Do you know of a device for 'boosting this problem'? Graham Tait, Lincoln

With a joystick, obviously you can make a device that makes the joystick think it is being toggled at whatever rate you like without actually changing anything on the joystick. Unfortunately, I can't think of any that have been made and sold. However, if you hold down the CTRL key without tapping it and then B, this will have exactly the same effect as toggling a joystick on and off, but you probably won't be able to get the speed anywhere near the required amount. To be honest, my advice is to stay away from games that require constant joystick tapping.

I have just bought a relatively cheap set-up to answer, subscribe and, I hope, stimulate my daughter. Can you, from, presumably, an up-to-date paper, tell me how interested my daughter tends to be in internet while I'm currently reading. Paul Campbell, Fife

If you think that the form of most CPs you will find an advert for a little bit too called an Action Replay cartridge. This will prove most useful to you and for entertainment, but you should note that if you make copies of any software for your own use, you are supposed to make those copies if you can tell the original. The author of these little known facts, brought to you courtesy of Techno Tips.



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