

FROM THE EDITORIAL TEAM WHO BROUGHT YOU YC!!!

# COMMODORE POWER

ISSUE #1 • JANUARY 1992

OVER 30  
C64 GAMES  
REVIEWED AND  
PREVIEWED!!!

COMPLETELY FREE!!!  
DOUBLE DRAGON III  
TATTOO

DOUBLE DRAGON  
III

If you can't find your incredible Commodore Power tape - featuring Nexus, Street Machine, Bear George, and Peety The Snowman - you could try giving Annela Blue a call and ask her to run around, shaking her bottom a bit, or, alternatively, you could stroll up to the newsie who supplied this truly stunning magazine and say, "Hello Mr. Newsie! Is it possible that I could have the tape that goes with this exciting organ, please???", and hope they're in a good mood!



WAT  
WRESTLERAMA  
Reviewed Inside!



WIN!!!  
AROUND  
£1,800 OF  
GOODIES  
IN OUR  
CHRIMBO  
COMPOS!!!

COR, BLIMEY - IT'S THE ROZZERS!!!

# 'CISCO HEAT

Fully Reviewed Inside



ISSN 0964-7945



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**TAITO**

**DOMARK**

# SUPER SPACE INVADERS



# SPIDER RACE LEADERS

TM



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From the same publisher as: Lime Lizard Magazine - monthly style guide for the discerning music fan!

OUTLOOK



anything, except each other. And then it dawns on you. You've made a 'Cisco Heat arcade machine, one of the nearest new challenges to arrive in your local amusement parlour this year. You've been pixelated and are merely a bystander in a race game with a twist. You knock on the screen - but no-one can hear you, they just think it's another graphical flourish from a fine arcade machine...

For 'Cisco Heat was truly spiffy in the arcade, and now those lovely Minskoff people have brought it to the humble C64. The concept is simple: a bunch of law-

POWER INFO	
Supplier:	Minskoff
Price:	£12.95 Tapes, £14.95 Disk
Availability:	Out now!!!



You're standing by the side of the road and suddenly a cop-car bumps past, sssss screaming, tyres smoking (they'll get caught). Then another, and another. Loads



of them, in fact, careening around corners and bumping onto pavements, into other cars and before disappearing into the distance. But they don't appear to be chasing



enforcement officers (that's the racers to you and I) have challenged each other to the ultimate road-race - a no-holds-barred monster of a circuit around the streets of San Francisco.

All the controls of one of the cars is your good self and at the change of a light you're off. The streets are full of obstacles, though (what a surprise!), such as yer normal



© Car, I can see right into this burg driver's cab, and what's that he's eating? Oh no, what a completely cracked nut he must be - it's a cheery lot, isn't it?

Trams, hills, fast-moving police cars, it can only mean one city: Manchester... or, San Francisco! **Jeff "Fair Cop" Davy** takes to the mean streets in a souped-up cop-car for the non-stop road-race of the decade!

road-user, other racing cop-cars, parked lorries, trams and all manner of normal road-based items. In fact, the only thing missing is gobs of screaming pedestrians jumping out of your way. What fun that would be!

The race is divided into chunks (like Kartromax) and

have to swerve around it, whilst staying on the road, of course) to carry on to the next level-portion. There's no small amount of skill in this and it effortlessly breaks up the boredom of normal road-racer games. All that long, winding roadway can get tedious, can't it?

## CP'S FAVE COPS

1. **Demon of Dark Green** - he was RM's uncle (True, innit?)
2. **Potocop** - cos he's incredibly violent!
3. **Judge Dredd** - he is the best!
4. **The cast of "Cop Rock"** - for being so absolutely bad!
5. **Cracklett & Tubbs** - for the suits.
6. **PO McGary (no. 452)** - for his theme song.
7. **Inspector Morse** - he's got a Geordie assistant to write!
8. **Taggart** - when we can understand his Scottish accent!
9. **Cagney & Lacey** - All that realistic get and drama.
10. **Kojak** - shiny bonce, or what?!
11. **Stanley & Hutch** - for the wuh-wuh guitar during the car chases!
12. **Officer Dibble (Top Cat)** - for being a cat-fancier.
13. **Police Commissioner Gordon** - for not spotting that **Lincoln Wayne is Batman** (It's obvious, man!)
14. **Ging Harry** - cos we feel lucky!
15. **Sophie Laurence** - cos she's not much cop (Er... I think we ought to stop there! Ed)

# DISCO HEAT

Unfortunately, although this sounds as spiffy as they come, Ice - the development team behind the conversion - has taken the basic idea from the arcade machine, and little else. The graphics in the

CD-i version are but large and blocky lumps, the music is extremely repetitive, and the speed of the machine (it's major feature) has been lost somewhere on the San Francisco highways.

Little of its sparkle remains, from the loss of the scenery to even the most basic on-road graphics (trams, etc).

Imageworks would do everyone a favour if this was just quietly forgotten - if only such a major licence could be!

you have to complete each heat within the ever-present downward-spiralling time limit. Each heat is slightly different, with dock-side sections, average common-or-garden city road sections and leafy green sections with sharp corners.

The sharp corners are probably the edge that **Disco Heat** has over its competitors. As part of a level is completed, a 90-degree twist in the road suddenly appears and you



Oh My God! It looks like massive 3D entrance has appeared next to the car, what would it be there but **Magpie** it goes straight to **Holes**, the name of Executive **Investig**. Enjoy this stretch of highway in the road to hell. Alternatively, it could be a bad train graphic!

## TEN THINGS A COP SHOULD NEVER BE WITHOUT:

1. Radio
2. Notebook
3. Handcuffs
4. Whistle
5. Truncheon
6. Sarells, sting, shoes
7. Use force (Careful Ed)
8. Signed photo of Sophie Laurence (Right, it's the date office for you, matey! Ed)

## CRITICAL FACTOR



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BRITISH BULLDOG

# Head start



WITH BEVY BABES

THE COLUMN  
THAT'S  
CHRISTMAS  
EVERY DAY!!!



## LOOKING OUT FOR A HERO...

Christmas is a coming and the compilations are getting hot, so come and put a penny in Donark's hat - or else they'll send round a superhero to knock your block off!

Super Heroes is Donark's Christmas compilation offering that includes Indiana Jones, Last Ninja 2, The Top Who Loved Me and Strider II, and, contrary to popular belief, does not include Buster! (radio after-school - that's what to get your Papa for Christmas. What you are guaranteed, though, is four quite spiffy games each containing a superhero.

This super compilation will cost £14.99 cassette and £18.99 disc and should be out in time for your Christmas shopping.



## WE ARE THE CHAMPIONS!!!

Technage have certainly signed up a champion of a franchise by announcing the official 1992 European Championships advertisement. You'll have to be light in front of your computer, though, until it's announced just who will be handling the OS4 conversion, as Technage are only programming on the console, whilst in hot negotiations for the home computer versions.

Now, what we do know is that it will be a football game called Champions of Europe, which will hopefully be finished in time for the championships themselves - which start in Sweden next June with a flood of advertising and sponsorship.

Coza Coza, Canoe, Cartong, Pug Pals and Phillips are backing the event and a cute bunny, designed by Disney, called Berni, will be the official mascot.



## MATCH OF THE DAY

Geoff Zeppelin has signed the rights to BBC's Match of the Day proggle.

It's long overdue since it was all the rage in the 80s on Saturday nights, along with Dallas (remember those good old days?), but nevertheless, it's got catchy music and Jimmy Hill is a right old character, annoying as he is!

We do know that the game will have both management and strategy

elements involved in it, with the newspaper and TV article format present, which is off-to popular in games of this ilk. Geoff and Jimmy Hill will be giving his two presents in the game and if they're going to provide his club there won't be much room for anything else in the game.

The cassette price will be £10.99 and it'll be out in February.



## RONNIE ROLLS ON AND ON AND ON...

Virgin has announced Rolling Ronnie 2 just before the cheeky named boy sets off on his stunts for the first game!

For those of you not in the know, Our Ron is an award boy and an under-cover agent for the Scotland Yard, who looks rather like a cross between a monkey and Ronald McDonald.

The plot for the second game hasn't been announced as yet, but expect a full review of the first splendid game next job. If only the makers of Friday 13th would let us know so much in advance of their sequels... (Oh stop winging - Ed)



## CP'S TOP TEN STICKY GAMES - ENOUGH TO CLOGG ANY TAPE DECK

- Golden Pappage - Virgin
- 3-2 Construction Pits - Slick - Donark
- Super Silver Sprint - Drumm
- Fudge Dredd - Widge
- Wood Ice Creams - Flambard
- Jam Dars - Virgin
- Kick Tottles - Anco
- Human Cherry Pie Filling Machine - Capcon
- Bubble Gum Bobble - Rainbow
- Bus School 4 - Europress

## OCEAN JUST WANTS TO HAVE FUN!

Camping on from the enormous success of The Rainbow Collection, Ocean are hoping to find a jolt of gold at the end by announcing another three collections of games on the Addicted To Fun label.

The first is a Ninja offering, which includes Double Dragon, Shadow Warrior and Dragon Ninja - and promises to have enough meat-slapping sound effects and high kicks to keep any Karate fan happy.

For the sparty ones among you, the mixture of Pro Tennis Tour, Ben The Gauntlet and 'a football star' (yet to be announced) is sure to get your sports juices flowing.

Finally, 'Top Not to Handle' will include Dodger Ace, Super Off Road Race, Total Recall and Shadow Warrior - although, unfortunately, no mention of Ken Kesey and red hot poker. All three are now being pursued and harvested up for the Christmas shelves.



## INFO FREAKO

**Karl Darren Jeffrey** is Managing Director at Images Software, the development team responsible for excellent games like Shadow Dancer, Back To The Future 2, Chaos Challenge, Ninja Spirit and Beast Masters.

Karl and his pitc helpers are currently programming away on G-Loc - US Gold's big 1990 release, but he managed to tear himself away to answer my fan club questions this month (with the aid of his team I hasten to add). See?

**Q: Which pop star do you think you resemble most?**

Unfortunately, the only pop star that people have said I look like is Jason Donovan, which is sad because I think he is a total patsy.

**Which part of a jelly baby do you bite first?**

The Wheels! (T)

**What's the most exotic thing you've ever done?**

Whilst flying a hot-air balloon, over central Africa, I came across a lot of hot female natives who forced me to be their leader for two years. They fed me on grapes and asses milk and read my

every visit

**What do you think the new Blue Peter letters should be called?**  
I think the first should be called 'Images' and the other 'XAM' (my other company). They can never blame too much publicity.

**If time travel were for real, where would you zip off to?**  
I would pack my time machine with all the latest games and machines, zip back to 1982 and become the richest guy alive. With perfect foresight on the games industry you could make a ton of money.

**Who or what do you think you were in another life?**

I was probably the Pope, or something, because I am having such a good time in this life I must have done something right in the last one!

**What's your favourite flavour of ice-cream?**

The real ones.

**Which famous film star would you most like to be and why?**

Richard Gere in Pretty Woman, because I don't half fancy Julia Roberts.

**What's your favourite saying?**

"Tomorrow (Scurrag, or else)", usually heard when somebody has missed a deadline they agreed to (yet again).

**When was the last time you held a life and what was it about?**

Er, in question 5, I don't eat grapes!

If you fancy yourself as an international software star, just send in your photo and telephone number and you might be the person picked to answer our reader profile questions starting soon. Write now to 'Give me a call Bony Babes', Commodore Power, Line Leads Publications, 24 Highway Drive, London, SE5 2EA



## PEOPLE DO THE SPACKIEST THINGS

The Bony Rabbit Critter, complete with his own carrot, is "the perfect gift for the executive who has everything", claims Critical Computers. Err we don't think so old son. Bony Investigates....

**Scene: Critical Computers' high tech lab. Set in dense woodlands in Surlingham, Surrey. Bony Babes, in her ever-so-inconspicuous fly costume, overhears the following conversation from the wall.**

**Lab Man 1: Oooh that's a bit strange, what is it?**

**Lab Man 2: This is my new experiment to discover if a rabbit could swallow a whole monitor and hold a carrot at the same time.**

**Lab Man 1: A Whole Monitor and a carrot - I don't believe it!**

**Lab Man 2: Yes it's easy! You just catch a chubby wulvery fluffy bony bun-buns, then ram the gals into the back of a monitor, stick it outside in the cold for a few days until it's completely comatose and stick a carrot in its hand.**

**MS of Critical Computers: Oi lab men, can't you go out and catch any Bonyes? It's coming up to Christmas you know.**

## THE THINGS WE DO FOR LOVE!



**Scene:** A Darkened room in Zappelin Games Offices. One of their poor employees really picked the short straw didn't he? And he was chosen to pose as Tony Applesauce, the main character in their new game Titanic Blinky, Blinky II - set on the infamous Titanic gone on release at the end of November priced £3.99. This is how we see the story!

**Zappelin MD Brian Jobling:** Lights, camera, hologram action!

**Ghosts:** Whoooooosoooo! Whoooooosoooo!

**Zappelin Employees Screen:** screen administrator! Oh my God, there's a scary ghostly ghoulie, and it's sitting right next to me. It's about to eat me! Aah! And I've gone all goose-pimple. Ooh, my hair is standing on end, Ooh, my Nike T-shirt - which makes me look oh-so trendy - is all sweaty. Aah! Oh stop that Blinky look-a-like, it's going to get me... Help... Help... Help.

**Flash - the PR shot is taken**

**Brian Jobling:** Calm down, calm down, it's only a PR shot, no need to get THAT excited.

**Zappelin Employees Well:** I was hoping you'd pop a few more pennies into my wage packet for a good performance - anyroads I'm saving up for a Joe Bloggs shirt!

## HOT GOSSIP

Short stories which are hotter than a Nintendo and juicier than your average Ziff!

### LEMMINGS - THE TRUE STORY

After much speculation, lots of rumours, hope and sheer gossip, the Lemmings saga is now history. I decided to telephone Psychopact's Headquarters and find out once and for all.

Doc Hoc (and Horrible Fred), cut those cute little Lemmings - which caused havoc on the Amiga and ST, and more recently the Spectrum, will unfortunately

not be coming out on the good old C64. And that's official!

### THE BATTLE OF THE GREEN BALLOON

Mindscope have finally given the Battletoads (NEC's superheroes) a home. After starting life at Storm, battles have been fought, and now they're part of the Mindscope empire. Expect the C64 version sometime next year, but as of yet we don't know who will be programming it.

### GREMLIN ON THE RIGHT TRACK

Nigel Mansell has just secured a winner - and that'll be a first! Gremlin will be releasing a racing

## ❁ ALL I WANT FOR CHRISTMAS IS... ❁

- ❁ A Lamborghini - **Ras at Ocean**
- ❁ A Porsche or an M82 - **Tammy at Ocean**
- ❁ Lastings of alcohol - **Ruth at Gremlin**
- ❁ A bit of grow, a tree that doesn't moult green needles, turning the cat into something that looks like a mutant turtle, a really big Dizzy cuddly toy, and a Seymour cuddly toy too. I'm, a box of choccs, some swish new clothes, the new Kyle LP and lots of new things
- ❁ **Read about the Dizzy compilation in Commodore Power - Richard at Commodore**
- ❁ **Richard at Commodore**
- ❁ **Richard was might be able to manage a Sophie Lawrence single - Ed**
- ❁ **Lots of surprises, and a lorry load of Parsipars, sappes - Andrew at US Gold, who's wife is expecting Thine at Christmas (we think it's a PR stunt for Mega Twisted)**
- ❁ **A Printer for my Apple Mac and the Christmas No 1 for Storm - Jim at Storm**
- ❁ **"Umm, I really don't know. No I just can't think" - Zappelin's spokesman (probably one of those zany board games?)**
- ❁ **A house - CP's own Richard Taylor**
- ❁ **Sophie Lawrence all to myself - Jeff Davy**
- ❁ **Good tidings and cheer, health and happiness and fairy lights that work, oh and about a million pounds would do nicely - Revy Babes**
- ❁ **Fly Fishing by J.R. Hartley and The Best of Foster & Allen - Rick Henderson**
- ❁ **Two front teeth - Cameron Henderson (Rick's baby son)**



© Sophie Lawrence - Christmas dream-girl of Richard Body and our own Jeff Davy!

### 8 THINGS THAT MAKES CHRISTMAS THAT BIT SPECIAL:

- 1) Getting up at four in the morning and unwrapping all your presents before your parents wake up.
- 2) Finding the coin in the Christmas pud - hidden down the back of your little sister's throat!
- 3) Getting the fire alight before you go to bed on Christmas Eve, in the hope that Santa will come down the chimney and ignite his beard.
- 4) Spilling the mince pies and breads that you leave for Santa with some heinous drugs - and watching dad wander round talking about pukes on Christmas day.
- 5) Eating loads of nuts and telling your puke to blind people as peanut-butter!

# head start!

game - family enough - licensed by our Migs, which is brilliant

news but it will be Granini's last game on the C64.

Expect a great game though with plenty of last lap mishaps!



## PALACE INTO RUBBER!

We all thought Palace were a bit kooky when we saw the packaging of Barbarian, but when I heard they were releasing a game entitled *Hot Rubber*, my thoughts were confirmed... Until it turned out to be a motorcycle game!

The game, which will include all the learning to and the gear changing you'd expect in a motorcycle racing game, has the unique feature of allowing a 2-player option, which has never before been done. It'll be out on the roads in November. Leather jackets not included.

## THIS BEAT IS, THIS BEAT IS, THIS BEAT IS NOT MASTERTONIC

Virgin have renamed and re-launched their budget brand. It's now called 'Tropic' instead of Mastertronic - a title more trendy, eh?

The first titles, with a £3.99 price tag, will be *Double Dragon*, *Silverfox*, *Genie Wings*, *Xenos*, *Cardinals Circus*, *Shinobi*, and *Double Dragon II*.

## COO-FREE CHEMIE CHEMIE, CHEAP, CHEAP!

There's a lotta lotta great budget games to save your pennies for to while-away the snowy days (or even sunny ones) cos they're so darn



good. US Gold's budget brand, *Rico*, is about to release some hot games, which were once short-leaping Rainbow Arts releases.

They'll kick off with *Terrace*, and *X-Out*. Plus, watch out for *Tarbo Outrun* - US Gold's own.

What a lineup, what games, and what a price, all for £3.99!

The Codies have also announced another string of releases in the run-up to Christmas (as if they need all this PR). What with his Hooves being his bit for Dizzy.

*Murky Mouse* in *Murky Mania* is a flip-screen arcade adventure and introduces a new character to the Codies toy-cupboard, priced at £3.99.

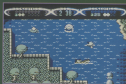
£3.99 will buy you the Codie's *Ontario Compilation*, "The Cartoon Collection" - which includes *Seymour At The Movies*, *CJ's Elephant Antics*, *Slightly Magic*, *Spies In Transylvania*, and *Dizzy!*

Finally, from Zappell, *Blowmaster*, *F1 Tornado*, Int. 3-a-side, and *Philips Pigg's Balloon Battles* will be available in time for your Christmas stockings at £3.99.

And how could you forget their Christmas baggie, *The NightGown Game*...

Altogether now: *Neighbours* (a la de de de de de), *Everybody Loves Good Neighbours*... (Er, I think you'd better stop now or else some music lover might come around and beat you about the head and body with a jolly large stick. Failing that, I will -ha.)

## THINGS TO COME



**DIZZY'S EXCELLENT ADVENTURES - CODEMASTERS** Well, isn't that a lot of a £3.99? Ted up off!

Anyway - it's a compilation featuring three brand new Dizzy games and two past classics - *Spellbound Dizzy*, *Dizzy Prince of the Follies*, *Dizzy Down the Rapids*, *Keith Snow*, and *Panda Dizzy*. *Mount All for £3.99* - it's enough to make anyone Dizzy! (I wonder if the sequel will be *Dizzy's Doggy Journey*?)



**SUPER SPACE INVADERS - DOMARK** *Big-Blue-Ring*, *Domark's Space Invaders* sure looks Super. The grass from the ship ships, from whence those kind of invaders emerged, has certainly done something, cos they're bigger and meaner than ever in Domark's *Talkie* conversion. Watch out for the invasion this Christmas!







How do we rate games? If anybody says "badly" they'll be shot in the parkland!

#### The Critical Factor

This is a little tool (or-er) that shows you, in a very brief and easy to understand form, what the reviewer's overall feeling about the game was.

The four 'levels' are marked out of 10, and the overall score is a percentage (i.e. out of 100):

**Dragslots** - How good are they? Are they fair-age, or mississippi?

**Series** - What's the sound like? How effective are the, er, effects?

**Main-File** - How long will that game last? Will you still be playing it when you're old and grey?

**File Factor** - Does that game grab you from the off? Or does it just leave you as bemused as a fish in a square bowl?

**DAVEY RATED** - The reviewer's overall feeling about the game in a few easy digits.



#### The Power Packed Logo

Any games that get over 85% are so

particularly splendid that they deserve our **POWER PACKED** special accolade for particularly splendid games!

#### THE SCORES

**00 - 25:** This game is, quite unapologetically, crap to the nth degree!

**26 - 50:** Although still crap, this game has a few features that the reviewer liked.

**51 - 75:** A distinctly average effort.

**71 - 84:** A good game, but not great!

**85 - 99:** Truly excellent game, well worth the expense!

**100:** The dog's nadsack!

# The Dream Team

The other day a strange professor came into the CP offices with a peculiar machine tucked under his arm. "This machine," he said, "will send you into a deep sleep, and analyse your dreams!" Always good for a laugh Rik stopped up first...



**Rik Henderson**  
Rik lay in the office couch and had strange probes attached to his

head, after a few brief minutes he was well on his way to the land of nod. The machine was then hooked up to the C64 monitor so that the rest of the crew could see what he was dreaming.

Firstly there was just a blurry haze until they could make out... a football pitch. Rik was kicked out in the colours of Liverpool F.C. and he was dribbling the ball around all the famous names in soccer, past and present. When he got to the goal, the goalkeeper started growling and that's the whole football pitch... Rik then woke up.

The doctor scribbled down on a pad and told Rik that he was afraid to reach his goals, and if he wanted to succeed he'd have to do something about his final commitments. Rik mullered something about having to do something about interlocking oil quacks and wandered off.



**Beverly Gardner**  
"I'll go next!" Enthused Beverly, and she too was strapped into the machine. The

monitor, once the hairs had gone, showed a scene of frolicking bunnies, bouncing and playing gamfully in the sunshine. The fields were a lovely shade of green and the flowers had a sweet taste of how they were so glad to be flowers.

The doctor woke Beverly

up immediately, "Er, I think this could get dangerous!" He said.

"What? for me?" Asked the cheerful Nurse Ed.

"Not! For the rest of us, I think we're all going to throw up!"



**Richard Taylor**  
"Look, man..." said Richard, "I hope this machine is

some friendly!" The doctor assured him it was and quickly had him down before he could say any more happy-like questions.

Suddenly the monitor went a funny shade of purple, and strange Far Eastern music drifted out of a smoky background. Sitting in the middle of a wobbly green floor was Jimi Hendrix, playing the bagpipes with his bottom. "Hello," chirped Richard's voice, "am I in Nirvana?"

"Er, no! You're actually in a small service station outside Birmingham," said Hendrix, and he started to force-feed Richard with a mixture of crisps, asparagus and a multi-tube of raw, red meat.

"Aaaaaaargggghhh!" went Richard, as he woke up, "What a nightmare!"



**Jeff Dawy**  
"I don't have to do this, you know? I'm an Editor!" said Jeff as he slid

into a horizontal position. The probes were hooked up and Jeff drifted off...

...Strange Swedish music wafted around an extremely blurry bedroom. Two large,

blond haired women, whose mouths moved at different times to when the sound came out, wandered around, slowly taking their clothes off. One of them approached the dog sitting in the corner and...

...The doctor quickly shook Jeff awake, whose mouth was still smiling from ear to ear, "Er, I think that's do!" He said.

The rest of the team cried out with disappointment, and Jeff disappeared to the toilet.



**Jason Miller**  
Jason stepped up with nervous anticipation and then tried

to make a break for it. The rest of the team gave chase, grabbed him and fondly thrust him onto the couch...

...The haze cleared and Jason was standing on top of an extremely high Spanish shingle. His face was distorted by an insane grin and a small "baa-ing" sound was heard from being his back. Suddenly, he revealed the baby goat of which he was feeding and clucked it off the top of the Cathedral.

The goat plummeted towards the ground and there was an almighty bang...

...As the dream machine blew up, and Jason ran around screaming with his hair blowing flames, he fell into a heap on the floor and rolled about, trying to extinguish his head...

...And he woke up, with a start, to thunderous laughter, as the rest of the team pointed at the monitor and made much mirth at his 'on-screen' demise. "Bart!" Said Jason, and he brushed down his dancing legs, ready to go to a 'fucked' rave.

# RUGBY

## *The World Cup*

Every four years the World's major Rugby playing nations battle it out over a four week period to see which team will lift Rugby's Greatest Trophy.

This simulation brings you the heart-pounding excitement of the moment-

- The sweat and hustle as you grapple for the ball in the scrum.
  - The tension as you wait for the throw-in in the line out.
  - The nerve-shaking moments just before you take a penalty kick.
  - The skill and reflexes you'll need to play the fast-moving passing game.
  - The jubilation as you score the match winning try.
  - The combination of accurate detail and phenomenal gameplay make this a true simulation of one of the greatest team sports.
- Take on the best and make your national team Champions of the World.

### DOMARK

Software, Artwork and Packaging  
© 1991 Domark Group Ltd. Published by  
Domark Software Ltd, Ferry House,  
31-37 Lucy Road, London SW15 1PB  
Programmed by 





# POST APOCALYPSE SHOW



## Dear Post Apocalypses

I'm only writing a short letter but I've been living in Germany for 3 years, and I started to read this fab mag about 6 months ago (YC, he's talking about - PA). I recently moved to England and I noticed how all the other mags have covers for their faces (eh? Woman's Own too? Crick? SA) but you haven't - why's that? I know that your mag is a sneaky 25p cheaper, but it can't cost 25p for a bit of plastic (and I think you should have at least one discount item on your fab tape).

Just one more thing, I think your posters are fab (like that wand, do you? PA), Geoff Miles, Detroit, Steve PG. Has the Commodore 65 come out yet? PPS, I've heard a lot about it PPS. Will we be able to use C64 tapes on the C65?



**PA:** Right, that's it! One more letter about the tape and I'll go on Man-of-Invener frenzy!

All you can see Commodore Power isn't only different because it wipes the floor with every other C64 magazine - including the now defunct YC - it also has a rather funny, and definitely better than any old plastic box, slip-case that the tape goes in. So that's enough wishing, or I'll get angry!

As for the C65, Commodore is helping it very close to its chest for the time being, keep reading these pages for any updates.



## Dear SA

Could you help me with a game called The Double for the C64? I can't seem to do any better than finish near the bottom of Division 3, or I go bankrupt after a few sessions. Also, I can't just throw it in a corner because I'm addicted to it. Please help me, or I'll

# ★ LETTA OF DA MUNF ★



## Dear Commodore Power

When I heard that you were to release a new magazine for the C64 computer I immediately thought, "Oh so, not another one!"

Now I've had a short time to think about it, I have a few elements to what you should include to warrant my hard-earned money.

more than likely go mad!  
**Ian Aird, Hartlepool**



**PA:** The best help I can offer is to advise you to go and get serious medical attention. Addiction is a terrible thing, and addiction to The Double will only lead you to become a rather sad and completely uninteresting person - you can kick it if you try, we'll do help you!



## Hiya P.A.

I've just read YC for the first time and the first page I turned to was this page. Post Apocalypses is really mad? Know? I know! That's why you now find this glorious section gracing the world's best C64 magazine! PA.

Well, let's get on with it (it's okay, you can ponder my age a while longer if you like PA). I've got a few questions: 1) When (and if) is the release date for WWF? 2) Is Escape from Colditz any good? If so, where can I get it?

3) Is Oils Wells any good? If so, where can I get it?  
**Richard Burgess, Macclesfield, Cheshire**



**PA:** Here's a few answers then: 1) WWF is released this Christmas (around now, actually), and boo yah to you for being such a sceptic! 2) We don't know, we've never seen it! You can get all manner of early releases from the back streets of Bangor - is that what you meant? 3) Er, what the hell is Oils Wells?

- 1) Arcade coverage - we do like to see what the next computer game will be.
- 2) More than two games on the tape.
- 3) Loads of competitions - most magazines of this sort only have one or two a month.
- 4) Large news coverage.

If you manage to do these, I might be worth buying.  
**Pearl Beach, Fellingham**



**PA:** Oh, you must be on the same wavelength as the Commodore Power team, cos everything you've mentioned is in this issue (either that or they've seen your letter previously and ripped off your ideas). Seriously, if anybody has any more ideas to be copied drop me a line, and you'll win a game or two!

Right, that's yer lot, so send whatever wingers, moans, grouches, grumbles, mumbles, gripes, and snipes (or even more glorious praise) to:

**POST APOCALYPSE,  
COMMODORE  
POWER, 24  
HIGHBURY GROVE,  
LONDON, N5 3EA**

And you could be in with a chance of grabbing some prime goodies or other wonderful things from the posty post-bag!!

## POST APOCALYPSE'S AD BREAK

### Act 1

Some Post Apocalypses has run out of coffee, so the pages next door to get some.

**Geoff Post Apocalypses,** the stoobid, a rather well-bred woman.

**PA:** Damn! I seem to have ran out of coffee, I'd better pop next door and get some.

**Dorell:** Bring Wansell Hello, can I help you?

**PA:** Yes, I, er, seem to have run out of coffee, could I borrow some of yours?

**Wansell:** Certainly, why don't you come in for a cup?

**PA:** Don't mind if I do!

### Act 2

Somebody stole the well-bred woman's hat.

**Wansell:** I'll just go and make some! Hang on a

second and... make yourself more comfortable!  
**PA:** Heaven!

**Wansell:** After she disappears into the kitchen! Gunge, gunge, poppinks, chevins, gunge (and other sounds that are obviously coming from the woman gathering spit in the back of her throat, but almost sounding like a coffee percolator).

**PA:** I wonder how long she's going to be?

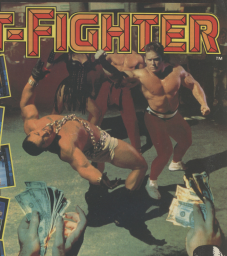
### Act 3

Somebody has been waiting for ten minutes after the woman has stopped making the coffee, and she still hasn't come out of the kitchen, so he wanders in.

**PA:** Oh dear, it seems as if the woman from this fine establishment was not making noises reminiscent of a coffee percolator, but was instead choking to death on a coffee bean lodged in the back of her throat - what bad luck, eh?

THE NO. 1 ARCADE COIN-OP HIT.

# PIT-FIGHTER™



**W**elcome to the most real, toughest way of making a living!  
Enter the World of Pitfighting - fighting for money.  
Do you rate your chances in a free for all, no holds barred bare knuckle fight?  
You'll have to face thugs like The Executioner, Heavy Metal and Chain Mail Eddie.

Use every form of fighting - martial arts, kickboxing, strike with knives, throw bar stools, bear hugs and anything else you can lay your hands on. Remember you're never safe - even from the crowd - get thrown into them and you may never come out alive.

Incredible graphics, digitized from real fighters, and amazing real time sprite scaling, bring you the perfect conversion of Atari's No. 1 Arcade Hit.

You'll never live of this brutally addictive game!

**DOMARK**  
**TENGEN**

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# Wheels of Steel!

Sizzling like a freshly-grilled kipper on your breakfast plate, it's numero uno in our *issuety tape series*. Four complete games for your enjoyment and defecation, all on the space of one tape. People don't call us "Incredibly generous Commodore Power magazine" for nothing. Actually, I don't seem to recall anyone calling us that at all...

## Nexus Prism



Columbia's quite a popular travel destination, especially if you're off to rescue friends



who've been kidnapped by operatives of evil drugs rings. Your mission, after you penetrate

the enemy's massive HQ, is to find and free your friend and to collect 128 pieces of information, edit them so that they make sense, and then transport them from the transmission room so they can be sent to your newspaper, The Gloton. Or you could just find your pal, cause a major security alert and try to leave but that may end up with your firm termination at the hands of drug barons' minions.

The 128 pieces of info will confirm 52 rumours. They are:

1. The name of the drug officer behind the operation.
2. Where are the drugs.
3. The name of the Columbian front organisation?
4. The name of the chief scientist involved?
5. The name of the construction company who built the complex?
6. The communications frequency the ring use?
7. How many people are employed by the ring?
8. How do the ring's leaders enter and exit the complex?
9. Where does the ring train its personnel?
10. The name of the ring's elite guards?
11. The name of their commander?
12. How are the drugs

disguised for shipment?

13. The name of the politician who fronts the US operation?
14. The name of the US front operation?
15. Which country is used as a staging post?
16. What transport is used to get the drugs into the US?
17. Where are the drugs stored in the US?
18. Are the drugs sent to other countries?
19. Who finances the operation?
20. The ring makes money. What is it used for?
21. Who supplies the ring with arms?
22. How many prisoners does the ring hold?
23. There are rumours of tortures. Can you confirm the methods used?
24. Name the Nexus member removed to be a double agent.
25. Name the rival newspaper investigating the story.
26. Which security force has infiltrated the ring?
27. Was the Miami police chief murdered by the ring?
28. What is the total of monthly drugs production?
29. Time and date of next shipment?
30. Contact name for next shipment?
31. Where is the



- shipment being delivered?
32. Street value of next shipment?

You're helped in your mission by members of MEXICO, a shadowy organisation that has infiltrated the ring and who'll help you out with weapons and the like. One of them will meet you at the start of the game.

The screen shows the play area at the top, underneath is a text window for instructions and other stuff, then the radar (people are light blocks, stars become air stars and HQ), the arrows are indicator lights. They show the direction of a contact person or place, then there are character windows to help you identify HXUS members and opponents, under that is an ID icon and finally the large display area which flashes up the map and the menu.

The menu is quite curiously useful. It is from there that you arm yourself, choose movement, select 'special skills', consult screen displays & options and such.

Other information you'll need is that:

1. Pushing up on the joystick searches something.
2. You don't die when hit but will be captured or sent to hospital.
3. The red terminals are for editing, blue terminals show personnel and black terminals are for transmission of finished information.
4. You escape the same way as you came in. ☺



## CONTROLS

Joystick only!

## Street Machine Prism



You're part of an eight-car race to the death for each level, through a twisting

landscape of road, obstacles and, er, lots of tarmac-side trees - all over three stages.

What separates this above-view road-racing classic is the ability to attempt to flip your car if you crash it. This you do by attempting to reduce all

the damage readings (one for each car part, over two screens) to below 10%. Before an inexorable time limit runs out.

Your handling (or not) of all points will depend upon road conditions and the behaviour of the other cars. ☺

### CONTROLS

Joystick or keyboard

Fire/Space - Stop  
 Demo  
 Up/↑ - Accelerate  
 Fire/↓ - Brake  
 Down/↓ - Reverse  
 Left/← - Left  
 Right/→ - Right



## Frosty the Snowman

Richard Taylor



Tip, it's true! The genius who writes reviews on other people's games writes his own! This one's a seasonal

offering about Frosty, a snowman who has to help Santa get the presents from his grunts or the kids'll get nothing on Christmas day!

Basically, Frosty must man from screen to screen, leaping over pits and obstacles and collecting presents at the other end. Then he has to bring them back to (purple-bearded) Santa!

In the other half of the screen is a competitive Frosty, who is doing just the same thing. This is controlled by another player (two players, eh, value for money).

You can also collect the snowflakes for extra points. ☺

### CONTROLS

Joystick only!

## (Perils of) Bear George Kevin Williams



This is certainly a craft classic, although its author will be the last

to admit it!

George is a bear (surprised) who has to stomp up for and then survive hibernation, for he lives in the mountains and this is the sort of thing that has to be done for a mountain winter.

In the first section, George must eat as many apples as he possibly can as they drop from the trees. The apples come in

three waves, green, yellow and red (as the year draws on) and George is not helped by the blasted squirrels who concuss him by dropping nuts on his head!

Then it's off to the mountain slope and manly skiers stand between George and his cave. You must bypass the skiers and the holes in the snow. You also have to move pretty fast or the 200 trucks will arrive to cart you away.

Finally it's into the cave, where the spiders are out in force and they're not friendly. Avoid 'em, basically.

Happy Hibernation! ☺

TIP: We hear that if George scoots too many apples, he exploded!

### CONTROLS

Joystick only!



## If you have any problems...

Hard luck!

No, but seriously, if after you've checked your Dossett's's heads and tried loading some other games you still can't get this tape to load, put it in an envelope and send it to:

'Commodore Power Taps Returns'  
 Alex Audio/Video Limited  
 Harcourt  
 Halesfield 14  
 Telford  
 TF7 4QR  
 England

(and so forth, but you get the picture, eh?)

Make sure you send it in a strong envelope or jiffy bag and they'll send you a new one back, again!



# BATTLE COMMAND

## POWER INFO

Supplier: Ocean  
Price: £14.95/Can  
Availability: Out now!!



I have always liked this type of game, ever since I played Battle Zone in the arcades many, many, many years ago. Although similar in some ways, *Battle Command* has never tried this kind of thing on the £4 platform.

It has solid vector graphics for a start and, don't worry, all the speed is there to make it more playable. Maybe something was inspired



after seeing *Ironhorse's* 3D Construction Kit.

To start with, you must aim your tank to the battle from a fine selection of weaponry kindly offered to you. This ranges from the essential 'got-out-of-my-way, asshole' mega-multi-purpose indiscriminate 1000rs shell repeater, to the finely-accurate and elegant roller-guided missiles.

These are quite good fun, as you get a 'reticle-eye' view, so you can guide it towards the target.

Once you have armed up, it's off to select a mission. These are fundamentally simple; 'blow up so-and-so'



When we gave this game to *Richard Taylor*, he wondered if it was a game about the Parish Council of a small village near Hastings. We told him that it was a crap joke and ordered him to bally well get on with it!



boats and other tanks, though.

For your aid, a map of the area can be displayed at any time, with all relevant targets highlighted.

On the whole, this is real joystick-wrecking fun but is, unfortunately, let down by a few design flaws. For instance, sometimes you die without really knowing why, which can be annoying.

This Christmas looks like being a good one for old gamers, with some very impressive releases from

Ocean. This, along with *Smash TV*, would really make my Christmas morning (as would four copies of *Hobbiton Hills* and half a metric tonne of peanuts).



but when 200 other tanks are trying to blow you up, not to mention gas gods, mines and other nasties, it becomes quite difficult.

These are varied, with ones like 'destroy this building' and 'disable the hot air train' and so on. Plenty to choose from.

I don't think I actually completed a mission - as I said, they are difficult! The initial approach of blow everything up that gets in your way, although great fun, doesn't usually get the mission completed.

A more tactical method is required, it's so tempting to waste all you ammo on a convey of supply vehicles,

## CRITICAL FACTOR



DANGER RATING 90%



# THE BUG



- Ergonomically designed controller for superior control
- Adjustable joystick
- Heavy duty base with strong rotating control top
- 100% selector controller
- Automatic centering
- Automatic reeling back
- High impact rubber feet
- Compatible with Sector System™ 10+ Commodore, Atari and Intellivision and other game systems
- Big Player Series controller available

• ONLY \$9.99

## STAR PROBE



- Ergonomically designed controller for superior control
- Adjustable joystick
- Heavy duty base with strong rotating control top
- 100% selector controller
- Automatic centering
- High impact rubber feet
- Compatible with Sector System™ 10+ Commodore, Atari and Intellivision and other game systems

• ONLY \$14.99

## BLAZER



- Ergonomically designed controller for superior control
- Adjustable joystick
- Heavy duty base with strong rotating control top
- Automatic centering
- High impact rubber feet
- Compatible with Commodore, Atari and Intellivision and other game systems

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## EXTERMINATOR



- Ergonomically designed controller for superior control
- Adjustable joystick
- Heavy duty base with strong rotating control top
- High impact rubber feet
- Compatible with Commodore, Atari and Intellivision and other game systems

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## TURBO FIGHTER



- Ergonomically designed for superior control
- Adjustable joystick
- Heavy duty base with strong rotating control top
- Action stick for directional movement
- Automatic centering
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- High impact rubber feet
- X and Y axis controllers
- Automatic 180° spin controller for Atari
- Automatic spin controller for Commodore and MSX or other Atari, IBM, Atari, Intellivision, CPC, etc.

• ONLY \$24.99



## THE BUG

- Ergonomically designed joystick
- Automatic centering
- Action stick for right or left hand
- Compatible with Sector System™ 10+ Commodore, Atari and Intellivision and other game systems
- High impact rubber feet

- Automatic reeling back
- Automatic centering
- 100% selector controller
- Compatible with Sector System™ 10+ Commodore, Atari and Intellivision and other game systems

• ONLY \$14.99

- 100% selector controller
- Other controller may require manual centering adjustment, not included
- Free module 100 program not included
- Order module online
- Universal joystick controller interface

## THE NEW GENERATION IN JOYSTICK TECHNOLOGY

## THE TURTLE

- Ergonomically designed controller
- Automatic centering
- Heavy duty base with strong rotating control top
- Automatic reeling back
- High impact rubber feet
- Automatic 180° spin controller for Atari
- Automatic spin controller for Commodore and MSX or other Atari, IBM, Atari, Intellivision, CPC, etc.

• ONLY \$9.99



## CHEETAH

THE NEW GENERATION







# TURTLES

## THE COIN-OP

"Mum, have you got any of that green toothpaste with the frog-like killing machines on the front?" "No Richard, you'll have to make do with Colgate!" "But mum, I can't rub Colgate on me face and run 'round shouting 'Gowbunga' now, can I?" *Bill Henderson, or, dips his head in a bowl of green food colouring and casts a glance at Mirrosoft's biggy part two....*



I have one question and one question alone. How do the turtles go to the toilet if they haven't got any bottoms?

And to think, all that piss would have to go

down the front gate.

How the turtles go to the toilet is a conversion of the Nintendo console version, and not the incredibly cool coin-up that I spent an entire Arcade Show in 1993 playing? The answer to this is that it seems to have set it all up quite nicely for the launch of the coin-op conversion this time.

All the turtles are back again, but you



### POWER INFO

Supplier:	Improsoft
Price:	£19.95 (Tape), £24.95 (Disk)
Availability:	Out now!

only get to play one at a time (unless you've got a friend to help out - it's got a dual player mode (don't take notes!) and it's a horizontally-scrolling beat-'em-up instead of a platform

arcade/adventure type thing. There are tonnes of moves that can be made, and each Turtle has a different weapon to use in the battle against

evil.

Evil is, er, evil in the disguise of Shredder (again), and he's kidnapped April (again) and Splinter. You must rescue them by battling his hordes of

meanies, and don't expect this to be a walk down the screen like the first game. It's all good beat-'em-up stuff - loads of battles to munch and tonnes of enemies to impress with your handy joystick tortifactory.

Probe is the development team that has handled the project and if you want to tick the bandwagon one last time before it rolls off into the sunset, at least it's assured that you'll enjoy yourself while you're chugging along... this time!



Oh dear! Does-beeping turtles I can do without!

somewhere, wouldn't it? So that's what their shells are made of! **OWADUWAS!** Mirrosoft was quite pleased with the way the first Turtles game sold (even though it was a pile of turtle shells, know what I mean?). So pleased, in fact, that we're

to be dead another slice of the bandwagon pious, and boy are we impressed! I always thought, when I

### OTHER AMAZING IDEAS FOR TEENAGE MUTANT THINGS

#### Teenage Mutant Ninja Gardses

Four togethies, Marks and Spencers employees turn into rampaging, mutated superbeasts after being irradiated in the lingerie section.

#### Teenage Mutant Singer Turtles

Four extremely large "weight-watching" turtles decide to throw caution to the wind and break their

diets when they eat some radioactive slimy salad dressing.

#### Teenage Mutant Gary Bites

The '70s Nottingham Forest soccer star gains amazing super-powers when he is bitten by a pair of glowing salubrious.

#### Crispy Croston Ninja Turtles

Four amazing hero ambitions find out their plans for a third film are squashed when they fall into a Koor Soup-in-a-cup. (By, this is very silly, you're fired! Ed)



Oh 'Power' - what's that metal 'tally count'! Sold the mooooo! Ninja!

### CRITICAL FACTOR



**CRITICAL FACTOR** 85%



## POWER INFO

Accolade	Accolade
Price:	\$15.99 Tapes, \$17.99 Disk
Availability:	Out now!

It's tight buttocks time, as **Mike Henderson** is sat astride a throbbing mean machine with the sort of horse power heroes can only dream about.



I feel the need, the need for, an, sitting on a whirled office chair and screaming

'round shouting, "get out of my way you pillocks, I'm a death's angel from Hell and I don't take passengers!" After which I normally need to have a jolly good lie down and a cup of warm blood.

Fortunately for the other people in the CP office! Accolade has finally released *The Cyclist*, a game that I can focus my pent up motorbike mania!

tendencies on. The unfortunate side of it, though, is that it takes so long to load on cassette that I usually turn to whizzing around on my chair anyway (and end up squashing the office cat against the wall).

*The Cyclist* is long overdue (I remember seeing it on other formats over a year ago), and is one of Accolade's best ever original C64 releases (it's compilations from now on,

cheers). It features all the sorts of things that made

Accolade THE sport king of the late Eighties,

but seems to be an obvious last thing in a market not favoured by the company.

It offers you the chance to either

threw yourself around a race track on a shiny new bike just the once, or take part in a championship season, and once you've waited for yonks a few laps will come your way.

Firstly, you can choose what level you wish to participate at from Beginner (for those sorts of wings you normally only see down the train station trying desperately to get a chocolate bar

out of one of those machines), to Complete Nutter (for those who wish to remain in traction for the rest of their lives).

Your next choice is what class of bike you'd like to race with, and your final



Oh it really was the gift you knew I was on and I added to the rouser that it brought,

choice is whether you can be shuffled to wait for the qualifying round to load for the track selected.

... [Slight moany winged break, it may seem as if I'm

being a heavy-wee-wee but crystal lines, but it's obvious to me that *Cyclist* was only ever intended to be on disk, and if you've got a disk drive the whole affair is hell, superb, spiffy, fantastic, and other

superlatives. If not, forget it! Oh well, back to the review...

The racing section itself is quite reasonable, in fact it resembles the Driving sections of *Test Drive* and *Test Drive 2* (also, specially, by Accolade), and they were quite decent as it goes. It also keeps well away from the Showaway arcade style

### COMMODORE POWER'S TOP FILMS THAT HAVE MOTORBIKES IN THEM:

- 1) *Quatermass*
- 2) *The Wild One*
- 3) *Easy Rider*
- 4) *Rebel Without A Cause*
- 5) *Top Gun*
- 6) *An Officer and a*

Gentleman

- 7) *I Dought A Vampire*
- 8) *Motorcycle (a classic)*
- 9) *Grease 2*
- 10) *The Great Escape*
- 11) *Dogma and the Blue Cat (Are you sure? - Ed)*



# ES

There's also a pair of onoply stream hands, but that doesn't really matter, I suppose).

The other racers (there's nine in total), will be lined up at the start with you, and you have to beat them all to get Championship points. They all have different styles, and you'll have to study them to make sure you can pass them with little difficulty - and hopefully with your legs still intact.

It moves at a pretty decent speed too, and there's even other obstacles like barrels. There's a pit stop, and unless you're on a tricky steep level you'll have to visit it when you've spent a set time off the track - it wrecks your bike don't you know!

There's also an extra panel at the top of the screen that allows you to see who's coming up from behind, so you can use your 'im-a-squell' trait, and I'm gonna weave and bob in front of you, yeah?! tactics (particularly satisfying when you're out in front, not so when you're trailing in tenth place).

The Cycles is a pretty decent game, on disk, and a pretty crap one on tape. Its real problem is that it doesn't just total one session after another, you have to find certain parts of the tape at certain times - big problems.

The game is the same, but unless you've got the patience of a king-size tortoise it'd be better to stick to something a little less realistic but a damn-right more fun to play. ☹



...I was caught speeding the other day, and told, "Year along the dotted line!"

of the Cycles trilogy, and other similar driving games.

Instead you're treated to first person perspective (say "booo"), and a pixelated representation of the "dashboard" of your bike

## DISK VERSION

### CRITICAL FACTOR



## TAPE VERSION

### CRITICAL FACTOR



# THUNDER JAWS

Fishing for something to do, **Richard Taylor** dived towards this. On a scale of one to ten, though, he probably wishes he haddock. (That's a rubbish joke, you're fired! Ed)



Oh dear. Another terrible game has decided to try and take over the world with

creatures and other strange characters.

Once you get far enough, you arrive on land, where you encounter the likes of last-women, robot guards and battle tanks. All this put on just for you, how



touching! You must walk through these bases, simply shooting everything that moves. Sounds great in theory, but

in practice this proves to be a bit tedious since the

control isn't very good, the graphics are a bit sluggish and it looks like it was written in a hurry. It could have been a good game otherwise but as it stands it is not something that I would buy - and if I found it in my stocking, I would find old Father Christmas and shove it up his bottom.

we and this game! ☹

We didn't really get on, we and this game! ☹

You start by swimming underwater to reach her base. During this, you are attacked from all directions by her evil xenopods (or foosh-tings), who are obsessed with killing you.

Luckily, however, you are armed with a harpoon gun (plowed) and you can pick up even more powerful weapons on the way, such as an (A), flamethrower and super-sucker.

During these scenes you will encounter 'punkers', sharks, piranha, Marti-

### CRITICAL FACTOR



## POWER INFO

Developer: Domark  
 Price: £19.99 Tape, £14.99 Disk  
 Availability: Out now!

# STRATGO

THE COMPUTER GAME

The land may be war torn and ravaged, but we send *Rik Henderson* to have a look at Accolade's battle-orientated board game anyway.

## POWER INFO

Supplier:	Accolade
Price:	£1.99 Tape, £1.99 Disk
Availability:	Out now!!!



Stratego is one of those board games that you always put on your Christmas list,

but your Granny refuses to get it for you because it looks like there might be a spot of violence in it - it must rank alongside Risk and Diplomacy on that score - and she buys you a chess board and pieces instead. Well, yeh boo Granny, we've finally got our mitts on Stratego anyway, and it's a bit like, er, chess.

The game, although it looks quite difficult, is actually simple in theory. You take control of an army (a bit like chess really), in a point-and-click environment - ie, you're given a flag to defend, and you have to strategically try to capture your opponent's flag at the other end of the board.

It's not just strategy though, "take note when the game starts, all your opponent's pieces (including his flag) are turned over out of your view, and it's also a question of trial and error, and an incredible memory, to make sure you choose the right pieces to attack. "What the hell is he on about?" You all cry in unison. You have to attack them, see, otherwise you'll not be able to get to the flag.

You wander about the board, moving your men all over the gaff and trying to find the flag, while preventing the opponent grabbing yours. If neither team is able to do so, the first

team who cannot move in any one turn at all will lose.

There are different styles of board to play on, even though they all have the same restrictions, and there's more options than a Night-Watcher's diet. You can play in single game or tournament mode, and there's loads of computer skill levels to muck about with too. You can even get a friend along to murder.

Stratego is a game I've hoped to dabble with for a long time now, having never actually been given it at Christmas, and now I have I'm pretty impressed.

The game takes an awful lot of patience though, and unless you're the sort of person that feels it's worth while waiting for a soft challenge (Stratego, on the CD, is definitely your kind of game. If not, you'll only end up bored (bored, getoff!)).



## CRITICAL FACTOR



OVERALL RATING **76%**

outlook



# ROUND BA

## POWER INFO

Supplier:	Impos
Price:	£9.99 Tape, £14.99 Disk
Availability:	Out now!!!



I've never seen the cartoon that this is apparently based on and, after seeing this game, I don't know if I really want to. Was it my acting

that made this appear rather tedious? Who knows, I haven't played it since.

Strange idea behind this. Guide several sewer-dwelling creatures through (ahem) sewers, to collect pieces of paper so that they can create their comic comic. What time is it? Oh dear...

The editor, Load Bruise,

wrote out you and the selection of other sewer peeps to sort this out. Ok, so what does this mean?

Select a creature from the title screen and take him into the sewer. You are then presented with a scrolling Son of Blagger-type platform game. Jump around until you find a piece of paper and then... I don't know, I kept dying - it's quite tricky.

Comic scripts can be entered, such as Little Miss



Muffet, in which you have to get to the end of the ship. If you do this, then John Pratto's news-roman comes up and you go to the selection screen again. Never



# ROUND THE BEND

Now it's 4.45 and time for Round the Bend! Starring Commodore Power's very own cartoon staff writer, **Richard Taylor**.



really understood that one!

Also included is Psycho the Magician, David Cosmo, Tommy and his Amazing Time-Travelling Trousers and Cosmic Comprehensive. (Have you been taking those funny tablets again, Richard? Ed.)

These all appear in a mini comic supplied with the game. Some are quite amusing.

Throughout the game, the graphics are quite reasonable. The main characters are quite well animated and the backgrounds are, well, OK. Unfortunatly, the sound is average and the music unimpressive.

As for the concept, in all fairness the company have



tried for something out of the norm. Although it is similar to a few games in the past.

This isn't anything I would really recommend without your seeing it first, but if you're a fan of the TV programme, it may appeal.

I could think of worse games to find in my Christmas stocking.

## CRITICAL FACTOR



**DRIVER RACING 70%**

"Commodore Power calling Moon Unit 1" crackled the radio next to **Jason Miller**, but he was far off, dreaming of lunar domination.

# MOONFALL

## POWER INFO

Supplier: 21st Century  
Price: £12.99 Tapp, £14.99 Dink  
Availability: Out now!!



There was once a time when going abroad -

lying on the beach and looking of these beauties in bikinis - was the ideal vacation. Everybody was happy until new technology improved so rapidly that it took everyone by surprise. Men going into space and landing on the moon, firstclass.

What Jason, are you suggesting we go to the moon for a vacation? Don't worry! Gravity still exists so there and the moon isn't hurtling towards the earth at a high velocity like some might worry!

This simulation is rather splendid in all departments -

You achieve your end by driving around, Marsenary-style, trying to find things, interact with them, make cash and solve puzzles. It's presented in a rather art-fied 3D vector style and actually moves rather well and looks



quite good, although the game is very confusing at first and

undoubtedly difficult to get into. Still, once

you get engrossed, and I did, "Moonfall" is a real blinder of a simulation and great fun to play with hours of enjoyment wrapped up inside its unassuming packaging. **B**



## CRITICAL FACTOR



**SPACE SHING 94%**



the aim of is to... wait for it... make enough profit to buy the whole moon and become the supreme leader.

A crazy concept, or what? Since the moon is, like a pizza without pepperoni: plain and boring with not a lot going for it.

WIN! 

# SANTA'S

Instead of relying on his reindeer and pixies to help him deliver the pressies this year, Santa has asked us if we'd be able to help him distribute good tidings (and a few excellent gifts) to all. Firstly, Rik will be climbing down chimneys in the Northern hemisphere, leaving presents for small children, and Jeff will drink all the brandy and eat the mince-pies (Er, I think I've got the wrong job! Rik).

Similarly, in order that we get to each and every one of our readers, we've managed to convince Santa (and his pixie-like software companies) to give us prizes for a special Christmas compo...

## 12 DOMARK PACKS 'A-BULGING'



First to keep out of Santa's sack are 12 packs full of goodies for all Domark's Christmas parties. They may, or may not, contain every Domark goods you could possibly ever want. What they definitely will contain, though, is a lighty Paper 20000 Invaders game, a cracking

Domark key ring and some pretty-darn good Pflighter stickers. And you could win one of these, if you play your cards right (Er, wrong competition! lol).

## 5 JOYSTICKS 'WAGGLING'



We've also got some joysticks with a difference. A Mantis they may sound like something out of Gerry 'Thunderbirds' Anderson's favored mind but they're

actually rather interestingly-rewired joysticks. In fact, those people who've been away on obscure mid-Ocean islands would hardly recognise them as joystickal (either way - they're great. So there. So win one.

## 3 CODE MASTERS' DIZZY CLOCKS 'A-TICKING'



Finally (and speedidly), Codemasters have designed new clocks, designed to fit snugly onto your kitchen wall or indeed anywhere you choose to hang them. On each clock is a portrait of the Carole's top performer, Dizzy (just to make you appreciate what you're getting, this clock could have had Mr. Bassett and the some-100-attractive Number 500 on it. Thankfully, however, it has our little computer friend Dizzy the egg. And we've got three of them.

## 5 DIGITAL MARKETING INTERNATIONAL PACKS, ER, 'PACKING'



DMi have kindly donated 5 dynamic packs of goodies. Inside each bundle of fun is a poster featuring P.P. Hammer, the cute guy with the Pneumatic drill, plus a copy of their tear-your-hair-out jewel-recovering classic Game-T and The Power, the game based on the Small song (3). These puzzle games will have you thinking for hours. Actually, we're sure that you clever people will have it figured out in no time.

## 10 BONANZA BROTHERS T-SHIRTS, UM, 'T-SHIRTING'



One of the most important things to people today is how they look, so why not hope for this prize - to win one of ten T-shirts and be the best-looking person around your school/office/house/anywhere.

You probably want to know what is on the T-shirt; Well, it's, the Bonanza Brothers, Meco and Babo, who are starring (as everybody knows) in a new game from U.S. Gold of the same name. Definitely something all your friends will envy.



# BIG SACK

## 10 DOUBLE DRAGON III SWEATSHIRTS AND EXTREMELY LARGE POSTERS 'A-COVERING' (You or your wall)

Of course, with the weather likely during a normal British winter, a T-shirt (no matter how sexy) may not be enough to keep you warm on your journeys outside (or if the heating breaks down). So, Atari - the folks responsible for the particularly fine smock-'em-up Double Dragon III - are offering 10 sweatshirts to clothe your cold forms. On them are the game's logo plus pictures of the game's two famous street-rocking gentlemen. The posters have much the same on them but, unlike normal, run-of-the-mill posters, they're *extremely-uuuugall!* You'd better have a mighty large wall!



Now, how to win these wonderful prizes? The way to do it (as Mr. Farnch might say) is to answer the 5 multiple-choice questions below and post us a postcard with your answers on.

We'll keep drawing prizes out of the post sack until either a) we get tired or b) there are no prizes left. The first 12 cards to be pulled out of the hat will win the amazing Demark jackets, the next 5 entries will be the lucky ones to get the DBII jackets, the following

10 people will get the Bonanza brothers T-shirts, then the Santa Fly joyriders will go to the next 5 people. Then, 18 people will get the Double Dragon III sweatshirts and posters and, finally, the last 3 will get a Codex Dooz-dooz, Marsh!

And here they are, our incredibly difficult Christmas-time questions:

### 1. Where does Santa live?

- a) Greenland
- b) Mars
- c) Chatterbox
- d) The North Pole

### 2. Is Rudolph...

- a) a red-backed salmon?

- b) a splendid name for a tin of Spanax?
- c) the red-nosed reindeer?
- d) a footballer who starred for Nottingham Forest in the 70s?

### 3. Which one of these is not a religious festival?

- a) Halloween
- b) Christmas
- c) Ramadan
- d) Easter

### 4. What would you not expect to have in a traditional Christmas dinner?

- a) Plum pudding
- b) Bruce Forsyth's toupee
- c) Sage and onion stuffing
- d) Turkey

### 5. Which one of these is not a Christmas song?

- a) Mistletoe and wine
- b) White Christmas
- c) Nights in white satin
- d) Little St. Nick

So send your answers on a postcard (with your name and address on as well as ours) to:

'Santa's rather large Sack'  
'Commodore Power'  
24 Nightingale Grove  
London  
N6 3BA

Make sure your entries are in by February 1st or you will have put your stocking up in vain. And the Editors' decision is final.

# HUDSON HAWK

Somehow Bert Budge wouldn't have been quite such a glamorous film name for Bruce "Bald" Willis to star in, now would it? **Jeff Davy** ponders this question and others (and lifts a few precious stones into the bargain - like Keith Richards, for instance).

## POWER INFO

Supplier:	Ocean
Price:	£19.99 (UK), \$19.99 (US)
Availability:	Out now!

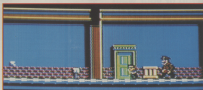


Look, you'd better appreciate this, 'cos it's 3.30 in the morning and I'm reviewing a game based on a film with Bruce Willis in it. I suppose you could say I'm moonlighting (smile). Er, sorry!

Bruce Willis' new employers have got home problems, and we're not talking about Cybil (sheepit girl). Their dilemma revolves around the removal of the 'Stone' - hence! - home sculpture by one Leonardo Da Vinci.

Old Da Vinci was quite an artist in his day, a bit like Tony Hart or Wolf Harris but with a bit more street cred. I mean, 500 years on from now you're hardly likely to see original Tony Hart 'patterns' on a large piece of paper which I drove over on a bicycle\* going for large cash at auction. But I digress.

Either way it's a home that's worth a few bob and it's your wish to get it back. This you do in a style very reminiscent of Super Mario



Land, a well-popular Nintendo game. Over ten level-sections, too. You start off outside a house and have to work your way in, avoiding dogs and solving puzzles.

Inside, there's security systems, guards, more puzzles and so on. And there's poor Hudson, armed only with his wit and a

supply of particularly soft balls.

Level two brings you the opportunity to fish Leonardo's

sketch pad (the 'Codex') from another well-guarded hidey-hole - the Halls of the Vatican, no less, whilst level three (yes, alright, we'll

admit that we didn't get that far) takes us to Leonardo's castle to find a mirrored crystal.

These later two seem even more implausible than the first, quite frankly. I mean, Da Vinci didn't have enough coinage to rub together when he was alive to buy a castle, surely?

Either way, this platform game - although it is well disguised as a sort-of action game - is rather fine. The graphics, although small and simple, have a very cartoon/cartoon feel to them. It's like a Nintendo game,

from the way to skiffers across the floor to the way he jumps.

The puzzles are pretty nifty, too. They'll take some time to crack. It's all a matter of thinking about it and using the available resources. Mind-bending really.

So toddle off and buy this if you fancy a good action puzzle. It's worth a close look. ☐



## CRITICAL FACTOR



© Ocean... Look at that lovely yellow bird. So finely processed and looking a fine specimen - this isn't a budget game, though!

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January 1992

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# SIX IX IX IX

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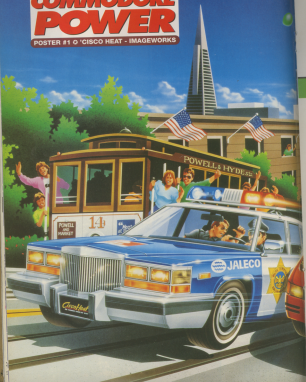
ISSN 0961-8104



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# COMMODORE POWER

POSTER #1 O 'CISCO HEAT - IMAGEWORKS



# Big Thrills!



## AKIRA

Mind  
Japanese  
boys on  
big bikes



**THE FRANK  
AND WALTERS**  
They're completely  
hats-off!



# TOP TEN COMICS

Soho's new strip joint!

## THE GUIDE



### FILMS

Dill and Todd's Begun: Journey



### MUSIC

Frank and Walters, Rabot, The Family Cat, Moonflowers, Propaganda, Daisy Chastain, Chairmen, System 7, Patsy, Music Connect, The Sessumpia Things



### VIDEO

Adria, BBC Video, 60's TV, Music Vids, King Ralph, Dances With Wolves, L.A. Story, Comedy Comm, Mr. Strangely-Dull's Weekend



### COMICS

Top Ten Comics, Comic Resistor

### CONTRIBUTORS:

Ris Henderson, Jeff Darr, Dave Hughes, Chris Hughes, Mr. Strangely-Dull, Patsy Collard, Steve Double

# COMIC BELIEF

In the heart of London's West End lies a small, but perfectly formed, comic shop. Its history is a bit short, 'cause it hasn't been around for long, but you can rest assured that when you note that Jonathan Ross and Paul Gambaccini are the patrons of Top Ten Comics you realize that it's bound to have something special.

On the day that the Big Thrills crew popped along, prop makers The Senseless Things, and art guru Jamie Hewlett, were there signing anything that was thrust upon them. During this chaos, Zoe, the manager of Top Ten, gave us some of her precious time...

**C** How did it all start?  
I used to work at "Prohibition."

Prohibition was another comic shop in the West End, and I didn't like it for much longer. I was big, and they don't treat their customers very nicely. And whenever we wanted to do anything interesting they would say, "Yes, well they're a big company." And when they left and EQ asked me to come and run a comic shop for them, I thought "yes, that'll be good." So here I am.

How did you get to be linked to the FT?



© Jamie Hewlett pulling on a chuggie. Even by this art house standard!

Because I used to work from home from Prohibition, and because I used to be nice to customers.

Why is the shop called Top Ten Comics?

Because, technically, we exhibit our top ten comics in the window every week. Although the top ten at the moment is at 3.45m, 5.4m, etc., so we've swapped things that, but we're doing pretty soon an adult top ten, which is like EIGHT, and all the stuff that we do sell a lot of, because we do sell a lot of independent.

And I like The Punisher even though he's a bit mindless."

That's what publishers make us do. They're adherent to other stuff.

Es, because we are all under the age of 15, which makes a nice change in comic shops. Which makes this a 'topping' comic shop aimed at people in our age group. We try to stock bits of graphic novels, and have interesting things like The Senseless Things, and Jamie, and we've got the 'naught shop'!

Have you got any other signings lined up?

Yes, but most of them are still in the planning so I can't talk about them yet, though they should involve some comic bands. We've also got an art exhibition coming up in some sculpture, which is really exciting, but it's of Mary and Thomas Trooper, and other 2000AD characters. It's really smart, y'know, but really serious comic sculpture by a real sculptor.

What's your favourite comic?

I really like Robert Green -



© Zoe at Top Ten

the famous. Even though you can't get most of the work, he's a brilliant artist. And he's really interesting. Miss, The Silver Surfer, 'cause he's a serious chap. And I like The Punisher even though he's a bit mindless.

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© Jamie Hewlett pulling on a chuggie. Even by this art house standard!





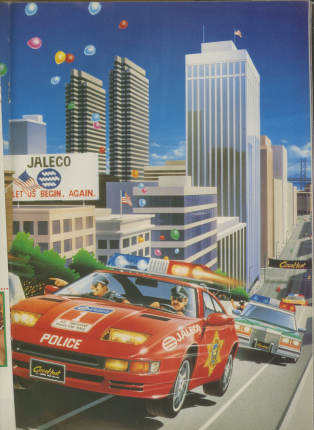












**JALECO**



LET US BEGIN. AGAIN.

**POLICE**

**JALECO**

*Crescent*

*Crescent*  
Crescent Health Care



# Level 11 ers

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the  
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# WIN!

# THE HEAT IS ON...

...in San Francisco! Microsoft have gone completely fruit loops in a big-prize compo that's good enough to break out for!

Rick's PC Bratally modelling one of the prizes!



## 5 FIRST PRIZES:

5 sets of super-line Walkie Talkies and a copy of the game (that's "Cisco Heat, remember!")

"OK! This is a raid!" shouted a dozen busy police officers as they burst through the door of the Commodore Power office, brandishing guns.

"We have reason to believe that you're revisiting our new game, 'Cisco Heat', and we're sorry to have to charge you with the terrible crime of not running a spiffy compo to go with it," said one of them, still pointing their police-issue revolver at the Commodore Power Editorial staff.

"OK," said Rick, holding out his wrists. "It's a fair cop, gov'nor, you've got me bang to rights. Slip on the cuffs and take me to the cells!"

Suddenly and surreally, Cathy Cosmos, Microsoft's PR Supremacy, dressed as Justice herself, stood in one hand and scales in the other, appeared in a haze of white light: "I have a truly walkie compo to get you out of this pretty pickle," she said, glowing slightly. "What do you reckon to the idea of offering the readers five sets of police-style walkie-talkies to tie-in with the oh-so-brilliant game 'Cisco Heat' which we just happen to be releasing."

"And how they are!" she announced, flourishing them from her scales of justice, before disappearing from the room in a shimmer of white light.

"Burr!" said the officers,

putting away their weapons, "we've been scooped. And we would have got away with it if it hadn't been for that meddling 'Justice'."

And they filed out, dejected.

"Pwee!" said Rick 'n' Jeff. "We'd better begin this compo, then..."

## Just What do I have to do?

To win one of those incredibly wonderful walkie-talkies, just come up with an amusing quote that you'd say again being 'solitary' by PC Bratally (along the lines of "You've got me bang to rights", and "I stand the coop") and...

Send your entries to: "Cop This!" Compo, Commodore Power, 24 Highbury Grove, London, NE 26B, by 1st February 1992. The lucky five will win the goodies.

## WIN RULES

5 Employees of Microsoft and Commodore Power will be taken from this place and hung until they are dead if they try to enter this compo. It's the decision of the Co-Eds (PC's Jeff and Rick) in final, much like the decision of the House of Lords. And anyone who argues will be refused parole and placed into 'solitary'.

5 Please allow 28 days after the compo-closing date for the verdict.



## POWER INFO

Supplier:	Comix
Price:	£19.99 Paper, £19.99 Disk
Availability:	Out now!



Off back in your seat and imagine it, through a rip in the space-time

continuum, you were propelled forth (or even flit) to the future, in a swirl of brightly-coloured lights that were not too dissimilar to a Jimi Hendrix light show. And nothing has changed.

Well, everything's a bit duster, yes, but the sofa's the same, the lamp is the corner's the same and the television... my God! Where your Sony flat-screen-of-futuristic-screen? To that you picked up from 'Homer'

Rise down the market: used to be, there's a new set - a thrilling, futuristic set that could only have come from a particularly forward-thinking branch of Radio



Rentals. It's screen is almost not there. It's like you have a window on the action. The colours are astonishingly good - "retro Technicolour" are the letters you can just make out near where the on/off button should be but, strangely, isn't - and it appears to be showing the most outrageously violent, but gripping nonetheless, pair where you've ever seen. "Smash TV" shouts the corpse, as a tele-headed "contestant" with a particularly

formidable-looking weapon tramblyngly trots toward a large door. It opens...

The contestant is blown into the first of four invincible-looking arenas. ("What's the

Sucked into a time portal to future Teletyville, **Jeff Davy** checks out the top-rating quiz show of the future. Strangely, it's not 'Strike It Lucky'...



Oh, Ker, I was just standing there when these glowing, yellow Ninja-throwing stars came flying around me, impaling the crap out of the robots at the same time. Strangely, somebody up there likes me, either that, or they're making of a more devious way to help me reach my target!

challenge?" you wonder. Suddenly the doors on each side open and stuporously large hordes of violent-looking robots pour forth. They head directly for the hapless contestant.

"This is better than Catchphrase" you think, leaning forward. The contestant appears about to go down under a waterfall of blows from the baton-wielding multitude. But not he whips out a large weapon of his own (so-er) and guns them down.

In their place are weapon tokens, which confer upon the contestant powers to blast in three directions, fire grenades, shoot rockets, turn invincible or even have a fiery wall of, or, the around them. ("Good grief", you marvel).

Also dotted around are humongously-large piles of good 'ol-

mines ("Look out!" you shout, although, of course, they can't hear you in the arena).

As the contestant doors a maze of differently-named & styled screens you tele-guns (minors, that is, not not-wearing first-class footballers), exploding fat people, snakes, board men and, astonishingly, tanks.

But this is nothing, for at the end of each arena, up pops a massive end-of-level nasty who takes a large amount of punishment before his moment of expiry. And at the end of the final level comes the insane

game-show host himself ("I can't imagine Bob Mordehouse doing that!" you declare, out loud), with only one thing on his mind (as a copy of 21st Century TV Times informs you) - "Total Carnage!"

It's ironic. There's a break for the ads and you find a copy of a strangely familiar magazine - Futuristic Game Power, it says on the cover. Inside is a review of the classic C64 adaptation of Smash TV, the arcade game of the show. It says it's got pretty neat graphics, a heck of a lot of fast action, many various levels,



fashioned money and prizes such as toasters, cars, luggage, holidays, loads of stuff. But they're sitting next to



## Commodore Power's Top Quiz Shows:

1. Love at first sight - Sky
  2. Tani Frost - RTL Plus
  3. Going for Gold - BBC
  4. Crossroads - ITV
  5. Bloodbasters - ITV (TV have a 'P' please, Ed)
  6. Me and my Dog - ITV
  7. Mr and Mrs - ITV
  8. Date of the Century - ITV (original TV's vintage)
  9. 3-2-1 - ITV (where is it now?)
- (That's quite enough terrible quiz shows! Ed)

a truck-load more fast action, interesting - if subdued - sound, impressively large amounts of more fast action, plenty things happening on-screen at the same time

and... well, fast action!  
The reviewer, in fact,

Wondering who it could be, you walk into the hall and your front panel (what happened to the disk number you had in the 1980's?). On the step are two fairly gentleman in uniform.

"You're coming with us!" they command.

"Well-why?" you stammer, as they grab you and drag you toward a waiting van.

"Because," they say, before throwing you into the back of the vehicle, "you're the next contestant on a

Off for a 'bungle in the jungle', Richard 'Banana Band' Taylor goes 'ape' over this game's 'monkey magic'.



Another very Japanese, subtly-looking game. Another slightly odd

scenario. You were once a happy, 'normal' 4-to-5 guy, devilishly good looking with a beautiful wife, powerful car and modest

fat in

Retirement, when an ugly witch decided that you should experience life as an ugly chimpanzee, no car or fat, and, worst of all, no wife!

You must

rescue her. That's it. When you have done this,

everything returns to normal. Hehheh. To achieve this, various obstacle courses must be tackled, and they contain all sorts of nasty characters and traps.

Things can be spit at, and your spit power can be increased by picking up bonus objects. Other creatures drop coins that must be collected. A crash helmet can be picked up that, follows it or not, protects your head. This is quite handy as multi-to-to-kill



### POWER INFO

Supplier:	Ocean
Price:	£14.95 Cat
Availability:	Out now!

badies can be wiped out with one well placed head-butt!

Precision jumping is required throughout the game. Luckily, the control of the main character is good, you can move around in mid-jump.

There are only five levels, but they are each quite large and don't have to be loaded

(what with it being an

archive and everything).

The trouble is that once the

levels have been tussled

out, they become quite easy.

Everything is in the same place. First

level with it

being an

archive and everything).

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exploded with delight about the game and his

stubbornly body-parts had to be joined by a qualified surgeon. His final

line was "Get this game before it gets you". You look up just

as you get to the score bar - you've headed a knock at the door.

certain TV programmes. Smile, you're on screen for!

### CRITICAL FACTOR



GENE RATING

### CRITICAL FACTOR



GENE RATING 73%



## POWER INFO

Supplier: **Cover**  
Price: **On. \$8 Top, Off. \$8 Disk**  
Availability: **Out now!**



When Rick got his cable television connected to the other week, he introduced me to the joys of televised wrestling. It seemed that the hapless women had to grapple with each other in a ring full of mud while the crowd cheered from the sidelines. Rick looked up from his copy of TV Guide and dived for the remote control.

"Oh, er, not that channel!" blushed Rick, "It's this one you should be watching". And he switched to pictures of large American men jumping on top of each other.

WWT appears (and I'm not an expert) to involve larger-than-life characters in (arguably staged) wrestling bouts against each other.

The contenders have their own, distinctive, personalities. Such as IRS

Man, who dresses like a (MI) tax inspector, complete with stony shirt, slicked-back hair and briefcase. Or The Berserker, decked out in furry barbarian garb with an attitude to match.

The 'sport' itself bears a passing similarity to proper wrestling. Opponents buffet

Just what does WWT stand for? Wobbly Wobby Fruit? Water Wing Failure? Witches Win Figs? **Jeff Davy** attempts to get to the bottom of this dilemma, helped by some burly figures in odd costumes.



each other, bounce off the top of the ring corners, bang themselves from the ropes,

grab each other in feebish holds, stomp, hit, push, insult and generally mist each other (within the rules). This is all done with an impressive and oh-so-American theatricality. The audience know it's set up in advance, with the choreography of a Hollywood movie fight scene, yet they cheer their champions from the audience and at home as if it's as fair a fight as

any other. Take a look

# WWT WRESTLE

## The Good Guys (Hurrah!)



**Hulk Hogan**

**Fave move:** "Pie-driver"  
**Fave quote:** "Whatcha gonna do when the largest arms in the world and Hulkamania run wild on you?"



**Ultimate Warrior**

**Fave move:** "Gorilla Press"  
**Fave quote:** "Come and test the power of the ultimate warrior!"



**British Bulldog**

**Fave move:** "Power-slant"  
**Fave quote:** "The British Bulldog is going to take a bite out of the WWWT!"

at your muscles for a sec. Are they bulging in your T-shirt sleeves, bursting out like over-ripe melons? Or are they merely adequate enough to open stubborn terrace bottles like, er, wine? If the latter is true, this game will be right up your sleeves. If you really do have bulging muscles, why aren't you a WWT wrestler?

As with all the best games, you can choose a persona. In this 'un, it's a choice between Hulk Hogan, The Ultimate Warrior or British Bulldog (who actually comes from Wigan). Each have favourite moves and insults (see box) and (naturally) a different on-screen graphic.

You take on the 'weakest' opponent first and work your way up



In Sergeant Slaughter, the Mr Big of the game. To progress, you must compete in five minute wrestling bouts. The winner is the

one who has given their opponent (and

especially their opponents' energy level) a good kicking.

The process begins with your chosen wrestler and opponent loading trademark insults and then the score cuts to the ringside and the contenders climb into the ring.



And they're off!

Jumping, smacking, crushing and bouncing each other. The earliest move comes from

calculating yourself from the ringside ropes into your hapless opponent, another move that comes close is when you pick your opponent up and crash them to the floor. You sap energy with

each move and at the end of that there's the opportunity to 'pin' your opponent to the floor and win the bout.

Inside the ring is not only where it's at. You can fight for up to 30 seconds outside it, too! In the arcade version (of which this is a conversion), there were even tables and other items to smash over your opponent.

Doesn't seem done a small job in converting the machine to the PC, given that the arcade machine had massive wrestlers, loads of colour, lively graphic bits (like hanging ropes) and the BA, er, doesn't. The visuals here are pretty smart, it all moves at a fair pace and the moves are just as varied. There are crushing, smacking sound effects and progressively louder wrestlers ("They're intelligent!" boasted Ken, Owen's PR man).

# WWF MANIA



## The Bad Guys (Booo!) - In order of game-based meanness!

- 1) Mr Perfect      2) Million Dollar Man      3) Sergeant Slaughter

- 3) Warlord      4) The Mountie



## The most surprising non-inclusion:

The Undertaker - Who is currently taking WWF by storm. It's rumored that he's actually one of the undead!



Ultimately, it's a well-presented, by-the-book wrestling simulation. Get on to it! **D**

## CRITICAL FACTOR





When he heard the sound of big cash calling, *Richard 'Stuffy' Taylor* covered himself in light-tan polish and got 'round the back of the docks to duff up a few sailors. Unfortunately, he was arrested and writes this review from his cell at Broadmoor...

## POWER INFO

Supplier: Domark  
Price: £19.95 Tape,  
£19.95 Cass  
Availability: Out now!



The arcade version of this game is great, the graphics are excellent and they way it plays

is and out is brilliant. Taking these factors into consideration, I thought it would not really convert to the humble old Commodore. It looks terrific,

actually. At least, that was my first impression. However, if you accept it just as a bit game, then it is quite good.

For those who don't know, in this game you fight opponents, in a Double Dragon-type style, for large piles of money. Two players can play simultaneously and you must fight each other in a 'grudge

## The CP Top 5 Stuffy Picks...

- 1) Arnold Schwarzenegger
- 2) Lord Blar
- 3) Bob 'buggy' Williams
- 4) Jeff Doss for his "rough 'n' crack" old nick
- 5) Mike 'teacher' Smith

match' every five or so screens. At other times you work as a team.

Various objects can be picked up and used as weapons, like a knife, a large box and other damaging items lying around. Also power

pills can sometimes be found, these are really handy as they turn your man into a very angry and strong person

indeed, meaning the power and speed at which you deliver your punishments are enhanced greatly.

Money is awarded after each match and you go on to the next opponent, boasting about it. A comment is also issued, like "totally stuffy".

The controls are similar to most games of this style, i.e.



There are moments in the game where you get to fight the other player - The Grudge Match. If you manage to kick him in the modern sense often (less the vintage years), you get the honour of being the soon 'Stuffy' star, and a healthy fee for your average dump in Europe flight!

(64, Exploding Flat, etc. The graphics are smaller and the action is faster. The control is quite responsive and easy to master, so kicking-in loads of heads becomes quite easy after a while. This is the problem - there is not enough variation in the game, only the grudge match really.

I think people expecting a good version of the arcade will be disappointed, many of the features just aren't there. The audience don't join in the fight, for instance.

Considering the C64's limitations it is a quite good game (but you may get bored).

## CRITICAL FACTOR



DANGER RATING 77%



Oh - A severe twisting to full effect (without a bad guess) 'P' appears to be shortly reborn as his ability to father future generations of the black-leather masked family.

## PIT FIGHTER

# 2-HOT 2-HANDLE

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## THE JAMES BOND COLLECTION

### POWER INFO

Supplier:	Domarc
Price:	\$3.99 Tape, \$7.99 Disk
Availability:	Out now!



Aah, Christmas is here, and there's no better way to celebrate it, but allowing yourself to be led from the dinner table, after a slap-up meal, into the living room so you can put

if '00' means licence to kill, then **RAK Henderson** must have '00' in front of his code, which gives him the licence to review compilations....

play of fact. **LICENCE TO KILL** Based on the most recent Bond movie, this was considered to be the best Bond game. Although it's a little tough on some levels, the varying gameplay (again) gives you enough to keep you wanting to play. **LIVE AND LET DIE** A boat game that's like a driving game - need I say more?

The James Bond Collection is like the films, okay for a laugh, but not an awful lot to it. ☹



your feet up and watch... the James Bond movie.

And what better to load up on your console, but the James Bond Collection: **THE SPY WHO LOVED ME** This is a peculiar cross between the ancient game *SpyHunter*, and a shoot-'em-up. It has several different levels of varying gameplay, and already it's well worth a



### POWER INFO

Supplier:	US Gold
Price:	\$5.99 Tape, \$7.99 Disk
Availability:	Out now!

**Rik Henderson** is a bit of an arcade game freak. That's why we've sent him to the Betty Ford coin-op clinic, where overindulgence in the name of the game (and I thought it was **Cage-em Collection** - Jeff)...



Right game? Do you know what this means? Er, it means that you get eight games on the one

pack, but it also means that you get a full software collection for the paltry price of one game - it's disgusting. I mean, I had to collect for ages just to have a couple of hours. Let alone a whole 'flippin' couple - it shouldn't be allowed.

But you must be a bit chuffed that it is, and just look at this line-up:

#### SPIDER

This is a very classy arcade-adventure in the Turanian mould. The graphics are tremendous, but it is the frantic exploration, and shoot-'em-up style gameplay that has you dribbling down your chin for more.

#### U.N. SQUADRON

An above-average shoot-'em-up that offers two player simultaneous action, as you fly into the Middle-East and blow the bag out of hundreds of enemy aircraft.

# CAPO COLLE

tanks and anything else you can aim at a viable target (or, everything in otherwords). **LAST DANCE**

This is also a simultaneous two-player shooty, but it scrolls vertically in preference to horizontally (like *U.N. Squadron*). It's a bit average, and I can't say that I was too enthusiastic about it. **FORGOTTEN WORLDS**

Ern, this is a bit useless to be honest. I remember when it originally came out, as before I'd looked at the arcade machine and said "There's no way anybody'd going to aim to do that on the C64 (or any other home computer, come to think of it)". And I was right! It's a horizontally scrolling shooty, with very little going for it. **GRAND AND GRAND**

Aah! Here's the roared chestnut in this bag of nuts, for surely it is the best C64 arcade-conversion of all time. As the sequel to *Greets and Greetings* (originally released by Elite years ago), it was right-on identical in its horizontally scrolling, arcade platformy style shoot-'em-up gameplay, but was so much **BIGGER**, with better graphics, completely smooth sprites, and brilliant mid-level scapes that it was as comparable to the ages old game as a jury steak to a small piece of bacon. It's well worth the cost of this compilation alone. **SPYCAST WARS**

This is a bit strange. It's a bit



### CRITICAL FACTOR



# COM ECTION

like a shoot-em-up, with two-player simultaneous action, but you spend the entire game on horseback, while slaying at the screaming enemies with your sword (what did you think I was going to say?). The goofy colored graphics make it hard to determine what is going on, and the gameplay is ultimately dull.

## L.E.D. STORM

This is a very reasonable vertically scrolling car-racing game, in the mould of *SpyHunter*. You have to race, at break-neck speeds, towards your destination in a certain time limit. There are many obstacles in your way, and it's not really a game for those with patience, or (b) a crap joystick.

## STRECHER II

Speedy enough, this isn't as good as its predecessor, but it offers more depth, and much of the same kind of addictive fun.

The whole pack is a bit like having Cable TV, there's so much to it that you don't really notice the bad elements. But it's definitely worth the speedo-blast of anybody's money! ☺

# SUPER SIM PACK

Another meaty comestible or a split-in-a-bucket job? *Rick Henderson* dips in his finger and sees if his taste buds can handle it...



US Gold seems to have gone mad! Bombers' compilation

with Capcom Collection and now Super Sim Pack - with MAR and Super Mega to come. Not that I'm complaining, but to be fair to have a range about four games for the price of a step-up driver at Mrs Miggins' Pils Shoppe, it's just... well, my detestable gets a bit crazier sometimes...

## CRAZY GARS II

Um... Er... it's not

great! And it doesn't really feature many cars either. In fact, it may have been more accurate to have called it something like *Greg Racing Game II* - except it probably wouldn't have sold many copies.

The problem is that the Amiga version - which I must admit to playing - was a car exploration game that had you not only avoiding the cops scattered about America, but navigating the complex freeway system. The CD4 version however offers the chance to race along, avoiding cop cars, and so, that's it.

It's a pretty fast, but it would also go pretty fast to my (b) if it wasn't on a compilation.

## ITALY 1990

This was, surprisingly, the best of the World Cup orientated footy games that came out in 1990 (obviously). I say 'surprisingly' because *Kick Off 2* came out on the CD4 at around the same time,

and that 1990 murdered it in every respect.

The gameplay is top-down as you race about (at a fair old speed) the pitch in



your goal to score, or, goals. Its presentation in immediate and the players' levels that are shown to you pre-match

actually have an influence on the way they play. Although the World Cup went by yards ago, some games are worth playing again and again, and this is one of them.

## AMORBE RANGER

This is quite an old game that's pretty much a cross between *Commando* and *Battle Command*. *Battle Command*, in the respect that you have many missions to choose from, and you have to plan your assault before play. And *Commando*, in the respect that it's really an arcade game under its simulation halloween costume.

That said, the arcade section - where you run up the screen, killing the enemy and burning their ammo dumps - is fairly involving and the game is best appreciated if you've got a Sunday afternoon spare.

**INTERNATIONAL 3D**

## POWER INFO

Supplier	US Gold
Price	£19.99 / \$29.99 / \$19.99 / \$29.99
Availability	Out now!

## TRAVIS

"And here comes Decker, or, I don't remember him looking like a coat-hanger. Maybe it's a new training technique!"

**INTERNATIONAL 3D** Travis is quite easily, and categorically, the best tennis game ever.

The only strange thing about it is that the two players on the court are in wire-frame graphics, and they wobble about as if there's an unwholy gale blowing through the court. Apart from that, you can view the action from 10 different camera points, you can play any of the hundreds of tournaments an offer, you can have two-player games - in any style of turf you desire. In short, it's a ball.

The pack, even though it's only got the four games, makes up for it in depth, and *International 3D* Travis will have you gripped every Wimbledon fortnight for the rest of your life. ☺



## CRITICAL FACTOR



## CRITICAL FACTOR





# SO CUTE... IT'LL MAKE YOU PUKE!!

Something very bizarre has happened in the fairy village... the inhabitants have changed from charming chappies into fluffy fiends! It's so bad they've even gone and kidnapped the beloved 'Moon' of our angelic fairy horses, Tam and Bill.

Now she lies captured in the top of the Maboots Tower where she can only be saved by whipping anything cuddly on the head with their magic rods.

So cute... it'll make you puke!

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# DOUBLE DRAGON

## THE

# ROSETTA STONE



### THE TOUGHEST JUTS GOT TOUGHER!

From the now annual bestseller, in the linking final episode only those with a superior mastery of the fighting arts will survive the toughest challenge yet in Double Dragon II. Equipped with machine-guns, grenades, knuckle dusters and swords, your journey will take you through five perilous missions in exotic locations throughout the world.

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**Richard Taylor** has very oddly-shaped balls, but does he flash them around Cardiff Arms park? Of course he does!

# RUGBY

THE WORLD'S CUP



Rugby isn't really my game and, to be quite honest, I'd rather sit in a dark and hole-

on a chair in wait-

Wait for 11 days then load this game. Or so I thought. When it came to it, the game suddenly seemed rather appealing, so down I sat and played it.

First impressions were: "Oh dear, this looks exactly like Kick (2). Not that I don't like Kick (2), but oh dear!"

I tried to get to grips with it but I really couldn't seem to. The movement, although reasonably fast, is jerky and imprecise. It is difficult to tell whether you have the ball. The scores are fairly difficult, I could never seem to win them. Apparently you wobble



the joystick like mad, but this makes no difference.

It really is a matter of being patient and learning passes and runs. A good

**5 balls you would like to kick**

- 1) Terry Christian's
- 2) Bob Monkhouse's
- 3) Micky Mark's
- 4) The bloke that drew Mighty Mouse's
- 5) John Major's

**POWER INFO**

Supplier:	Smart
Price:	£19.99 Tapes, £19.99 Disk
Availability:	Out now!



break will lead to a try, otherwise it is rather hard.

It is also hard to tackle, or rather catch the remainder of the opposition with the ball, since all players seem to run at the same speed. I never won a game! A few poor design areas



drop the level of the game, like the wrong colours for teams (black for England? White for New Zealand?) I wasn't really impressed.

**CRITICAL FACTOR**

**4**

**CRASH TESTING 40%**

# P.P. HAMMER AND HIS PNEUMONIA

**Jason Atter** gets his tool out and slaps it about. Can he write the rest of the review without saying GO-ER GO-ER?



Very few games these days have the ability to capture a sense of humour. Maybe

I'm beginning to become paranoid at the same old "gone ideas" but I'm paranoid no more! Here's a game that will give you enjoyment and, most of all, more laughs than any of Les Dawson's jokes, fo, fo!

So what's this game called? Well for... Are you still waiting? Well, it's P.P. Hammer (and his pneumatic weapon). You're probably thinking he must mean MC



Oh I always knew he was a snoot!

Hammer? Nope, P.P. Hammer is one of the latest jump'n'run games, with no connection whatsoever with dodgy kids music, because P.P. is a teeny bopper (like Kyle and Jason Corvino) and he doesn't wear fly away kooles!

He's also armed and somewhat dangerous when he has his friendly assistant - the pneumatic hammer (er... I've never seen a friendly drill before! - Ed) (I agree, how Jason take these tablets! - CP doctor).

P.P. Hammer has to find and collect as many hidden



treasures as possible, before going on the search for the special door which, in turn, will lead him onto the next stage to conquer!

How does he go about doing this? I fear you cry. With that trusty old pneumatic hammer (it's now trusty and old! - Ed) (I think we should take him away! - CP Doc) (he can destroy whatever is in his way. The way in which you can collect the items scattered around in two ways: either you touch them or run over them.

The items all have a major role if you are to succeed, and include a red bottle which will enable you to recharge your pneumatic hammer. The hammer loses power if the enemy hits you, or if you fall through trap doors into water or fire.

And it is this point that brings us to an important fact about P.P. Hammer. The game structure is of a very high standard, as there are puzzles that must be solved before you can go on, and they take some consideration.

Plus you have to beat the clock as time is against you.

Do not despair though, all games are beatable as long as you



# HAMMER DYNAMIC WEAPON

from the extra, like the blue bottle (which gives you more power to jump), a yellow bottle (this will enable you to gain invulnerability), or all barrels (which makes you dig faster and deeper).

All the items that are collected will be indicated in a box which can be activated by pressing one of the function keys.

Also do not think once you've drilled a stone away that it, because the stone will reappear after a short period of time, and if you're under it at the time one of your few lives will disappear.

The levels vary of course, they become harder and harder! level 1 is a basic adventure puzzle, whilst level 2 (the 'Carnemaster') tests you a little more with rats, trapsdoors, etc.

When you're in trouble always look for a Teleport to transfer you to the hidden places (a major asset).

In your quest you'll come along rough animals and intelligent enemies, where tactics

are important if you want to lose them.

Level 3 is based on Egypt, whereas level 4 is 'Ice nigger', and the reason why I mention these two together is because the surfaces affect you. Slippery stones as in level 3 make you run slower and slide away. In

## POWER INFO

Supplier: D.M.L.  
Price: £18.95 Tape,  
£19.95 Disk  
Availability: Out now!

Egypt you deal with firing heads which zap your energy away!

But don't just take my word for it, go out there and try this game; it's really witty.

The graphics are something that must not be missed, along with the sound effects - the best I've seen up to date.

Even humour is there in abundance. I would like to tell you more, but I don't want to spoil it for you. ☺



☺ If I had a Hammer, I'd hammer in the morning, I'd hammer in the evening, all over this land, I'd hammer out danger, I'd... (Shut up - Ed)

## CRITICAL FACTOR



SINGLE RATING **92%**

Fearing that Rodland could be a place where middle-aged rock singers with the surname 'Stewart' are the dominant life-form, **Richard Taylor** packs a large stick and prepares to knock some musical talent into the top...

# RODLAND

## POWER INFO

Supplier: Sun  
Price: £18.95 Tape,  
£19.95 Disk  
Availability: Out now!



This looks like it could have been the follow up to New Zealand Story or Bubble Bobble. It is set in a very similar 'cutey' style.

You take control of Tain or Rin, or both if you have another joystick and a helpful person nearby, and you must work your way through four levels of eight screens to rescue your 'Morn' in 'Maboots' Towers. At the end of each level a humming-gaboodle must be dealt with.

You are presented with a screen of ladders and platforms, with flowers and bubbles (which shirks with legs and the like) dotted around. The aim is to first collect all the flowers - to collect an extra game - and then dispose of all the enemy sprites.

The method in which you do this is rather odd, pressing fire captures the enemy in your magical wand (or rod) and pressing it twice again swings the topless



creature back and forth, bashing them on the ground. When they have had enough they die and kindly leave a bonus object for you to pick up. These are either weapons or items.

The letters spell out EXTRA when collected, and the weapons vary from two ray devices (everything-in-your-path and bouncing beams), to large explosions and missiles.

When it comes to the end-of-level bosses, only your rods can be used. Some of these enemies are quite large, like the whale and elephant, so a lot of punishment is required.

The graphics on these monsters look really good. In fact, throughout the game they are of top quality. The characters are very cute and finely detailed, but, unfortunately, the backgrounds are a bit simple, although they do their job well.

On the whole an enjoyable game, especially with two players. ☺

## CRITICAL FACTOR



SINGLE RATING **82%**



# DOUBLE

## POWER INFO

Supplier:	Storm
Price:	£13.99 Tapes, £14.99 Disk Set (new!)
Availability:	



Confused, he says "Men who make having his midgets stuffed in for the

take of a few ancient artifacts is man with awy few martians!" Or something like that anyway.

So we're to take it that

Jeremy and Billy, the heroes of the countless (or, three to be precise) Double Dragon games, have empty pantries. They're both a link short of a paper chain. Their nice cuppies are missing a "sweep", if you get what I mean.

This, however, does not affect their sense of morality and judgement and when the stupid (but blatin) (who's obviously an Essex girl) is kidnapped again, they set off to find the Rosetta Stones (small, round, glowing objects, not old, obviously,

When you see a man in the middle of the street dressed in his karate pyjamas and sporting a menacing grimace, you can bet your bottom dollar that he's either on a quest to find the ancient Rosetta Stones, which will bring him power and glory, or he's just escaped from the mental hospital just down the road. **Rik Henderson** is such a man, and let's just say that he dribbles a lot...



has been reeked) in order to pay for her freedom.

Unfortunately, the Stones aren't easily found. You can't just wander into your local

Safeways and say, "I'd like a pair of your large margerols, and three Rosetta Stones please!", because you're more than likely to be arrested. Instead, you have to find someone to lead you to them.

This man is Minko, better known as 'the man with the stick' - a crumpled old fart who lends a few very convenient adverbs throughout the game, generally after you've had your codings wrapped

to, though, you have the glorious chance to 'boot up' in a weapons shop at the beginning of each level.

You have to buy the different options first before you, in much the same way as you'd have to buy an ice-cream from an ice-cream shop, i.e. with real money.

At least, the real money



© Nat! The big evil one seen wipod the smile of his face when he got a nice shover in the chops. Unfortunately, his mouth was so big my foot got stuck and I had to carry out the rest of my life with a huge moustache as a pillow!!!

## FIVE THINGS THAT YOU COULD USE FOR KARATE FILM SOUND EFFECTS:

1. A kick in the stomach - Get a taste of beef and repeatedly kick it until it gives the required 'low' notes.
2. A slap against the face - Whip a wet towel against the wall, for that all important "bleh" effect.
3. A punch in the mouth - First punch a cabbage with force and then drop some tie-facs (mish-nests) into the flour to simulate the foaming of foam.
4. A severe blow to the neck - Break a plastic ruler across your knees. "Karachi".
5. A kick in the nads - Er, go a kick someone in the nads and run away very quickly!

around the nearest tree, and leads you to the ultimate battle with 'The Strongest Fox in The Universe' (TM).

Along the way, you have to kick, punch, gouge, mobble, and give a general good twatting to everybody who happens to stumble across your destructive path. Before doing

part is in reference to the arcade machines, as each 'power-up' costs you a real, honest-to-god, credit.

Thankfully the game supplies you with several credits before you start, so you can put your wallets back in the place they really best, and nobody gily the game on the cheap. Before you buy weapons, though, you have to consider that these credits also allow you to continue once all your lives have been lost, so it's a

# DRAGON

line type of choice between getting to the end of the level easily, but risking dying in the process, or get through whilst sparing of your cash.

All the weapons shown, you can also buy 'tricks' (a bit like Alan Green - the Director of prosecutions who was recently caught, or, karate-crawling), which are extra moves, for which your over-bouncing, over-paced hero can perform.

You can leap in the air, landing like Chubby Checker (and, in the process, kicking the crap out of all in your radius), or you can leap up the side of walls, bounding back off with the force of a stampeding giraffe, and other incredible moves - certainly incredible for the limitations of the C64's graphics ability.

Double Dragon II is made up of three distinct factors: 1) It's a horrendously-scrolling beat-em-up for one or two players. 2) It has reserves of crime to plunge your too-

cops into. And 3) The end-of-level battles are boss-usage!!

It's graphics are outstanding. The gameplay is finely honed so that you'll never get fed up of kung-fu fighting. The stories are

available, and (spoofily) it's even better than the arcade machine itself, which I thought was a bit less playable.

A cracking wishbone in the finely-crafted land of a Commodore games market. ●



As soon as we stepped into the bar, the door closed behind us and we were attacked by several bouncers. Being clearly out of his mind, they kept chanting "We shall overcome" repeatedly.

great (well, they do grate after a while).

The C64 version also has the ultimate accolade of being the best version



## OTHER INCREDIBLE MARTIAL ARTS!!

### Karate

Lots of strange fellows in pajamas hitting each other with fist their own hands and feet. Indeed 'karate' means open hand!

### Judo

Lots of people in similarly strange night-clothing throw each other about the gaff. Still no weapons though!

### Luft

Four opponents battle it out with but a small receptacle containing a die, and a few badly-wired (R, you've played a lot, get on with the real martial arts or you're frow!) - (C)

### Kickboxing

Two people stand in a ring and puff each other up using a cross between boxing and karate.

### Kendo

Two (blokes (or girls)) hit each other with large sticks. They are quite protected though, with lots of padding, etc.

### Kan Dodi!

Another man who uses a stick. (Look, I'm warning you! - (C))

### Kung Fu

(R, similar to karate - as in the TV's song "Everybody was kung fu fighting. Those kikka were fast as lightning!")

### Tai Chi

Not so much a martial art more a form of meditation to propel you to a higher state of consciousness.

### The Rank

The art of hanging a piece of material off your neck at a sufficient angle so as to cause maximum psychological damage to your opponent. (Fight, man! It's You're dead!! - (C))

## COMMODORE POWER'S TOP MARTIAL ARTISTS!!

1. Jean Claude Van Damme
2. Bruce Lee
3. Jackie Chan
4. Cynthia Rothrock
5. Chuck Norris
6. Steven Seagal
7. Leonardo Furti
8. The Kung Fu Kid
9. Brian Jacks
10. Santa (R, perhaps not)

## CRITICAL FACTOR



ANGER EXTEND 91%

# FINAL BLOW

Sounds like the last move in a game of blow football, thought **Jeff Davy**, but when a knockout punch from the cat laid him out on the floor, he knew the game was up (No it isn't, it's boxing! Ed).



"I could've been a contender" is a poor excuse when you're carried out of the ring, bleeding.

Dreams shattered, confidence shattered, bones shattered. That's the spirit of boxing (as opposed to Jack Daniels which is the spirit of rock 'n' roll, according to The Doors' Jim Morrison).

Furthermore, that's your task in *Boxer's* new sport sim. Barring in your mind is the desire to be a Champion. Unfortunately, there are 10 other boxers with the same idea burning in their minds. So you have to be the toughest, toughest slank of muscular bod-head to enter the ring since the last one got stretched out.

Even before the sound of cheering crowds and ringing bells can fill your ears, you've



Oh that's what I like, a good punch into the gutted area will cause that required vomiting effect - either that or it'll add a new meaning to 'hard-core'!

number of rounds in a match, the order of opponents and the number of players. The last is important if you want to bog-tail out of a friend.

So it's into the ring against either a choice of

trousers-time) or the first opponent in a league. If you play in a league, the season lasts for nine weeks and points are awarded (3 for a win, 1 for a draw, slash for a lost match but nothing for a pair, not in this game, er, sorry, come over all 'Bruce Forsyth' there), the winner



So I was just standing there watching my own business when this huge fellow comes up and starts stuffing my nose but it's just not fair, all I thought I'd signed up for was some silly wardrobe packaging job - obviously it was the wrong firm of 'boxings'!

got to choose your options. The length of the round,

boxer (number one is Mr Weak, number 10 is new-

## POWER INFO

Supplier:	Sierra
Price:	£19.99 Tape, £14.99 Disk
Availability:	Out now!

particular way when his isn't) pressed. Just like boxing simulators before it and definitely just like all the martial arts-inspired beat-'em-ups that later software collections the length and breadth of the country. Obviously in boxing you can guard yourself as well as jab, punch long. Basically, all the moves serve the basic purpose of clothing your opponent up something rotten. Unless, of course, he uses them against you!

And now, after the good bit, the bad bit. This game suffers badly from several probs. It has little variation, slow movement, poor sound, neat but ultimately unexcited graphics and, ultimately, little thrill-factor. I found it quite depressingly uninteresting.

Certainly I'm not sticking out a knockout strike against this game (but it's really on the ropes). There are better boxing games to be found. ☹

## CRITICAL FACTOR



CRITICAL-  
RATING

58%

WEEK 10: WOULD YOU BE A...



being the one of the end with the most points. Was that obvious, or what?

Moves are all based upon moving the joystick in a

# COIN-OP POWER

The words 'Associated Leisure Preview' may mean nothing to most people, but to Jeff Davy they meant the chance to go, with his

Commodore Power cardboard camera, to a

swanky show of all 1988's new arcade games. And he did



## ExExEx

What sounds like a rating for the top shelf of the local vid shop is actually another product in the R-Type mould. Your spacecraft pootles from left to



right, taking on all-comers with its mighty laser weaponry, including a super-power-up laser weapon (are we talking familiar or weird?).

As with all new games of this type, the backgrounds and aliens are

different but the gameplay remains the same. A neat laser-view-up that should be an interesting challenge, but nothing innovative or exciting.



## Dragon's Lair II

Not so much an arcade game, more an (incredibly pricey) interactive movie. (Should I? I know whether it's a movie or not (although I've never seen it in an arcade before), but there were a lot of these machines hanging around.)

It's the sequel to the cartoon-on-a-laser-disk original, in which you take control of hapless hero Dirk in a quest to rescue your bride-to-be (or perhaps not). The whole thing relies on short cartoon sequences, during which you have to make a decision as to which way to move the joystick or slash your sword. At the beginning these are indicated by flashing sections of the screen or a flashing sword. If you don't move

fast enough, the game cuts to a sequence where you get squashed/enter/tal down a deep hole, etc.

The thing about this game is that while its cartoon sequences are very impressive (it's like playing a Disney movie) and its humour is great (larger than life characters and amusing plot twists) it is a) expensive to play and b) awkward and annoying in the extreme if you don't move correctly in time - there's no room for error, even the slightest mistake catapults you to the start of the section you're in. It's a pain in the rear end! Other than that, it's OK!



## Starblade

Fans of Star Wars (The Arcade Game) will be instantly at home with the 3D space battle style of

Starblade. The game presents you with a spaceship gun-barrel-view of a space battlefield and gives you the task of blasting the stuffing out of everything present. The ship for which you appear to be the gunner sweeps over each stage of the battle area of its own accord, sweeping

over giant battleships and through mini-asteroid fields. You move a central target and unleash four spinners of laser death to all and sundry.

Strangest of all is the weird bowed screen which distorts the top and bottom to make it look like a truly all-surrounding view of the damage. This really adds to the gripping, rollercoaster-style appeal of the game except, unlike a rollercoaster, you have something to do and you don't throw up afterwards!



## Robo Army

It happens every day, doesn't it? A massive army of robots arrive from space and you (and even a chum, too), part human/part robot, have to send them packing with their bottom spanked.

Again, they are massive, comic-book style - large, mean and on your screen (above). As you smash and bash your way through the urban scenario, there are many things to kill - even robo-dog! Impressive and satisfying.



## 8-Man

This pecker's a detective who has to stop a gang of monsters from invading the Earth by hunting them down before they push

off the human race. Odd! The most interesting thing in this horizontally-scrolling adventure



based Master is the speed.

There's some excellent comic-book-like speed sequences as 8-Man (who, apart from being a detective, is also a red-suited superhero-style gunner) chases villains. The (intentional) spectacle is really neat.

Worth playing for the alone!

## King of Dragons

Big, wizard, cleric and dwarf. These are your potential roles in this horizontally-scrolling fantasy-'em-up. You have to attack, magic and generally dispose of evil monsters in your path and several end-of-level dungeons 'n' dragons: escape fees of the mighty large variety.

The graphics are neat and chunky and the game is fairly fun, what's more you can have more than one player at the same time. Definitely worth 30p or so.





# Totally awesome Power-packed Arcade game for 1992:

## Sunset Riders

This Western-scenario game may not have had the hottest graphics or even the sparkiest sound, but it sure as hell was the most gripping and playable. What's more, it's amply convenient to home computer. A C64 version would (hopefully) lose little of the game's innate addictivity and style.

The concept is that of a scorching shoot-'em-up set



in the Wild West, you take on the role of one of four gun-totin' heroes,

including a Clint Eastwood-style floppy hat 'n' poncho

Mexican who polishes off the opposition with two shotguns (yee-haw).

Towards the central theme in Sunset Riders. There's an ever more rollicking history each level with a growing reward to match. You meet them at the end of horizontally-scrolling



levels full of gunplay, obstacles and stampeding farm animals (honestly) in a set-piece screen that requires the leader's destruction of the baddie and his henchpeople.

Perhaps the most amusing crime scene after a train section, a horse-riding level full with baddies everywhere) and more, with British wagspeak.

The Smith Brothers who have top hats and Japanese-style English accents

The game's great. So, who's going to sign it up?



## Avengers



A collection of mighty super-heroes (Captain America, Hawkeye, The Vision and The Iron Man - as far as we of Commodore Power can ascertain) do street-battle in a Resegade style. Using their swords/bows/whatever you need help, then using the bow. What's more, up to four players can trash about at once!

## Rail Chase

If you were looking for the latest instalment of the old 'Two guns and lots of rather unpleasant creatures with impressive weaponry' idea, then Rail Chase is your thing.

The scenario takes grossly similarity to the section of Indiana Jones and the Temple of Doom

when Indy and friends are in a mine-based rail cart, speeding manfully through the undergrowth of a mountain or some such. For this is exactly what happens. You are plonked unconsciously in a rickety cart and must blast everything that gets in your way. Predictable, really.

That said, it is particularly fast-paced and, on the machine I saw, bolly loud. There are plenty of things to destroy and it's pretty impressive. It's surely meant on two-player mode, too!



**TWEET,  
TWEET, MAN!**



# THE BUDGIE COLUMN

WITH JASON MILLER  
AND RIK HENDERSON

## THE SCORING SYSTEM:

NO STARS

☉  
○○

○○○○

○○○○○

So crap you'd think you'd trodden in something nasty?  
A lot, or, actually!  
Skill a bit on the duff side!  
Completely and utterly mediocre!  
Worth spending the budget-like spendables on!  
Truly awesome, dude!

## XYBOTS The Hit Squad £3.99

The Xybots have landed and will destroy all, so blast 'em up with that amazing zap gun (which is stronger than Domestos - the germ destroyer that colonises all unwanted filth).

Your mission is to penetrate an underground complex to overcome the Xybots, evil robotic monsters who await your visit - ready to have the biggest blow-up.

You have to battle against the Xybots through thick and thin over many 3D corridor perspective mazes - and a friend can even participate, too.

While you explore the corridors, finding the quickest way out, working out the maze routes, vaporizing robots like it was no-one's business, you have to rescue human hostages, and blow-up Xybot machinery, until you get to the mean-as-a-matter and-of-level bad guy.

The action is frenetic, the graphics are slick, and the game itself is as playable as they come.

JM  
0000

## BATMAN The Hit Squad £3.99

You've seen the movie, eaten the cereal, worn the pyjamas, now play the part of the super-hero in a high action adventure like you have never seen before.

The Caped Crusader, or 'Batman', must - with a spot of help from you - fight his



Crusader to an exciting point-level 3D-adventure in which you control Batman and only he, in his search for various artifacts - such as the 'Cross of Coronado'. The game accurately simulates the life in the tank



way through levels of action and high flying acrobatic acts as he battles against his multicoloured and sinister in this life or death situation.

There's a staggering 5 scenarios, which involve beating up baddies and taking-up high speed chases in the Batmobile - where you can corner at 90 degrees (and you try doing that is a God Gift).

And, finally, not forgetting the blood battle fight against the Joker which makes for a truly great game to go with the film.

My only disappointment is that there's no Kim Basinger, I guess she was just too easy for this game.  
JM  
0000

## INDIANA JONES AND THE LAST CRUSADE Plus £3.99

Indiana Jones and the Last

stand, except Indy could be killed in the game. Of course, plus there is no easy blonde girls to get in your path.



There are guards who will grab you a hard time, until you give them a taste of your whip, and you have to navigate your way (without cows) in this four level adventure.

The ultimate goal is to discover the Holy Grail in order to save your father, and only the bravest will survive.

You've got to collect icons, avoid all forces - as it





displace header one in the dark!) would have never have guessed!) - plus whips, although lady is not into bondage.

So, destroy the rats and invade knights and capture the holy grail in this best-of-top-classic. **J&F 04000**



### 3D STOCK CARS II E&J Software 02.00

Go, baby, there I was sitting alone in front of my C64 waiting for 3D Stock Cars II to load, contemplating why I'd never seen 3D Stock Cars I, and the game loads.

I started it up, after choosing my options carefully, I listen to add, and... clunk... my jaw hit the ground faster than a skydiver without a parachute.

Now forgive me if I'm wrong, but doesn't 3D mean, like, er, 3D? Aren't we meant to be treated to a viewpoint that resembles the real-life form of three-dimensional sight? 'Cos 3D Stock Cars II is more like Top-Gun, that is a pancake, Stock Cars II. No wait, it's the game that counts.

And this game is rather good. It's another version of that old classic, Super Sprint, although it also relies on variety of equipment, and a track construction kit, more than the arcade game.

At times it's a bit slow, and the game-play becomes monotonous,



### QUATTRO FANTASTICO Codemasters 02.00

A compilation of four games that was previously to be called Quattro Pets, I think you can see why it wasn't!



O it's incredible how these darts players stagger to the side after ferocious jabs of Mrs O'Malley's Bleeding Fat Buns, let alone thing their noses. I remember once when Bill the Bloody Billiard ball over and impaled himself with his Union Jack!

### Monte Carlo Casino

This is, in itself, a compilation of four classic gambling games. There's poker, blackjack, roulette, craps right, Jenkins, kindly leave the classroom, and a jackpot machine that would rather not give you any cash at all. The card games are quite good fun, and fairly tough to beat, but the others are bit on the weak side.

### Wacky Darts

Darts games are, of course, quite reasonable - you'd have to think way back to 'Bullseye' to come



up with a fast one - so any darts game that hopes to cut the grade needs to be a little different. Wacky Darts is.

All the apparatus have different traits, and even

propel various types of sharp object at the board, and the game itself is easy enough to undertake without being too simple to master.

### Fruit Machine Simulator



O it's incredible how these darts players stagger to the side after ferocious jabs of Mrs O'Malley's Bleeding Fat Buns, let alone thing their noses. I remember once when Bill the Bloody Billiard ball over and impaled himself with his Union Jack!

## BUDGIE GAME OF THE MONTH



Five other players, and you can load different question packs. A good laugh when you've had a few too many drinks.

### Fruit Machine Simulator

The odd argument is, "why simulate a fruit machine if you can't win any money?" Well, it is round these parts. My answer would always be, "so what?", if the game's fun, like today's



O One more joke about the word craps and Jeff will have a coronary - and if that isn't an indication I don't know what is, so here goes: Craps? That sounds a bit like 'Craps', he, he. Fear, fear! 000-0000000000 (sound of Jeff stamping to the ground!)

style of fruit machine, portrayed here, with a multitude of features, nudges, holds, etc., surely it's just as fun to play as real Vegas On Helms. Cleverly simulates reality.

What a bundle of seriously joyous games at an incredible price. **000**  
**00000**



TWEET, TWEET, BAH!



but it's a well-programmed bash at trying to do something new with the genre. **RM**  
**000**



**TARZAN GOES APE**  
Codemasters  
**£3.99**

I'm sorry, it's completely unforgivable. I'm afraid I'm going to have to throw this game in the bin immediately -



not because it's bad, but because the pun in the title is so heinous that whoever thought it up should have their dangly bits shoved into a lawnmower and the buttons pressed by the game-playing machine.

The game itself is a reasonable attempt at platform action, in the vein of *Toki*, and such-like. Tarzan has been turned into a monkey, and he has to leap and bound about, avoiding the creatures in the jungle, and collecting the pieces of



**SKY HIGH STUNTMAN**  
Codemasters  
**£3.99**

that this vertically-scrolling shoot-em-up is actually

addictive, as most games of this type invariably are.

Crimes, you Dodies aren't pulling the wool over anybody's eyes y'know. Sticking an average, everyday, common as they come, big standard, etc., shoot-em-up in a box and calling it *Sky High Stuntman* won't fool anybody (well, actually I thought it was a bit unique - Jeff). You could call it *Death Rescue With Wings*.

Waspairy and it would still be a blooming stookey.

Once my niggles about crafty naming of games is over, though, I have to admit



quite playable (if not unique). You get the chance, throughout the many different levels, to take the controls of jets,

If you've got four squidges and you're not out off by the fact that you've already got three billion-fraction of these types of games in your collection, I'd give it a whiff. **RM**  
**000**



antidote to turn him back into a perfectly perfect beach-cape with the brains of an American swimming champion.

The graphics, cute as they are, are a left cramp to behold, but the gameplay's there, and that's what matters really. **RM**

**0000**



**THE WONDERFUL CODIES COMP0!!**

"D0... Sagger! What are we going to fill this gap in the comic with?" Said JB, quite bemused. It is equally vexed Jeff.

"How about a picture of Rubdy the Red Nose? Heider?" Said Jeff. "How about a wonderful fudge column D0rino compo?" They both roled in unison, as they only do the same way-often, but speaking from the same orifice.

"Humint!" Said the readers.

So here we are with a completely full compo card of budget kings Codemasters, as they've given us not one, not two-hundred, five hundred, and three, but five...count 'em, FIVE glorious, exclusive-D0xy T-shirts - with a picture from the box of the latest *D0xy* game on the front.

All you have to do is begin with a chance of winning one is send us a postcard (or sealed envelope) with your name and address, and the answer to the question: "Who's your fave number one bit with *D0xy*?"

Send them to: **You're making me dizzy compo, Codemasters Power, 14 Highbury Grove, London, N5 2EA**

The winners will be drawn on February 1st.



# OZIN' EUGENE'S SCUM OF THE EARTH

As Eugene flew through the air, he wondered why exactly the landlord took offence to his remarks about the lager and deep fried "cholesterol special" jumbo sausage. It dawned on him as his teeth shattered on the ground that maybe it was the remark aimed directly at the landlord, concerning his face and the sausage.

"Oh well", spluttered Eugene. "At least I didn't pay"

Eugene has recovered from his sound beating and is here to present to you the best tips this side of the cosmic planet. More what? About sausage and cranberries for you this list...

To start, here are some major tips from Paul Wazme in *Gunhead* for the classic game, *Mercenary*.

- 1) Try to leave a vehicle outside each hangar as this makes them easier to see from a distance.
- 2) Certain objects will get a higher

price if taken to the Mechanoid base at 00-00.

- 3) Here are a few ways to escape from Targ:
  - a) Make one million credits and buy a place on the Interstellar craft.
  - b) Destroy all

A large selection from Scott Crawley in Victoria, Australia.

## Black Tiger

1) Try and get as much money as possible as it gets you armour, keys, golden and superior weapons to the one you start with.

2) Shoot the walls because there are a few cavities hidden that contain coins, armour or sometimes a life. If you shoot skeletons in the cavities, you may get more gold than normal.

3) When you get to the Blockheads, go only far enough to the right to get them bouncing and then to the left, trying to keep only one blockhead in sight. This can then be defeated fairly easily. Repeat this process until they are all dead.

4) On the title screen, type AACAA, including the full stop. This should start you off at various points on the first level, and some times at the end. This does not always work.

## Superwonderboy

Always jump when you walk, as there are many hidden coins lying around. (Er, sometimes I think everybody might already know that! Ed)

His high score is 451,520!

Mechanoid buildings and be rewarded with a free place on the Interstellar craft.

c) Nick it.

right until you get to the door. Unlock the door and leave key a tiny way up the screen outside.

Enter room and go through the door to the right and get the tools. Go to left door and pick the lock with the tools. Get spade. Go back to the bedroom and drop spade and tools in tunnel under the stove.

Go to room next to entrance to breakfast area and get red cross parcel. Open it and get money. Go to breakfast area and go through left door and get key.

Go right, up, right, unlock door with key A, right down, down, down, left, up. Drop key A.

Get sergeant's uniform and put it on. Do not get trench. Return to breakfast area. Put money in tunnel. Get tools and go to door next to red cross parcel room. Pick lock. Go down, right, down and pick lock at bottom. Do not get key.

Get ID papers behind chair. Drop uniform. Put ID, papers and tools in tunnel. Go to roll call then bed.

## Mice Dot

Here is some help for you. *Mice Dot*. These jokes will give you unlimited lives, after resetting your computer. PHONE 43643, 173 PHONE 46767, 161 PHONE 48044, 158 and use 575 574096

Now for a solution for the Great Escape from Alan Hodgman in New Zealand

## Day One

Exit room via left door. Go to entry point at the bottom left hand corner of living area.

Escape the left leg is key B. Get key. Follow fence to the



# DOZIN' EUGENE'S SCUM OF THE EARTH

## Day Two:

Go to red cross parcel room and get the parcel. Open it and get wirecutters. Go to tunnel under stone. Get spade.

Grind through tunnel until you get to the collapsed section. Dig through section. Go to other end of tunnel and drop wirecutters there. Return to entrance and get ID papers. Now leave them with the wirecutters.

Return to tunnel entrance. Drop spade. Follow other prisoners around.

## Day Three:

Get third red cross parcel and open it. Get bar of chocolate and drop it in the tunnel. Follow prisoner routes to get to exercise area. Go down tunnel until exercise time is up. Get ID papers and wirecutters.

Go to top edge of area and cut wire. Drop papers by the sandy spot. Cut wire. Stay in tunnel and drop wirecutters. Exit tunnel.

Let yourself be captured by the guards.

## Day Four:

Get fourth red cross parcel and open it. Get compass. Let computer take you to red wall, and breakfast time. Go to tunnel. Get spade. Go to collapsed section and dig through. Drop the spade and get the wirecutters. Wait until exercise time ends. Drop wirecutters get ID papers.

Keep going up and you will escape.

## Some general hints:

If you're wearing the uniform, then only the commandant can get you.

When running away from guards walk close to a wall and go around a corner to get away.

Time your trip through the guards quarters well, or you'll end up in solitary.

## Level 5: MOON

Level 11: DISK  
Level 15: DUCK  
Level 21: GRIM  
Level 25: TRAK  
Level 31: GCLD  
Level 35: COLD  
Level 41: BANEG  
Level 45: MUPC

## Some general tips:

- 1) Bullets for balls are handy for killing bugs. Watch you don't miss though because you only get 8 per level.
- 2) Icons are useful. They may give you more weapons, a little extra time, faster speed, a shield or kill all the bugs on that level. Only go for the closest icons though, because they disappear quickly.
- 3) You can kill bugs by rotating blocks and hitting them with walls. Timing is important. Use straight paths instead of corners or junctions for better results.

## Ramparts

POKE 1 89H, 95 POKE 1422, 95 and SPS 3577

## Inspector Heed in the Interchange

Here are all the level codes, supplied by Jo Anne Redhouse from Wales.

## Spike in Transylvania The solution

Pick up glove and handle, go to door, L, go through door, pick up gold, go through door, R, R, R, drop gold by guard, R, use switch, R, go through second door, U, R, 1st door, pick up key, R, drop key, U, U, get key, use gloves on rope, get bat, D, D, D, drop key, L, U, second door, 1st door, U, 1st ladder, get juice of food, R, get key, U, R, get cross just to

ghosts, get cross, give lunch to farmer Pike, get walls, R, R, kill ghosts, get cross, R, R, 2nd door, 1st door, R, R, through door, L, use switch, R, R, get torch, R, through door, 1st door, L, L, through door, kill ghosts (with cross), get cross, get book, R, R, 2nd door, use walls, don't drop them to cross man, get bone, R, get key, L, go back across man, drop walls, 2nd door, L, L, through door, 2nd door, 1st door, 2nd door, 2nd ladder, R, drop book in cauldron, get to, L, through door, through door, L, L, drop cross, L, 8th times, through path door, use fire, drop fire, R, get wire, through door, get key and cannonball, through door, L, through door, R, through door, move cannon right, drop ball, and torch on cannon, D, drop bone just to scare dog, R, through door, L, through door, L through door, get key and grocery bill, through door, R, through door, L, through door, L, U, through door, R nine times, 2nd door, 1st door, R, R, through door, give fancy music to guard, R, R, 2nd door, 1st door, give plink to guard, use all keys to free masts...

An action replay poke for unlimited lives:  
POKE 18765, 173

Thanks to Chris Le-Gourt of the Wizard for that excellent solution.

That's your bloody lot, for this all-new, scolding, Commodore Power Scum of the Earth!

Next Month, when our leader's in proper gear, there'll be more tips, maps and cheats than the bloody two pages the Eds gave me this lot. There'll also be the first of the new 'Blood Pigeon' series of features, where a well-known programmer dishes the dirt on one of their top games.

For now, here's where to send your tips, etc.  
Dozin' Eugene's Scum of the Earth,  
Commodore Power,  
24 Nightway Drive,  
London SE13 3BA

(And if it's printed you could win loads of games...)



# SUBSCRIPTIONS

*Subs offers that'll go down a Storm (snort!)*

Subscribe to

## COMMODORE POWER

and get a sparkly **FREE** Storm game!

To get this fine example of a quality organ (that's Commodore Power to you!) this ish, you presumably had to wander all the way to the Newisle in the rain, the rain, the snow (although down here in London as we write this - not yet!). Who knows.

Well, how would you like it if Commodore Power was delivered every month to your doorstep? The only person who'd have to worry about weather conditions would be the Postie, and you could save all that time you would have spent trotting off to the shop and put it to better use - like playing more C64 games!

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For a grand total of £28.

That's **CHSLAPEN** than if you bought every ish from the Newisle!

## Choose from:



### DOUBLE DRAGON III

This new kick-'em-up in the martial arts/street violence vein, converted from the arcade machine, got one of this issue's 'Power Packed!' awards for being totally spiffy. A simple tale of boy meets girl, girl gets kidnapped, and boy(s) go out and give everyone a severe beating!



### FINAL BLOW

So you wanna be a boxer? Do us a favour! Everyone's used this joke! (C)... Well, Storm offer you the chance in this latest attempt to capture the dynamism and technical injuries of big-time boxing. One-to-one large doffing is the attraction of this action sim.



### RODLAND

The Cutsey corps ride again with Rodland. Another highly-rated game this issue, it involves two caddy characters off to rescue their 'moen' from the clutches of other cuts, but evil, beasties. This they do over many levels of platforms, infested with nasties and, er, 'beavers'!

Please give me a subscription to Commodore Power that's as shiny as a new brass button. I'd like 12 issues and I'd like one of these boxes...

- || I live in the UK, so I'll be paying £28
- || I live in Europe, so I'll be paying £42.75 (Air Mail)
- || I live in, er, the Rest of the World (big place), so I'll be paying \$51.49 (Air Mail)

What's more, this is where you should send it:

Name \_\_\_\_\_

Signature \_\_\_\_\_

Age (although you don't have to tell us) \_\_\_\_\_

Address \_\_\_\_\_

Post Code \_\_\_\_\_

So, I've told you where I live and which game I'd like, now all I need to do is make out a cheque payable to "LIME LEAFED LTD", send off this form to: "Commodore Power Subscriptions", 24 Highbury Grove, London, N5 2BA - and I rather look forward to my first ish! Thank's Commodore Power!

And I rather like the look of your **FREE GAME** offer, so I'll be choosing:

- || Double Dragon III
- || Final Blow
- || Rodland

# Next Month

In the 2nd "study" issue of

## COMMODORE POWER

# Storm Challenge

The "Commodore Power Humiliation Tour" is full effect, as Rick 'n' Jeff go to Surf Landon and challenge the Storm software posse to a frenzy of Indy Heat arcade game action. Who is the victor?

Words and pictures tell the tale next Feb.

## Behind the cameras at 'Games Master'

Channel 4's vid-game TV series - the studios invaded by the CP gang in pursuit of glamour, violence and a good story. Celebs interviewed! Pictures snapped! Scandal exposed!

## Complete guide to 1991's C64 games

An exhaustive review of all last year's available Commodore 64 games - find out what you've missed and whether it's worth trackin' down.

## Big Thrills

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More news in our HeadStart section than you can shake a horse at. Doolin? Eugene prints

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Post Apocalypse blitzes plenty stacks of your mail. Another selection of

stupidously generous competitions!

And, er, lots of other stuff that we haven't thought of - yet!

## FREE!!

Another magnetic-media-merch! A tape with four spiffy things for your 64. Games, demos, small wildbeest - the lot!

A further stupendous free gift/offer. If you thought this issue's was good, wait until next month!



(Sean Dickson of the Soup Dragons says):

They're free - to do what they want, any old time!!!

COMMODORE POWER - FEBRUARY 1992 - ON SALE JANUARY 10



# P.P. HAMMER

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# SPACE MUTANTS ARE INVADING SPRINGFIELD!

That's right man!

A buncha slimy, horrible, totally gross and nasty monsters are taking over the bodies of the geogies who live here and they wanna build a weapon that's gonna take over the entire planet!

## PRETTY COOL HUH?

Anyway, you're truly is the only one who can see 'em!

I've gotta spray-paint them, get radical on my skateboard, use my spray slingshot, and in general behave like a nuisance, man. Plus, with evil dudes like Nelson the bully and Sideshow Bob rotting in my eye, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

BYE THE GAME!

Thanks man.



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