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Sorry, no discs this month (Boo!)
But we've got FOUR full games
instead! (Hurrh!)

FULL GAMES

- URIDIUM
- CRYSTAL CASTLES
- BLUE MAX
- 5TH GEAR



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The only reviews worth reading are in CF...
... And it ain't been reviewed, until it's been

POWERTESTED!



SUPREMACY

MELBOURNE HOUSE

32 In space, no-one can hear you say, 'Well, bilminy, this is a stonking interstellar combat strategy game and no mistake!'

BACK TO THE FUTURE III

MICROSOFT

40 Marty and the Doc hit the small screen again in the third and final chapter of the time-travelling trilogy. Is it a case of third time lucky for Marty and Doc?



WARLOCK

MILLENNIUM

52 In times past there were spells to cast, but just how long will these Druid games last?



SHADOW DANCER

US GOLD

36 Have you heard the one about the white-clad Ninja and the dog? No? Well US Gold have, and they thought it was so good, they made a game out of it. That's rather good, too...



THE MIGHTY BOMBJACK

ELITE

88 Elite come storming back onto the 64 with the third in the Bombjack series. And guess what? It's a Corker!



SUPER MONACO GRAND PRIX

US GOLD

60 There's no way you can squeeze the mighty Sega coin-op into a 64... But US Gold have been busy and now they bring you the next best thing!



7

GAMES

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- 88 THE MIGHTY BOMBJACK ELITE

CF SPECIAL

12 EXILE: POWER PREVIEW

A long time ago, on a BBC bar, far away there was a game called Exile. Our roving reporter GARY PERKINS builds up enough momentum to take a sneak preview of Avalogic's new title.

32 SUPREMACY COMPO
Virgin strap up the goodies, so you can walk away with a portable CD player - not to mention copies of the best strategy game this side of Melbourne IV...

46 POSTER

This time, it's war... Slip an alien on your wall.

70 FAMOUS FIVE COMPO

Answer a few meany questions and stand a chance of winning the full set of Lord Byron's Famous Five books!

78 MEAN ALIENS

CF's compendium of silly 64 features.

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POWER PACK

FULL GAMES

7

URIDIUM

Hyperion

If you have only one arduous wheel-ramp up to your collection - make it this one. This classic blaster from Andrew Braybrook is incredibly polished with stunning graphics and no-rattling action.

BLUE MAX

US Gold

This ancient, Conan-style shooter is a straightforward,

no-hills, no-mess'n', blow-'em-up-'em sort of a game. Nifty graphics and non-stop action make it great for a quick blast.

5TH GEAR

Hyperion

Take a heavy-duty automobile, add a missile launcher and some heavy velocity and you've got an afternoon's slaughter! Beautifully programmed, with lovely visuals, this little game should have you licking your lips (or wheels).

CRYSTAL CASTLES

US Gold

Sanjiv Bhow has a

plan for

meats, a

longing

for games,

and a

desire for

diamonds. This

interest in

expensive

sparkles has led our

lucky hero into trouble.

Can you help?



POWER PACK 7

ON THE TAPE

SIDE 1

URIDIUM

One of the best shoot 'em ups of all time! This classic arcade shoot 'em up by Andrew Braybrook is all industrial but never tedious. Not only is it fun, but it's on the tape. What are you waiting for - load it up!

BLUE MAX

This old Zenon-style game is a classic arcade-style shoot 'em up. It's a fun, fast-paced game with a wide variety of enemies, a couple of bosses, and some enemy territory - and watch the space fly!



SIDE 2

CRYSTAL CASTLES

Arrange groups of king standing will no doubt be familiar with this old Atari coin-op. US Gold produced a limited edition

80 version - and here it is! Guide Bentley Bear around the platform, collect the gems and avoid the obstacles - sounds like the Fox Box, plays like a dream!

5TH GEAR

With a speed-up sports car, a huge wall of death and a tunnel-mounted machine gun this is a real Sunday afternoon drive! It's a race against time, enemy vehicles and the elements as you jump over rivers, avoid trees and try not to let walls! Fuel her up and let her rip!



Full Game

Full Game

Full Game

Full Game

Time to attack some deep space cruisers, fly a sortie over occupied territory, turn into a cuddly, gem-collecting bear and go for a quick drive in the country - all before teatime! Oh joy, 'tis the CF tape (thank your lucky stars it's nobody else's!)

URIDIUM

US GOLD

Blast that stick into any old port!

GAME OPTIONS

Title Screen

- P1 - One player, one joystick, other pen
- P2 - Two players, one joystick, other pen
- P3 - Two players, two joysticks
- P4 - Increase music volume
- P5 - Decrease music volume
- P6 - Colour screen display
- P7 - Monochrome screen display

During Play
PAUSE/STOP - Pause game. Press P1 or P2/STOP to restart.
PAUSE/STOP followed by **ELABORATE** - Abandon game

The Solar System is under attack! Enemy Super Dreadnaughts have been placed in orbit around each of the 10 planets in the Galactic Sector. They are draining mineral resources from the planetary cores for use in their interstellar power units.

Your Maritz class Space Fighter is transported to each planet in turn, where you must destroy each Dreadnaught. First you must attack the defensive screen of enemy fighters, then neutralise the majority of out-



The Fuel Counter bonus screen (adding to its with fuel, normally). Keep the flashing light for extra points until you 'out'

last defence before you land on the Super Dreadnaught's master railway. Once on board you must pull as many fuel rods as possible from the metal converters before you take off for a final strafing run as the Dreadnaught repositions into the other.

PLAY SEQUENCE

Your fighter reverses out of the implausible passenger and deploys on a low-level strafing run. Avoid enemy shields and search on the Dreadnaught's surface.

The fighter Deploy in waves. A bonus is awarded for destroying all the ships in a wave. Attack surface features to score bonus points but beware of the burning mines which immobilise and flashing generator ports.



Uridium! You're in time. Avoid these mines, watch that ally wire and avoid the ship!

URIDIUM - beating the first Super Dreadnaught



BLUE MAX what's it all about?

The display panel forms a specific colour to mean all impending doom...

BLAU - You are at the same height as an enemy plane. This means you can hit him and he can hit you!

BLAU - It means flying at a steady height - you can attack ground forces with your cannons.

BLAU - You're getting a bit low. Pull up soon or you'll be decompressing.

BLAU - Here far above the ground you're flying.

Your speed. While landing, this display shows how many bombs you can take off.



Warning letters appear in front of hazardous circumstances as...
W - Windy conditions. You can get blown off course or gain height suddenly.
P - Enemy plane approaching. An arrow to the right of the panel tells you whether the enemy is below you.
A - Approaching enemy. Prepare to land (always pull down over the grip stick) for re-fuelling and re-arming.

This is your Mplane making a landing. Landing too near an enemy building.

As your Mplane takes a fuel-bombing different letters appear to tell you how low much trouble you're in.
A - Manoeuvring impaired.
B - Your manoeuvre gun's starting to fall apart.
C - The bomb release is a bit shaky.
D - Oh dear, all your fuel's dripping out of a large hole's shapen hole...

This MPA are shown whether attacking enemy planes are above or below you.

DESTROYING A SUPER BREADNOUGHT

When the 'Land Now' message appears, move quickly to the right hand end of the Dreadnought and fly fast, avoid the master sun-way from left to right. A successful landing sends you in to the fuel rail chamber bonus game. Miss this to coincide with the bonus score when it is in. Hitting the 'Quit' sign sends you back to the main game.

Stay in the chamber long enough to get a high bonus, but quit before the timer sets fund clear, otherwise you lose it. On returning to the Manta, you take a final strafing run over the Super Dreadnought as it vapourises into space. That!

YOUR MANTA CLASS FIGHTER

Your Manta class fighter is joystick controlled and uses up/down to change its vertical position, while left/right allows you to alter speed. If you slow down too much, the Manta performs a full loop and roll so that it faces in the opposite direction. This manoeuvre can be used to avoid incoming enemy fighters.

BLUE MAX

US GOLD

Joystick only, stuck in jolly old parlour two

You are Miss Chatterbox - a voice and all-round spiky biker - known to tea chums as 'Blue Max' after your strange hobby of holding your breath for ten minutes and more... 'It'... No. Actually, it's for the medal offered by the Axis powers to any enemy pilot who can shoot you down.

The aim of this acrobatic shooter is to fly deep into enemy territory and lay waste to excessive amounts of enemy hardware: fortresses, bridges, roads, towns, cars, gun emplacements and trees - it's all fair game.

CONTROLS

JOYSTICK

UP/DOWN - Moves the Blue Max in plane left and right as you'd expect.

LEFT/RIGHT - Used to alter the plane's altitude. When you first start playing, the

controls are set on 'Normal', where you have to push forward on the stick to climb, and pull back to dive. If this proves unwieldy, go to the options screen and select 'Plot Controls' which reverses the up and down commands. **PAUSE** - Unleash car controls. **PAUSE** - Drop bombs (the Dive command depends upon which control method you've chosen).

KEYBOARD

SPACE - Pause.
F3 - Choose options.
F8 - Alter options.
PT - Quit from game.

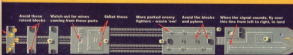
GAME OPTIONS

On the title screen or after you've died press F3 to bring up the game options.

GRAVITY - Toggle the gravity on or off. With gravity on, you have to constantly maintain your altitude in order to avoid plummeting earthwards and eating soil.

CONTROLS - Switch between 'Normal' and 'Plot'. It reverses the up and down commands of the joystick.

DIFFICULTY - Choose between beginner, advanced and expert.



5TH GEAR

HEWSON

Gearstick in second slot

CONTROLS

UP - Accelerate

DOWN - Brake and reverse

LEFT - Steer left

RIGHT - Steer right

FIRE - Use machine guns, missiles or turbo boost. Enter shop when parked outside

SPACE - Select weapon

At the beginning of the game you have five cars, \$10,000 and a machine gun for the effective dismantling of the opposition.

You have a set time limit in which to negotiate the course and get back to the finishing line (preferably in one piece). To do that you must learn to use the extreme 'roll-over' end of the course, reach the 'Turn Round' sign and... well... turn round. Head back for the Start/Finish line and that's it.

You've got to complete the first race within 5 minutes. For the second run you've got 3.5 minutes. After it comes to the third you've got 5 minutes - not a second more.

You score points and earn money by starting other vehicles, and when you finish the race any time left over is converted into even more money and points.

The world, as they say, is your oyster. Go and do unto others.



Race and chase to save time in the race, but don't just drive to victory, they arrive by breaking in some serious traffic: tracking kit, missile launchers, cannons, exploding Gearfields...

THE SHOP

As you progress through the course, you'll come across shops where you can spend some of your hard-earned \$-symbols. Pull up on the tyre marks and press fire to enter.

FUEL - Fill 'er up.

GARAGE - Pull in for a quick repair (reduces your damage meter) or even buy a new car.

WEAPONS - Your local gunsmith can supply a variety of life-sustaining hardware. Missiles are used to destroy cars, boats, bushes, walls and barriers. Mind you, you do need to buy a Missile Launcher first! And Rapid Fire Equipment increases your rate of fire.

EXTRAS - Turbo Boost allows you to jump by pressing fire, Helium Tyres let you jump further, Wateright Chassis lets you plough straight through the water, and the Propulsive Side Mirror lets you steer in mid-air.

TAPE TRUBBS

Should you encounter difficulties with your tape, such as it won't go to test on time, or refuses to do the washing up - or even heaven forbid! won't load, send the tape (without the box) and a stamped, self-addressed envelope to:

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CRYSTAL CASTLES

US GOLD

Joystick in slot two, or use seven keys

CONTROLS

Guide Bentley around using the joystick, and press fire to jump. Alternatively...

G - Up P - Right

A - Down Q - Left

R - Jump

Bentley Blue has a passion for gems. So much so, in fact, that he's prepared to risk life and limb in order to increase his collection of opaquites. At the moment, he's found his way to a series of 3D platforms suspended in space (just what you ask for a gem finder).

If he's to keep his furry limbs attached to his equally furry back, Bentley must collect all the crystals on each platform before the various indigenous reptiles get to him. Once all the crystals have gone - whether collected by Bentley or water by his enemies - he moves onto the next platform.

Each level has a number of lifts,

ramps, tunnels and hidden passages. Whenever Bentley disappears from view, his outline is still visible to show just where he's gotten to.

A number of castle inhabitants are out to get Bentley. The Mini Monsters head off sight for hours, the Tree-Spirits do the same (if Bentley jumps over them it freezes them in their tracks), the Gem-Eaters just phloer around eating gems (if Bentley runs into one and swallows, it is destroyed), and Bewilder the Witch is just an on-going nuisance.

Bentley can only be killed when

Bentley is wearing the Magic Hat of invisibility, so watch out for it (it's red and yellow and hat-shaped). The hat can be picked up by jumping over it so well as actually touching it - bear this in mind!

Bentley is under no time limit to collect all the gems, but if he takes too long the bees arrive and swarm about him. One touch from the bees - or any of his enemies for that matter - and Bentley is one step nearer to 'Game Over'.

HINTS 'N' TIPS

The Honey Pot is worth bonus points if Bentley collects it but both it and the Magic Hat block the way for reptiles. Sometimes it's better to leave them where they are for as long as possible...

Bentley gets a bonus of 1000 - the level number x 100 for clearing the last gem on the screen. And you get an extra gem every 10,000. Make sure that last gem is yours!

Watch like Bentley to certain levels. To achieve a star, go to the special spot and jump vertically. Some stars are indicated but most are secret! For instance, if you go to the farthest corner of the platform so fast it and jump - you'll end up on level 10 (keep looking guys...)



Bentley's appetite for shiny gems gets him into trouble on level 11

REAL HATRED IS TIMELESS

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Actual C64 Screens

Regarded as a licence within itself, the highly acclaimed Last Ninja series reaches its apogee with the arrival of Ninja 3. Seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER....

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Existing game titles continue to be available. Existing game titles continue to be available. Existing game titles continue to be available.

EXILE

Audiogenic are about to storm the software scene with a new arcade adventure. Our special correspondent Gary Penn talks to the authors, takes a close look at the game so far and discovers that there's more to their thrust than meets the eye

Look, let's not beat about the bush. Yes, yes, yes, this is indeed supposed to be a preview, but it just has to be said that *Exile*, from Audiogenic, is a right smashing bit of stuff and no mistake. It's been written by Peter Ivin and Jeremy Smith. Any 64 owners long enough in the tooth and with elephantine memories will recall that Jeremy (Smith did) Thurst for *Wizard*, Peter Ivin wrote a rather

terrific shoot 'em up

full screener in size. It's difficult to say exactly how many parties there are to take though, as all of the parties in *Exile* come about through the interaction of creatures and objects with each other. Let's just say there's really too much to see and do, and it's going to take ages to find out just how much there is to get your head around.

The playground, as it were, is the planet Phobos. A quite seriously derailed scientist called Tex is performing some potentially extremely catastrophic experiments in his laboratory deep below the planet's surface. Being of an heroic bent you see here to give him a bit of a slap. Pulling on your space suit and joystick you proceed for adventure. Unfortunately, your previous set of denting or has left you weaponless. Worse still, Tex has just teleported into your site and pinched a piece of vital equipment. Life's a bitch.

Phobos is riddled with a maze-like network of caves and tunnels, the results of previous experiments wandering free, some of them with it, so to speak, and others completely out of it. Pieces of equipment such as *GLAND FOR KILLING* and other like items of interest are also scattered around.

Exile's character has to be one of the most versatile ever seen. Apart from being able to walk, run, jump and fly in pretty much any direction, he can pick things up, drop them and even throw them with a definite trajectory. This only goes part way to making *Exile's* environment feel so remarkably real though — "It's totally modelled on real life," says Peter. "But without the boring bits."

Every creature in *Exile* has its own level of intelligence and goes about its own business if you don't get in the way, so there's



always something happening off-screen. *Phobos's* inhabitants also have their own sounds for added realism. Birds squawk and ratsp buzz — even friendly robots chatter to each other.

Moreover, every object and creature in *Exile* has its own mass, which makes the gravitational and inertial effects all the more realistic. When carrying a heavy object you walk more slowly and extra thrust is required to fly — and you can really feel it. Lighter objects can be thrown further than heavier ones, and so on. Even the energy usage of devices is carefully calculated, though sensibly enough so that the playability isn't adversely affected.

Take the frogs for example. Take them to a basin and burn them, that's what we say. Or better still, take them to a monkey. The monkeys have pouches in which they store



Even though the graphics shown here are only used in the development version, it seems plain enough that *Exile* is different

items they have stolen. They also like frogs and are quite prepared to exchange them for useful objects. Actually, the monkeys don't look much like their Earthly counterparts. Apparently when the Japanese saw the monkeys in *Exile* they went spafly, which is hardly surprising when you realise that monkeys are sacred in Japan.

The strangest of all the animals encountered in *Exile* is Fluffy. When you first meet this astonishingly cuddly creature you can't help but loathe it. Fluffy is extremely useful

Owners in *Exile* a change would in which some and effect promote graphics adventure possibilities

colled *Starship Command* on the BBC for *Accord*, and then... He went to university and hasn't written anything since. Until now.

Exile is not really the sort of game you can drop into jar of formulae, label and stick on a shelf to gather dust. It's got something. It's got puzzles. It's got a big map to explore. So it would be called the first true arcade adventure but that's the sort of cliché that would get Steve Jarvis's jaws hitting the floor as a free hunched miles per hour. One thing for sure though, you will only appreciate how truly wonderful this game is if you play it. And when you play it you won't get through it at a flutter, it takes the authors around six hours to play it through from beginning to end — and they know it inside out. The map weighs in at over a hefty 200



With *Exile*'s a thrilling, you might rememberable hero explores his apocalyptic

though and is best kept alive. Clutching his can't ease, for Fluffy has no interest in anything other than eating. When he's eating, he's happy. He's easily frightened though, especially by loud noises. A quick burst of gunfire in his direction might not be as destructive as expected...

There are four main weapons waiting to be discovered. The first fires straightforward bullets. Further into the adventure you'll find a gun which unleashes explosive tipped bullets, along with a couple of extremely powerful blasters which require considerable quantities of energy to fire them. Like most items in *Exile*, the weapons acquired during play have more potential than is obvious at first - you can actually use your firepower as a tool and shoot any sturdy and unmovable objects in order to move them.

Apart from the bliplock there's another means of transport. Transporters dotted around the map break down anything which enters them into tiny particles and then reassemble them at adjoining transporters. This means not only can you teleport yourself but also any items - including projectiles!

But the smart item about team uses personal teleportation to go from A to B. A flick of a switch teleports you back to the last position you "visited" on the map. Don't worry if you forget it - the default position of the four available markers beams you to the safety of your spaceship.

Self teleporting has many uses. For example, you could be getting some shot from a creature which keeps you pushing you away. Remembering your position features it pushes you back then allowing yourself to be pushed away means when you teleport you are taken behind it! Now is that neat or what?

In *Exile* you never actually die. Instead, whenever your energy gets too low you are automatically teleported to the last marked position, which gives you the opportunity to



And, of course, free expenses time to farmers. Mass out little Exile goes out equating

recovery. You can also save your progress in RAM, cassette or disk.

The five-month partnership has been in existence for years as a friendship. The *Exile* collaboration came about when the duo decided to "write a game from scratch, which we did on the BBC. Then we converted it to the 48. It started off basically with just the concept of some spacewar flying around and having collisions with real forces and creators leaping off each other. And we designed the game around it," Peter reveals.

Every aspect of *Exile* was the result of teamwork. "We worked on different routines, then swapped them over and changed them and it evolved from there. The big problem with *Exile* was we had to fit it into the basic BBC. It evolved very slowly. It's one of those games which, having written it, if you were to write it again, you could rewrite it an awful lot faster."

Exile is complete as far as gameplay and sound is concerned. All that remains is for *Audalgebra* to replace the graphics you see here with some rather good arrangements from artist Herman Gerning.

A price and firm release date have yet to be confirmed, but *Exile* is likely to appear sometime around the end of April. And there's a full review only in the next issue of *Commodore Format*...



Irvie and Smith - a programming partnership with an exciting future. It evolved very slowly.

SNIPPETS

LET'S DRIVE AGAIN

Accolade have just announced that they will be doing a CD-ROM version of *Tear Drive II* - *The Passion*. Sounds like there's plenty going on in the back seat of that car.

VIZ

is finished! We brought you the demo on the CD-ROM PowerPack and next month you'll get the definitive review. But remember, *Viz*'s conversion of the adult comic



Recovering here we come. It's '90s!

book contains the same kind of graphic paper that makes the monthly so notorious. Not surprisingly, it will be on sale to adults only. Well that's the beauty...

IN EXTREMIS

Digital Integration, purveyors of fine air combat simulators are about to release... *NOF* as an combat simulator. In fact their new title, *Extremis*, is about as far from a flight sim as you can get. Boasting super-smooth parallax scrolling, large graphics and massive explosions, it doesn't sound anything like *F16 Combat Pilot*...



Extremis - massive explosions all round

SILENT, INVINCIBLE, INVISIBLE...

ESCAPE FROM GOLDITZ

Escaping from prison camps is no longer a sport! It's a computer game from Digital Magic Software if you

Digital Magic Software's first foray into CD-ROM programming is based on the 1980s best-seller *Escape From Golditz*, where it's your duty, as an allied prisoner of war, to escape back to your side. Your making it back-to-flipping articles are played out on an isometric 3D map of Castle Golditz, which is drawn in some detail itself by PCjr User Law.

The graphics are being drawn on an Amiga before being ported over to a CD-ROM, which explains why the CD's scenes look so similar to its big brother's. (Check out our comparative series below.) The exterior graphics fit in to a more 3D, while all 100 rooms have been fitted into only 90, including all the link tables

for types of foot, location, key type, status etc. What you walk through stairways and arches of around corners, the corresponding section of building disappears from view, so that your character can still be seen.

The gameplay revolves around your control over a single character who can explore the full extent of the castle, both rooms and grounds, in order to find the equipment needed to escape, and an escape route itself. The map of the castle is as close as it was possible to get to the real thing. As in the boardgame, however, only the ground floor is used in the game.

At certain times you are allowed to place bits in the courtyard. If you venture into such areas outside the allotted time, you risk confiscation of any items you're carrying and being sent for a spell of solitary confinement. Two exercise periods per day allow further harassment-free opportunities to explore.

You can't limit guards' patrols so that you know when certain areas will be safe. Various items can be collected and combined to open a number of possible escape routes. There are many more items than there were in the original game: in guards' uniforms, for example, is required if you're to try to escape through the main gates. You can carry a great deal with you but it's worth stealing items of strategic points. They can't be found by the

guards that way and you won't lose them if you're sent to solitary. With eight different kinds of door alone (and correspondingly eight different kinds of keys) the ability to scrounge is an absolute must if you don't intend to live out the rest of the war in a prison camp. Once an escape attempt is under way the game can only end with a successful break or a bullet from a guard finding its mark.

Escape From Golditz is being coded for the CD by Ole Paulsen and is his first commercial venture. (He previously worked on a variety of CD-ROM mags but now he's on the other side of the fence. His secret CD-ROM code will be appearing in



(Above) The CD-ROM (right) and its original (left) versions of *Escape From Golditz*. (Below) Ole Paulsen, author of the CD-ROM version of *Golditz*, makes a break for it!



Camp comparison

Just to show where the CD-ROM version of *Escape From Golditz* is stepping up compared to the Amiga version, here are identical scenes taken from the graphics editors. The CD-ROM version sits on the left with the CD-ROM on the right. Or is it the other way around...?



PREDATOR 2

Meat-eating mega monster from Mirrorsoft in sci-fi film tie-in shocker!

In 1997 (or 1998, depending on which Mirrorsoft press release you believe), Downtown Los Angeles L30A is a war zone where rival Jamaican and

Colombian drug lords unleash lethal warfare on each other in an on-going battle for control of the turf and subsequent security for their ugly business. Detective-Lieutenant Mike Harrigan (played by Gerry Glover in the film) leads the police in open warfare against the drug lords but he and his force are outnumbered and outgunned. Anarchy is taking control of the streets.

Until one by one the gang lords start to meet with terrible deaths, more gruesome than anything the street war has brought so far. The Predator has returned. Soon he turns his attention to the police themselves. Not surprisingly, Harrigan takes this personally.

In the new game, being programmed by HeroQuarters, 02'03, you play the part of

Harrigan and mirror the film character's quest to defeat his alien adversary. This takes you first through the lawless streets of L.A. where you have to fight through the endless waves of drug gang stragles, then into the perilous side of one of the gang lords. From there you have to venture below the streets, into L.A.'s subway system (okay, LA doesn't have a subway system, but so far as the film is concerned it will be by the end of the century - and it will be just as gritty and abused as the one nobody in their right mind uses in New York). Finally, if you haven't been dropped



Now out of the road if you want to grow old - unless you're playing Predator 2 that is

up by the alienish clapping, you get in the showdown. This takes place in an elevator - which seems as good a way as any to cap off the carnage that's gone before.

Each of these stages is a separate level of a single level game which makes it something of a departure for Mirrorsoft, whose ingredients label has dealt with other film licenses by breaking up games based on them (like Back to the Future II and III) into mini-games made up of key scenes.

In Predator 2, the style of action plays the game. As the action scrolls across the screen in a manner not dissimilar to Operation Wolf, you have to blast your way to your target without hitting innocent civilians (if you do, your will

in play in the face is diminished to the point where you cull and thus come face to face with the Game Over monster).

It invites one and two you may see a shadow or shimmer on the screen. This is the Predator moving behind the last guy. If one of your shots hits him he gains into a frenzy and attacks you. The real confrontation with the four targeted foe only occurs on levels three and four. If you come back next month, we'll tell you what happens - when we preview Predator 2 and slip a playable demo on the cover. Be there.



That's you, Harrigan, looking green around the gills

SPEEDBALL TOO?

A CD-ROM version of Mirrorsoft's speedy sport sim should appear some time around summer. Programming is the responsibility of one Carl Muller, whose names you will have sampled if you picked up Teenage Mutant Hero Turtles over the Christmas period.

BIG BIRD

Fans of the all-time classic coin-op Phoenix are about to get a shock to the system with Dinamic's Megaphonic. The Spanish software house are sprucing up the old title with simultaneous two-player action and an on-going weaponry. Yuck!



Megaphonic on the Amiga

SPORTIOGENIC

SportioGENIC are lumbering up for some new releases of a sports nature, which will be coming out under Audio's new Sports Action label. Sports Action Rugby brings a simulation of mass mud wrestling to the 64 with code by Denton Designs. Super League Manager will be a sequel to the perennially popular (only) Hughes' International Soccer. Programmer Gary Beaman has been coached by Lou Marari for this one.

TOP CLASS C64

Apparently, 64 owners are generally more perceptive than other computer owners. Reports from educational study groups in and around the capital, carried out on London school kids, revealed a massive 85% per cent higher performance in tests on owners of C64s (overall) than kids who only had Commodore, Amstrads or Spectrums. Like it or not, you're intellectual.

PREDATOR 2™



... HE'LL BE IN TOWN SOON WITH A FEW DAYS TO KILL

BACK TO THE FUTURE III



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FULL PRICE GAMES


GOOD UP

GOING DOWN

STAYING STILL
NEW ENTRY
RE-ENTRY

1	TEENAGE TURTLES Mirror	The green machine continues on, playing all numbers and the game looks fast, but plays with no game if 17%	
2	DIZZY COLLECTION Code Masters	Fans of the C64's Dizzy games can't really go wrong here. The only fly in the ointment is the slow Fast Food	
3	CREATURES Thalamos	With a whopping 91% in C64 Clyde and his buddies fearfully captured in No. 3 and are headed for top slot	NE
4	HOLLYWOOD COLLECTION Ocean	Another good compilation, with truly James, Robinson, Shoot-Out 2 and Robinson The Movie. Well said	
5	TOTAL RECALL Ocean	Big Amie scored himself 77% in his troubles in this arcade platform shoot 'em up. Good, but not brilliant	
6	GOLDEN AXE Virgin	The amazing Mega-colours squeezed into a 640x400 got 88%, reached peak position but is now on the slide	
7	WHEELS OF FIRE Demark	Furze Out there, Chase MB and Power 400 are worth playing! Mand Brink is worth laughing at	
8	GAZZA 2 Empire	Gazza 2 showed promise but delivered more. 28% it got, and 98% is all it's worth. Will you never learn?	
9	BIG BOX Beau Jolly	There's no arguing with Beau Jolly's compilation. Packed with games, you can't really complain	
10	KICK OFF 2 Amco	Amco's KICK OFF 2 gets another slice of the sharing action. It appeared before OF was around so is getting	RE
11	ROBOCOP 2 Ocean	This docking port game got 98% but never did as well as it should. You guys just don't know a good thing...	
12	JUDGE DREDD Virgin	The 200000 frames should stop the programmers in an ice cube for this. 88% it got - and that's generous	NE
13	E HUGHES' SOCCER Audiogenic	Crash Force has been in the charts for ages and looks all set to carry on. Good! I know it, I know it etc...	
14	TURRICAN Rainbow Arts	Remember the old 800MHz Turrican 2 title the streets, the original remembers the charts. Will it ever die?	
15	RICK DANGEROUS 2 Microprose	94% and 71% - A Corner! for this stunning platform puzzle. Back in the running after a brief chart departure	RE
16	F16 COMBAT PILOT Digital Int'n	This smart flight combat simulator just carries on setting. Ranked by GF, but recommended nonetheless	
17	SUPER OFF-ROAD RACER Virgin	The 80 racer's too impressed with this mobility race and only gave it 68%. Looks like you lot liked it, though	
18	SHADOW WARRIORS Green	The Warriors have had a long stay (some of it in No. 1), but now it looks like they're finally on their way out	
19	NINJA REMIX System 3	The 18' version of Lord Ninja 2 came to meet with some approval. We liked it too, with a docking 97%	NE
20	FLIMBO'S QUEST System 3	System 3's jolly comical platform shooter makes a surprising re-appearance after a lengthy break	RE

BUDGET GAMES

1	B-TYPE III Speed	NE	4	REAL SHOOTOUTS Hit Squad	NE
2	AFTER BURNER III Speed	NE	5	CRASHED ADVENTURE Code Masters	
3	FAREBOY Excess		6	TARGET BENEVOLE Hit Squad	
4	OUT RUN Excess		7	IT'S OLYMPIC CHALLENGE Hit Squad	
5	OP WOLF III Speed		10	DOUBLE DRAGON Mastertronic	

FISTS OF FURY



EDITION 2

...the ultimate compilation!

DYNAMITE DUX



When Little Guy is beaten by the terrible ACROBATS he has no choice but to fly really, really high! When they land a patch of POW! You are finished!

SHINOBI



ENEMY FRENZY: oriental action in this Ninja beat 'em up. Search for kidnapped children and dispose of menacing thugs with various secret techniques and hidden traps. Challenge your opponent!

NINJA WARRIORS



You are NINJA, get it? And you've got to beat evolutionary great games built 11 generations earlier... The Ninja Warriors -- and attempt to kill out the cool master game, NINJA.

DOUBLE DRAGON



The Double Dragons, Billy and Jimmy, need to swing the doors of Hell... and might wonder who's pulling the back to life if they can only penetrate the secret line of the Shadow Box.



Available for:-
SPECTRUM
C64
AMSTRAD
ATARI ST
AMIGA

Got a game that's giving you grief?
 Angry about an arcade adventure?
 Peeved with a platformer?

GameBusters

Well resident staff
 sloth Andy Dyer flops down from
 his arboreal annex (tree house) and gets lots
 of other people to do his dirty work for him
 (and then takes all the credit)

You must have seen the carting POKE supplement on the front of the mag by now. In which case you should rush out and buy an Action Replay cartridge as we'll be doing all POKES for new games from now till doomsday. But don't worry if you don't have one as we will endeavour to include full POKE listings wherever possible. Speaking of which, this month we have full cheat listings for *Yurba*, *SPIN Runner*, *Days Of Thunder* and *Head Over Heels*.

TEENAGE MUTANT NINJA TURTLES

Type in the following listing, run it then load the game as normal but with infinite lives.

0 FOR C40E220 CREDIT 00 IN P000
 1 FOR 0A128 70 004 + READ 0 + C40-V
 1 POKE 0:7 + 0007
 2 FOR 0A134 70 004 + READ 0 + C40-V
 1 POKE 0:7 + 0007
 3 IF 0A1340 THEN POKE 157,120 + 00000

4 0000 0000 0000*
 5 0000 01, 44, 247, 160, 17, 148,
 64, 3, 126, 100, 82, 3
 6 0000 01, 100, 840, 300, 30, 141,
 231, 24, 100, 42, 041, 034, 14
 7 0000 100, 0, 141, 070, 10, 102,
 007, 100, 008, 04, 107, 008, 2
 8 0000 000, 000, 047, 100, 140, 140,
 00, 3, 040, 3, 141, 00, 3
 9 0000 000, 050, 141, 13, 030, 73,
 048, 32, 141, 040, 3
 10 0000 100, 00, 141, 041, 3, 100,
 0, 041, 040, 3, 090, 00
 11 0000 100, 00, 141, 000, 040, 100,
 0, 141, 000, 040, 00, 100, 1
 12 0000 100, 140, 041, 030, 04, 100,
 1, 101, 100, 00, 100, 00, 0
 13 0000 100, 040, 041, 040, 01, 70,
 10, 0

COMMANDER ANDY DYER

RATING: MOSTLY STUPID

Remember that *Flite* cheat we did two issues ago? Would I be right in thinking you spent ages typing it in only to find it didn't work? Eh, sorry about that one. Apparently people have experienced an error message referring to line 02 when they ran the prog. This was because an item of data in line 02 was missing so that by the time your trusty 68 reached line 02 it had become a null'd 0 simply gave up the ghost.

The flawed line should have read this:
 02 DATA 160, 70, 20, 120, 100, 170, 27,
 00, 170, 27, 300, 300, 007, 040, 200, 27,
 100, 70, 20

Turn to page 24 for more POKES!

STUN RUNNER

This one gives you infinite lives so you can open the sun roof and take a leisurely stroll through the levels admiring the scenery.

0 FOR C40E220 CREDIT 00 IN P000
 1 FOR 0A101 00 040 + READ 0 + C40-V
 1 POKE 0:7 + 0007
 2 IF 0A1704 THEN POKE157,120 + 070
 000
 3 POKE "0000 0000"
 4 DATA 00, 00, 047, 00, 100, 070,
 100, 07, 141, 100, 0
 5 DATA 040, 0, 141, 000, 3, 70, 00,
 3, 70, 77, 00, 040, 000
 6 DATA 040, 000, 000, 040, 04, 140,
 107, 100, 70, 100, 107
 7 DATA 040, 040, 041, 04, 100, 70,
 10, 0

Samaritans Corner

This isn't in the corner at all is it? Perhaps I should have called it Samaritans' Colours. Then again, perhaps not.

Oh Lordy, the people listed below are probably having paroxysms over their lack of game playing talent. Please send your help before it's too late.

Andrew Walker of Ashford in Kent would like cheats to POKES for *Explo's Nest*. John Rank from Chislewood is obviously extremely crap as he wants help with *E-SHIRT*, *Kick AND Fighter Bomber*.

Berry McWilliams of Coleraine wants cheat codes POKES for *Heavy Metal*, *Bubble Bobble*, *Scam to the Future* and *Phobia*.

And finally Neil Wilson of Monmouth wants a load of tips for *Magicaland Dup*.

In response to 'Kieran Heady's' plea for help with *SuperBall* last month, we've been sent a players guide. Due to lack of space though we won't be able to print it until next month, so he'll just have to wait our next issue.

Also Andy Roberts has sent us a POKE for *Head over Heels* (David Black of Sheffield takes note). Oh yes and apparently you don't need to up with Heels until long after the first level in the game. Type in this listing, run it then press play or tape.

0 FOR 0A00 0000 0000 0000 0000 0000
 10 FOR 0A0220 00 00000 + READ 0 + 10 00 -1 0000 00000000
 20 POKE 0:0 + 0000
 30 DATA 100, 007, 100, 0, 140, 1,
 100, 00, 100, 000, 00, 100, 000, 10
 40 DATA 007, 000, 100, 000, 041,
 100, 0, 00, 000, 000, 107, 000, 004
 50 DATA 100, 000, 100, 141, 000,
 107, 70, 0, 1, 0, 0, 0, 0, 0, 0,
 -1

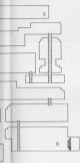
This will give you infinite lives, doughnuts, jumps, speed and invincibility but only once you've collected them.

Bowyers Booty

As usual, the regular GameBusters section will give away a voucher worth 20 quid for our Mail Order section to the people who provide the porkiest POKES, the most chicken flavoured cheats and the most succulent solutions. Send your offerings to 'Give me a bite of your GameBusting sausage' at the usual patch bench address.

BEAST

TERMS



climber, down, left, up, left, down, kill the ghost, up, right and collect the POWER POTION; poison (the switch you find earlier dissolved the force field). Go left, at the way down the ladder, right (avoiding the rocket engines) and get ready for yet another gargantuan ghoulie. This time it's the rather raucous red rino, along with the nasty 'support-spike'! No tactics here, I personally run straight up to the stone and punch the crazy - by doing this I only ever lose two or three units of strength. Once he has been disposed of go right through the door and climb up the wall shaft.

This next section is a real toughie. It really is a case of learning both the enemy attack patterns and the best way to defeat/avoid them. Punch most enemies when they are at arm's length and never let them get closer than that. You will encounter demons, bats, spikes, symbols, berries, dragons, huge hands, as well as some pillars (punch them to reveal strength potions).

When the castle comes into view don't go through the door - run to the right and collect the book from the wall then go left and into the castle. At this point you've got less than 10 units of strength! This I would suggest you cry and scream a lot. No story, you'll just have to be extra vigilant.

From the doorway go left, up, right, and avoid the mines dropped by the spaceships. Kill the bee bats, go right, down, kill the snake, right, up (move quickly to avoid the squidgy blobs), left, drop, down, left, kill the blob and avoid the descending swords, then climb up the ladder.

Head to the far right, destroy the chest and collect the spanner. Then go to the far left, collect the strength, kill the ghost, go as far left as possible and collect another strength potion. Then go right, down, left and again pick up the strength. Continue right, duck under the axes, down, right, fall down.

Go left across the bridge, down, right, down, to the far left and collect the gun from inside the chest. Now let's kick some serious alien ass!

Go right to the right (if you see what I mean) and use the spanner to switch off the force field. Go up, left, fall down, left, up, right, down, left (shoot the torpedoes), down, right and ready yourself for the three-headed dragon. If your timing is good you won't lose any strength. As with the bare



caster, stay exactly where you are and shoot the enemy. Only the bottom head will cause you any trouble - jump up as soon as he opens his mouth. After this particularly fat marine has been slain you will find your self outside the castle for the final section.

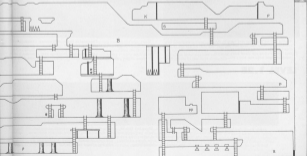
No time to loiter to the lovely music, you've got work to do. Again you find yourself on the grassy plains and it's simply a case of running to the right. There are all manner of nasty to contend with such as ghosts, bats (flying look 'em), demons, robots and skeleton warriors (be quick to kill them). Destroy the gatestones to reveal some more strength (plus a few ghosts). Then it's on to the final challenge.

All the risk of repeating myself, the final encounter isn't too bad. As long as you're about two inches from the Beast Lord's foot his lethal chain-things can't harm you so keep running backwards and forwards (taking the normal 10 turns of 30s).

As soon as the Beast has been conquered, sit back and... no, I won't spoil it for you. Suffice it to say that the end sequence is exactly the same as the Amiga one (is totally neat).

Now for a word of warning, the following cheat mode may be a godsend for those of you who are getting nowhere, but it could seriously spoil your enjoyment of the game. All you have to do is enter... no, I've changed my mind. I'll save the cheat mode for next month. Bye!

SECTION TWO - THE CASTLE



CREATURES 6

LEVEL 1.1A



Was just out of range from the balloon and the beast on the ground won't harm you. You your fiery breath three times on the balloon. Then simply kill the ground beast in whichever way you see fit!

Position yourself just past the bird and in front of the two-headed monster. Then, while jumping and dodging his shots, fire like crazy. Once you see progress slowly to the creature on the platform above this will occur off screen.

LEVEL 1.1B



This air is easier than it looks. Keep just out of reach of the winged thing. Jump and flame-breathe the top one. Then shoot the lower one by jumping and firing repeatedly. It takes a while 'cos of your crap weapon. Then go to and do the same for the second pair of flying things.

Watch easy. Shoot the bird. Then follow the winged thing to the other bank. When he reaches it jump over him. It may take a bit of practice!

You'll have to lose half a life here. Follow the bird then attempt to jump over it to the other bank. It won't work but the bird should disappear.

LEVEL 1.2A



Having visited the shop and bought the incredible anti-air fire (you did get it didn't you?) it's on to section two. The first few screens are dead easy as we'll move straight onto the birds etc...

That bird in the middle moves left and right and cannot be killed. Careful problems however will allow you to go and collect the creatures up top.

Shoot the bird. Bouncing off to the left you'll see more of the bird. Jump over...

LEVEL 1.2B



The aforementioned waterfall. Shoot the bird at the top. Drop down one level. Jump vertically and shoot the birds then jump up and collect the same life. Get back on the fly pad, drop down another level, go right and shoot the winged thing.

Go to the top, shoot the beast on the left, get the creature, go right, kill the bird, drop down, kill the winged thing, drop down to bottom and shoot the birds. It turns into a burning ground based on kill it quickly.

Shoot the bird. Bouncing off to the right you'll see more of the bird. Jump over...

GUIDE

Introducing part 1 of the complete guide to playing and finishing *Creatures from Thalamus*. If the maps aren't enough, turn the page to find the infinite lives cheat



Jump up from your big post and fly to the bird. Jump onto the ledge, collect the creature, then fly back to the tentacle to the left.

Birdie tentacle to below. This time kill the ground tentacle with about bursts of fiery breath. Then while keeping just out of range, fly back to the next balloonist

If you get a lot of sticky here, follow the bird while continuously jumping and firing. When the bird is on its return journey, use the ball to maneuver off turning, landing and firing. Only jump vertically or you'll fall into the water and drown



Use the worm at the top. When the winged thing goes left beneath you drop onto the big post. Move right. When you reach a certain point (indicated by rocky crevasses) will appear from beneath the bird and come towards you. Jump them and then dash under the bird to the far bank

Jump up and fly beneath the winged thing avoiding the next fire class's and you. Get to the ledge before the next fire then jump up and flame-breathe him a couple of times

Shoot ground tentac. Jump over gap and move right. When tentacle moves run away again. Then shoot the balloon while avoiding the invisible enemy things that have started to appear. Simple? I think not



Use the bird (jump up and shoot the big ball (then drop down right) and fly beyond the gap. Don't worry, I'll get on if you're careful. Shoot the bird up and shoot the winged thing

Go up and shoot the bird at the top. Then move as far right as possible. Fly beneath the bird and in the tree (you can shoot through the wall). This will make the big ball at the bottom disappear allowing you to pass

Use your new swifty weapon on the bird at the top so that you can get the creature. The next few screens again are dead easy so we'll move straight on to the next waterbat



Shoot the winged thing and an extra creature appear behind you. Collect it then go right. Kill winged thing, jump up left and kill bird. The bird at the top is indestructible so simply fly below it to collect the creature

Shoot the winged thing, jump up and collect the creature then go back to the top of the slope. Shoot the bird at the bottom from here with your downward firing weapon. It's all easy now until the final challenge

Drop to bottom, go right until two-head starts firing. Run the ball and get back up on the ledge avoiding two-head's shots. Shoot the bird, jump up to next ledge and fly beneath the big Cannon. Then edge towards Two-head and pray whilst firing!

GOLDEN AXE

THE ESSENTIAL GUIDE

Great music, good graphics and taxing gameplay. It's certainly one of the most testing games around, and definitely separates the men from the boys. If you are getting diced 'n' sliced too often and are in need of some good advice, then look no further. This is the definitive lowdown on Golden Axe (and there's even a **POKE** for all you gutless wimps)

WHO'S WHO

Dax, Daines, Chobee, Axe Beller is an incredibly powerful being, but he's also a little on the sluggish side. He may be able to slay enemies with a single heavy swipe but getting out of tight situations is not his forte. Silus Thunderhead is a tough



little fellow too, and his magic is the most effective. However his combat techniques leave a lot to be desired. So, I would suggest that you plumb for the cutie

Tyris Flame - she's almost as tough as Kati Haxax and she packs a mean punch.

Her magic is also totally devastating, as are her rather more than ample physical attributes. To be honest, I won't really affect the game if you choose any one of the three characters - what you feel comfortable with is the important thing. Well, that and winning...



LEVEL 1 THE WOOD

A nice, gentle introduction to the game. The dragons are pretty durable and also quite slow on their feet. They can be slain using three plandrivers or five swipes (but for the plandrivers - axes usually stay in the same place, making them easy to hit). You will encounter a dragon for the first time here and you can ride it. If you want to stay on it for a long time, keep on the move. You certainly find, however, that these dragons are not as powerful as they first seem (dragons take twice as long to kill an enemy). Anyway, 13 axes must be killed before tackling two giants at the end of the level. Save up your magic for such end-of-level battles.

LEVEL 2 WOOD/VILLAGE

Things start to speed up a little now. The Amazon women require four plandrivers or six swipes before they meet their maker and there are two types of Amazons: slow ones and fast ones. Kill lots of these undesirable females and you come face to face with the huge knights. Again, full strength magic comes in very handy for dealing with characters who are this tough. If you are forced to fight them hand to hand, it's best to plandrive them a couple of times and then butt them away and repeat the process. Knights have a rather vicious slash (?) so take care!

LEVEL 3 TURTLE VILLAGE

This level is the tester, from here on it gets tough (with an extremely large and ugly "T"). The enemies are quite tricky to slay, requiring four plandrivers or eight swipes. They move about constantly, so it really helps to master changing your direction when plandriving. If a soldier runs towards you, you can be certain that he will try to attack you in the back - run! The best method is to kill them away from plandrives. After tackling 18 of these fellows, you again encounter two giants. They are much faster than before! Oh, be careful when jumping the bridge, it is very easy to fall.

LEVEL 4 EAGLE ISLAND

Berry, did I say tough? I mean *bloody* impossible! The obstacles stand up until you deliver four plandrivers or a maximum 14 swipes. They are agile and extremely powerful. This is the level you should

save your continue plays for. As you progress into the depths of the level, the enemies become faster and more intelligent. Plandriving takes a heck of a lot of skill. Defeat 13 obstacles (plandrives) to reach another two knights. These knights are well and - full magic doesn't even scratch their armor!

LEVEL 5 THE CASTLE

The final level! The impossible level! Basically, it's just a case of defeating 18 skeletons (?) before the showdown. Forget what I said about saving your magic - use it at every opportunity (there is a final chance to top up your magic just before you meet old Death Babber). Actually, Death Babber isn't too bad! Softer him up with a burst of full strength magic, then plandrive him a couple of times. It is wise to keep on the move, though - he has got the Golden Axe, after all.

Don't let his been captured, put your feet up and watch the war go down and experience (which features some nice playing the Golden Axe cut-up) - that's best. Then, of course, have a nice little breakdown. If you're that way inclined and you still happen to own an Amiga Playpak card, you could always enter **POKE** 13158.07 for infinite lives (it must be re-ordered on each level). So there are no success, don your leather pants and don your boots (and do some real damage).

FRIEND OR FOE?

Here is a sprinkling of all the folk you're likely to meet along the way. The Amazon Women is a right old cow and no mistake. Four plandrivers will see her off. The little elf should be killed sooner - to obtain magic, but be quick, that fat green jiggly little thing is a Giant from the end of level one. Use magic on these as it'll take all day to kill these alternatives. The Doges, while not the toughest of creatures, are large in number so perseverance is the key. The Dragon can be mounted to great effect, but be careful. If you're hit, the beast disappears.



Level four - The Dungeons

The map here is fiddly but you only need to get the rope and the apple and then get to the ladder. If you have infinite lives you can try your hand at getting past the spider or use the map to bypass him.

As the ladder, stand at the bottom rung and use the rope. Nifty climbs to the next level.

NOTE - In disguise of the skeletons it's better to use the staff.

Level five - The Lower Palace

First get the apple and then use the key to enter the palace proper. Get past the guards and then, when you arrive at the screen with the upright stone dog, carefully and very slowly edge your way past him, at the same time remaining close to him, when his sword will miss you and as you go, enter the room with the single magic sword get some from the large grey pot, on the right (your mine should turn green). Then go left of the room and exit up the stairs, without the mine magic the stairs will kill you.

Level six - The Inner Sanctum

First, just far here, have a look through the telescope. Now go on and get the sleeping potion and return to the room with many vases. Then only the rose and push the one on the left (the blue and white spotty one) to open the secret door. Holding only the potion, enter and advance slowly to the dog. As soon as he moves his nose across juice at him, if you miss, go back to the vase room and try again.

In the anchor's room, pick up some of the funny coloured spots on the yellow floor just by your left foot as you enter. You should now have a red Nifty who can get past the anchor.

After disposing of the last guard you must go on to tackle the Sanctum. If you have infinite lives just get into the centre of the room and slip away with the staff until he gets it. If you are mortal, carefully exit and re-enter the room taking a swipe at him as you do so until he dies.

Drop into the scroll room (jump onto the centre square then walk forward) and grab up the scrolls using the pouch (you did pick it up on level six didn't you?). And that's the end of the game... but there's a note to come in our Last Ninja 2 players' guide in next month's Gamebusters!



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REVIEWS AND REVIEWERS

Spring is sprung and another issue of

How our reviews work...

The powermeter

The rate games out of 100%. We review any game over 80% in month looking at. If a game gets over 80% then out this people. It's a cartoon!

The Powermeter on the left of the final rating is divided into red and white areas. We say what bits we didn't like in the white area and we say what we thought was good about the game in the red area. Then we measure the rating from the point at which the white and red areas meet. Good!

Icons



FACE - The more heads you see, the more play we can take in.

T-SHIRT - A reader's shirt means you can save your game position to tape or disk.



KEYBOARD - How many keys you use the keyboard to play.



JOYSTICK - How good is your joystick to play the game if you use this everywhere.



GAME - We put a little of these in if the game has a game mode (Saving).



MOUNTAIN - Peaks mean you can win a game more difficult than the game is.



OCTOPUS - This means the game is split up into bits which lead to traps or disk.



CART GAME - We put one of these in if a game is not compatible.



CORNERS - If a game gets 80% or more, we say, 'It's a cartoon!' And why not?

It's a cartoon!

Commodore Format strikes fear into the hearts of naff games (actually naff games don't have any heart which is part of their problem). Anyway, this is the bit where we explain who does what, why, where and how. Read on and wonder at these warped minds

Life is full of surprises. 'Horus' thought so, as the news of our forthcoming move to a spanking new office reached our ears. 'Horus' we liked, when informed that it wouldn't be ready for at least another month. So what happens in the meantime? That's right, a trip to basement city.

STEVE

Oh dear, our beloved life's in a right old mess about our new environment. Tell us about your month,' we asked. 'No,' he replied sulkily.

When asked what games he enjoyed he said, 'None, they were all crap.' Did he like Supremacy? Might have. 'What about Grand Prix from D & HT? Go away!' So there you have it, he loved Supremacy and wasn't over-awed with Grand Prix... we think.

ANDY

This somewhat inept staff writer is a poor direction finder at the best of times. On more than one occasion he's pointed the office to say that he took a wrong turn and ended up in Glasgow or somewhere. So it came as no surprise when we discovered he'd got completely and utterly lost in the catastrophic need to our basement office. He did though, manage to tap a message in Morse code through the wall of the building which read: 'Liked Super Monaco GP - STOP - Couldn't see anything else - STOP - Too dark - STOP.'

GORDON

Gordon had great difficulty getting to grips with the new office. At his time of life the darkness of the cellar played havoc with his



CP crew (top to bottom) Steve, '804' SA, Gordon, Max, Neil and Simon (bottom)

artistic and language. In between grunts and groans though he did manage to tell us that Warwick was a particular fave of his. He also thought Loop wasn't bad but he did take a dislike to the Aching Back Simulator from Oldgranger Software Ltd. He moaned so much about it that his fellow teeth let out (whorever's written this will probably lose their teeth when Gordon reads it - Ed).

KATI

Floor Kat. Don't be fooled by the photographs. Our dear Ms

Max is actually 6ft 6 inches tall and constantly fit her head against the arches in our new office. This would in some way explain her answer to our question 'What did you like and dislike this month Kat?' 'Is that egg salad I had on Tuesday was disgusting, but finding that suitcase full of money under Steve's desk more than compensated for it' (Ed, just hang on a minute - Ed).

SEAN

Oh dear again. Sean's been for a series of painful trips to the dentist this month and what with injections and drills was precisely unable to talk for the whole period.

Apparently he scored 'Spooothrobaw' which we assume that be Supremacy. He was also quite keen on 'SMB&W' fanfare. We can only guess that he heard Shadow Canyon. And any translation of 'Whimzooat Oozemoreness' must be appreciated. Then he was off for another series of cool excursions so we couldn't even begin to ask how what games he stalked this month. Never mind.



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SUPREMACY

Never a month goes by without someone offering you the chance to conquer the Universe. This time the offer comes from Virgin

It's a Corker!



From the Corps screen you can load supplies, assign a crew and collect or dismantle pre-comers for up to three ships at a time!



Checking the surface of a planet to make sure its farming domes and the mine are all working correctly after a magnetic storm

People use the word strategy without thinking what it means, especially if they're people from a software house desperate for an engaging word or two to describe their latest product. The way they talk about it, strategy usually means you have to work out that the lower order-

ing gobshits of space are the best guys. Well Supremacy, one of last year's Amiga triumphs, is a strategy game and it's just been converted to run on the Amiga's humble eight-bit successor.

Unlike the recently released *Star Control*, which had to have most of the meat taken out of it before Accurate could make it fit, Supremacy is a science fiction domination game, played solely against the computer, which has successfully made the conversion with the least loss of the original's fitness.

The Supremacy universe consists of four planetary systems, beginning with an eight-world expanse and moving into



more complex and densely populated areas as the game progresses. In each of these four systems exists an opponent.

These are arranged in order of ferocity and cunning. For instance, *Wotok*, your first adversary, is not a brilliant strategist. He attacks when and where he can, without much planning, whereas *Korl*, your third opponent, identifies goals for those worlds which are of most use to you.

because if he captures them, they'll be of most use to him.

At the beginning of a game you and your opponent occupy one world each at opposite ends of the planetary system. You must earn resources from your people and build farming, mining and solar

Armageddon armada

All vessels have to be built on a base. Only if they're to be moved to other worlds do some of them need a crew. They can function automatically. The enemy builds similar vessels.



Mining visitors essential for mineral resource production and price a very high yield of valuable minerals



A bioorganic processor fully automatic means of transport. Exp. Shelves works for valuable, very expensive



Multi-cultural station essential for food production, works very well on tropical planets, can carry cargo



Solar satellite generator fully automatic orbital power plant, works very well above desert worlds



Basic cruiser: transports up to four planets and up to eight thousand passengers, can also carry 600 tons of cargo



Cargo cruiser: can carry three-thousand tons of food, cargo and nearly 2000 passengers, ideal for establishing colonies



The Government screen, at the beginning of the game, shows a healthy, expanding planet. The things will soon change unless you get to work



From this screen you can order any ship to go anywhere in the system. The ship will soon empty, have been captured from the enemy

EMACRY

intervention is required on your part. All of the game's functions are also driven and can be accessed from one of several on-screen menus. Apart from a master control screen, there are also shortcuts available between certain screens.

There's even more to Supremacy than all of this. Random events create the flavour of a real environment. Scientists

make breakthroughs that double field production, intergalactic empires affect equipment, and since you have a few weeks under your control, time and resource management become crucial. But it's all surprisingly easy to use.

The game is loaded in compliance in one go. After that, you can load your save game disk or load ready (and use it regularly).

Your difficult task emerges from a wealth of attract art graphics accompanied by some of the most atmospheric sounds you'll ever hear your SID chip sing.

There would have been enough challenge and entertainment if this had just been a space exposition

game. But the game provided by Virgin gives it an edge. Supremacy is guaranteed to test you to the limit.

SEAN



Game	Supremacy
Publisher	Virgin
Cassette	£14.99
Disk	£19.99

POWER RATING

THE DOWNERS...

■ Single player only

100

95%

- Superb scientific graphics and cinematic sound effects
- Easy to use. Drives game components for casual play
- Each war escalates at an accelerating rate

- Difficult opponents to defeat, each possessing its own increasingly cunning strategy
- Excellent manual, complete with quick-start guide
- Random events contribute to the game's realism
- Single load and up to four save games
- Probably the most advanced and exciting disk strategy game in the world

...AND THE UPBERS

0



The British System's control looks at the top, showing a 200-mile view. The 200-mile view of action has three strategic slots.

energy facilities in order to secure your planet's survival. Before long you have the opportunity to build an atmosphere processor, this also will work on a great lot of unexplored worlds on which the lifeless planet has the right to be. Finally, you build up a fleet of planetary craft and can start to build and send our fleet, which to establish colonies not only on our own world, but on other planets.

However, you find your own planet are at the top, and add there's no room for negotiations. The planet you reach into space, the other guy will tell you that all the planets are his. Not only, you see things differently.

Two additional modes in the form of planets available from the world's population of planets that with some of increasing detail on other planets. These planets can be seen



On planet state to builders. The and the atmosphere state will determine the amount of population this world has on it.

An intention to take a lot of energy on a planet will take you to already, and you can see the way to take a lot of energy on a planet with varying degrees of expansion. It's a very interesting game of Supremacy, the atmosphere. It's a very interesting game of Supremacy, the atmosphere. It's a very interesting game of Supremacy, the atmosphere.

Survival in space

- Never leave your atmosphere processor. When it has formulated a planet, move it to another. When all planets have been formatted, scrap it for cash.
- If a planet is under attack, move all funds from it to Starbase immediately, also evacuate ships if possible. Don't let the enemy get there.
- Always check to see what you've captured from the enemy after a battle - make use of everything!
- Don't bother decommissioning worn down combat units. Use them to support newer, fresher ones.



Low power - the Master Control screen displays the entire system. The window illustrates what kind of planet you're looking at and the icons show you to use different kinds of colors

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"The sprites are large, nicely detailed and well animated. There is plenty of action and the action is fast and furious." (Zzap!) "Amazing graphics, marvelous sounds, marvelous gameplay. In a word, marvelous!" (C&EG 8/83)

NINJA SPIRIT

"Stupendously. Ninja Spirit is impressive. Purely scrolling it superb, some of the best I've seen." (Zzap!)

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GHOULS 'N' GHOSTS™

"Impressive...frightening scenes, atmospheric graphics... You can't help wanting back for more!" (Zzap!) "A highly rewarding maze/challenge to keep you occupied for ages. Buy it now!" (Zzap!) 8/83

DYNASTY WARS™



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U.S. GOLD



DESIGN THE SUPREME SPACE MARINE AND

WIN

A PORTABLE CD! COPIES OF SUPREMACY!

Virgin's new strategy game earned four or five A Clarion awards in this very issue (a few pages ago) and the Virgin crew were only too pleased to stump up the necessary goodies for another crucial CD* contest thread! The first prize winner gets to stroll off with a wonderful portable CD player and a copy of *Supremacy*, while no fewer than 10 runners-up get a chance to savour Virgin's strategy supreme!

"OK, out the waffle," comes the immediate cry. "What do we gotta do to win?" Well, we've had a few questions recently, and one or two silly requests, so this time we thought we'd put your design skills to the test. What we would most like to see (apart from a vast sea) of CD copies stacked 'for the filler'—Ed is a *Supremacy* Space Marine filled out with all the latest hi-tech equipment such as: infra-red night vision, hi-velocity omnidirectional armour, a rechargeable plasma cannon and a portable CD player (oh-ho).

Get your thinking caps and drawing hands on, and design us the toughest, toughest, hardest seen of a space marine you ever did see. We'll be judging entries on the strength of

design, not artistic talent, so even if you're totally crap at drawing you can still enter and stand a chance of winning.

Do your drawings nice and big so that we can see what's going on, and include some notes about their history, regimental banners or slogans, their equipment, whatever. Scan it all into a suitable-sized envelope and post it in.

**'Eat Proton Death, Alien Filth!'
Comps, Commodore Format, 30
Menmouth Street, Bath, Avon
BA1 2BW.**

Any entries arriving after Friday 21st of April will go straight into the rubbish receptacle (aka Andy's desk).

No members of Future Publishing, Virgin Games or the 3rd Armoured Dropship Corps of Quindleying may enter. The editor's decision in these matters — when he's awake — is really rather final.



The rolling stock appears in level two. You jump on one car, travel the length while it scrolls along, then get off the other end.



The huge dragon breathes from the end of level three. Once the smoke clears and the fire dies, a little dragon wouldn't go amiss either...



The crawling ninjas aren't strong to begin so you'll have to end them out on your last. Keep your distance and you'll be all right... possibly.

Your training has been long and arduous my pupil. Through grueling challenges and the very strictest discipline have you prevailed. Your skills have been finely honed, your body learned to its physical peak and your mind cleared of all but its one true and noble aim - ridding this city of the vile disease that is terrorism. I as your master wish you luck. Go forth young man and carry out the task that is yours by virtue of your birth. Oh yes, and take that Raptor! You'll often meet with you.

Yes, feasibility has been thrown out of the window for this one. A highly trained Ninja and his dog are off to wage war on the terrorist aggressions of an American city. Personally I think a heavily armed force of marines would be more appropriate but then, reality this ain't. The object of each mission is very simply to collect a number of bank scrolls.



This scene the business (aka). Your lively sound has a seemingly infinite number of lives. When he dies he immediately reappears by your side so it's just a case of sending him on his way until he gets it right.

We've batted these screens together to give you an idea of the level's size. The guy in jeans is easy to kill; drop down and blast him.

The dog comes in handy here. Send him off to savage the sniper; then simply jump up to beat your level and shouting the blazes!

SHADOW OF THE DRAGON

Every dog has its day, so they say. According to US Gold, some of them earn an extra bone and biscuit by helping out Ninjas who protect American cities from rampant evil-doers. Are these people barking mad or what?



The ninjas are only vulnerable when they stand up. Here the yellow one is protected by his shield, so concentrate on the blue one.

which the terrorists have planted. Your white garbed Ninja has a limited yet highly powerful number of moves and abilities at his disposal.

He can walk, crouch 'n' shuffle and leap great distances left and right. When doing all of these things he can throw volleys of



On the precarious level the enemies are no more powerful but the need for accurate jumps complicates matters no end.

stunions of the enemy (he obviously has the patent for rapid fire arm fire). When faced with a platform either above or below him he can perform a spotter-like leap to reach it. Furthermore his trusty dog blows his every name. Wily? Read on...



And I thought the stories of alligators in the sewers were high. The green and hairy heads appear from the slits and breathe great their tails at you. A carefully timed and well-timed jump is needed.



Those yellow Mokes are accompanying Ninjas. All you need to do to run away a bit, then when the fifty hit attack, let him have it.

The mighty 'Blaster' is silent. Your shoulder-tapping aim is rapid firing. The difficulty lies in timing your jumps and dashing correctly.

The green Ninja has missed his chance. All that remains is to collect that last time bomb and it's on to the next tortuous level.

OW DANCER

large. A giant Samurai throws fireballs fast, there's a heavily armoured steel-trig train tankard, and level three features a huge star-furling woman who threatens to flatten you.

Just to add to the variety you also get to try out the impressive bonus level. This is a single screen in which you look up at a large stepped tower. Ninjas appear from balconies and leap down the levels (it's begging to be shunkered to death, it, however, you allow time to reach the bottom, he leaps out at you firing wildly) until the whole screen and thereby telling you know that, er... you blew it.

Throughout the platform levels there's a flock—fry, gaggle—if opponents to defeat, big standard shooting folk who you can dispatch with a single shot, slightly harder foes who fire spars, snipers who need to be hit from end of Fick's beam and small flocks of vicious shivers who are agile and tough. They progress steadily which makes killing them quickly a real treat.

Basically Shadow Dancer is a wonderfully playable game. The only reason it's not a



You find and probably collect quantities to loot. The Mokes are fairly easy to avoid so simply keep jumping and firing repeatedly.

Given that there's nothing truly original or outstanding about it, those features it does boast, though, are excellently implemented. The graphics are varied and interesting, the playability is massive and the gameplay ever changing. It's difficult but not impossible to complete. Basically, a highly polished and challenging game that no-one can really afford to miss.

ANDY

By and large your 'pedigree' items provide access and simply rub up and down your Ninja leg, but in certain situations when you can't get a clear shot at a' opponent without being spotted, he really shines into his own. Holding the fire button or your Ninja causes Fick to bubble off and whenever the opponent. Thus occupied with their arcane advances, he stops firing, leaving you time to leap up and blast him to kingdom come. At the start of the game you also have three lots of magic, accessed by the 'magic bar'. Magic kills everything on screen.

There are four missions to complete which is total comprise 15 stages. Most of these make up the train-body of the game and consist of various platforming against a variety of backdrops. There's a' airport to get through, a large train to help along and many scenarios to climb. All in all, leveling off the the enemies attacks, as they and in each mission comes the end of level three.



end of level quantities number two is to fact an armoured tank. It's a bludge, the only way to survive being to use lots of magic.

Game	Shadow Dancer
Publisher	US Gold
Cassette	£10.99
Disk	£15.99

POWER RATING

THE DOWNERS...

- Not the most original of concepts
- Decently average sound effects
- Main game is a bit dull

100

89%

- Loads of levels to get your enemies into (ignores)
- Variety but main levels keep throwing at you
- Some graphics are varied and the difficulty is decent
- Bonus round is regularly implemented
- Fast action, your Ninja is highly manoeuvrable and quick firing
- End of level quantities are large and tough
- Well placed hazards. Each time you give you'll blow it into score from your previous mistakes

...AND THE UPPERS

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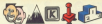
Look who's dropped in



On the bonus levels, nimble ninjas jump down the steep of this mountain side. Blast them quickly otherwise...



...you'll be treated in this identifying close up of the one that got away. The creature's then it really is justice to this impressive level.



Game type C. At the start of a round your cunning little fish steers you a ludicrously garish shape, then... and then proceeds to demolish it, just so that you can put it back together again.



The shape on the top left is the one you have to fit into one of the gaps. The trick is to remember where the shapes were and replace them as quickly as possible.

LOOPZ

There's no story in this game, so it just makes sense up. There was the Indian, the Englishman and the Scotsman, and they were on their way to a chicken-cooker convention when one of them had this idea about a banana, a pint of cream and a lasso...

Err... sorry, just going a bit loopy there. When you enter your local software emporium, read in hard, and buy Loopz - you don't just get one puzzle game, you don't just get ten puzzle games, you get three different puzzle games (and that's not counting the less player options).

It doesn't take long to get the hang of things because the objective of each game is



ONE - Start making loops. There we are, cracking on space. We need to rotate this right angle and wait for some straight bits.



TWO - Doing marvelously. These little loops on the go and a stunning great one finished. Come on, do your worst, I can take it...



this is the two player option. In progress. Before it doing more work, thank you, we can't say the same for Blue, though exactly the same, make loads of loops and gain masses of points. Different shapes are released on to the board one by one, and all you've got to do is rotate and move them in appropriately loopy positions before the timer runs down. Bonuses are awarded for getting mega-jucy scores, and clearing the screen. Easy? Well, sort of. The bigger the loops the more points you score but the more shapes you squish on to the screen the tougher it gets. And there's nothing as frustrating as getting a tiny little short tail when what you really want is a great tall enormous long one - but that's life.

Game A lets you pick your own difficulty level (right up to 8 which is mind-bogglingly



THREE - Damn I've blown off more than I can steam. The wiggly shapes appear with increasing regularity and mean you're soon

lost) and in Game B you wish your way through the stages systematically. Game C, on the other hand, is a totally different kettle of fish. It's complete loops are disembodied (yuck!) one by one before your very eyes and afterwards you have to put back the missing pieces in the right place.

Loopz is definitely fast and it's also bang of fun - especially in two-player mode where you get the added pleasure of sabotaging your mate's designs. The long-term addictive-ness of a Tetris, say, is missing, but if you still haven't had enough of puzzle games, you could do a whole lot worse than splash out on a copy of Loopz.

RAH



Game	Loopz
Publisher	Audiogenic
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- A bit bland in the long term
- Not all that stimulating visually
- Two player option doesn't have much going for it
- There's not strictly quite enough games for the

100

-

75%

- Three different games to choose from - five if you count two-player games
- Loads of bonus games
- Three clothing items
- Classic shape numbers
- Same - so two games are dual capacity for same
- Passwords for Game C
- No multiball
- Straightforward control method - not too hard even for your granny
- Well-proved difficulty

...AND THE UPPIERS

0

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Screen shot from IBM PC version.



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Here we go again. These time-traveling ripsters Dr Emmet Brown and Marty McFly take another tumble through temporal trouble (trouble, trouble, trouble, trouble, trouble...)
 (OH-ho-ho-ho!) And it's gone into an uncontrollable alternative time. THWACK! — that's an eye, the third and hopefully final time in this epic trilogy has been converted to the screens of your 84. It's not that BITTY little such a feat



On the first level, the Doc vertically scrolls his way into a cavern (filled with post-shooting goodies)...



...And then turns left to leave, so the good newscasters can take a few notes as well. Don't think what he's done is great on many people...

BACK TO THE FUTURE III

Marty McFly and Doc Emmet Brown are back in more Mirrosoft antics. Our reviewer heads out to the Wild West and asks, if this game is all about time travel, why didn't they just make the last one first?



time, but, frankly, another foray into all things temporal would be like flagging a dead horse.

Speaking of which, the plot of the film takes place in the old Wild West. Emmet Brown has gone to live out the rest of his life as a blacksmith in his favourite time zone and sent Marty back to his favourite eighties wilderness. Sadly, Marty discovers that Emmet is to be killed by an outlaw called Mad Dog Tannen who just happens to be a fanatical of 88, the fast guy from the other two films. Marty goes back in time once more in order to save the Doc from certain death.

Level one involves Dr Brown and a horse. The doctor's sweetheart-to-be comes to town only to be car-

ried away by her falling horse and wagon towards impending doom over the edge of a ravine. You have to control Emmet's horse in order to ultimately save Clara. This level switches between a horizontally and vertically scrolling chase sequence. On the horizontal bits you need to jump obstacles and other obstacles while the scenery scrolls speedily by. If you time the jumps badly, the horse stops dead and the doctor is sent to work with a heavy lump. The vertical bits show an overhead view and you must avoid boulders by moving right and left while shooting the outlaws who occupy the cliff faces around you. Success in this level means saving Clara.

Failure causes the pretty maiden to plummet deathwards.

Level two it's time for a bit of good ol' fashioned ponying at the local feedstore. Marty swaggers off to the shooting gallery to try his hand at target practice. This is all standard fare; the gallery is displayed on the screen with various moving duck targets at both the top and bottom of the area. In the central part of the gallery cut-outs of bullets pop up and down with disconcerting speed. Quick reflexes and a careful eye are needed here as once in a while (and rather badly now I think of it) a cut-out of an old woman in a rancher's apron. The instructor booklet tells you not to blast the old dear, but what the hell, there's nothing like popping a person's top with your Colt (don't by this at Home Aids) —



With the big railroad chimes coming on, you're treated to another time jump as Marty makes a mad dash for the sleeping loco



On the train proper, Marty has to battle through gun-battles in order to reach...

...The engine itself. Marty has to clamber down onto the ballast in time to make it back to the future (again)



So's horseback, since conditions otherwise, there's a lot to avoid getting about in the



...And jump over the gaping public domain. In, of course, you're supposed to do it with the horse

into the tunnel before jumping into your time machine and going home. But the train is festooned with hundreds of railway engineers and Mad Dog Tanner's henchmen, and hamper your progress. Apart from them, mailcocks, water towers and signals provide even more life-shortening opportunities.

As in *BTTF* II, originality has taken a short holiday. Each level is based on a four-minute movie scene more times than you've had for dinner but each comparison is so polished it doesn't matter a fig. One of the major officials of the game lies in the first level. The controls are so finicky it can become annoying but perseverance will get you into the delights of the rest of the game. The graphics throughout (and particularly the spikes are fast, big and very well animated. This, coupled with above average sound and gameplay, makes *BTTF* III seriously worth considering.

ANDY



And that's more the it, & also, doesn't earth economy had got to get down

Marty tries out his gas hand on the *Doc's* *Firearms* store. In, hold on a minute, that stabilizing and getting in a destination doesn't look terribly wild or need to be... out of clothes you can get another batch of ten from the nearby table.

The only way Marty can get back to the present day is to shoot the DeLorean up to 88mph with an old steam train and some special fuel for its burner. This is the stuff of which level four is made. The train scrolls left to right and also goes up and down, very impressively at that. As Marty you must cut, jump, crawl and climb along the train from the end carriage where you start, to the locomotive itself. Along the way you should have collected the Doc's special logs (must have been the *All Stars* - *It!*) and must stop them

Game	Back To The Future III
Publisher	Microsoft
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Controls on the first level are unresponsive and can be annoying
- Doesn't really use originality

100

81%

- Variety of gameplay makes up for *BTTF*'s shortcomings and keeps you playing
- Apart from level one, controls are simple and responsive
- Key line screens have been used to good effect
- Presentation is excellent with attractive in-between scenes introducing each level
- Most *BTTF* enthusiasts
- Good attention to detail: curving hammers, long ducts at the steaming gully, travelling train, it's all here

...AND THE UPPERS

0



60.

Onto the penultimate level which is the opening of the clock tower ceremony. As would be expected, Tanner and his cronies decide to win an ever-year's parade. However, in a blinding flash of resourcefulness Marty grabs a lot of Friebos (Pis-dishes and attracts the army with them. On the small screen you control roughly in the carter of the town square. Tanner's men appear from doorways and you need to hit your dishes in their general direction. With a lot of practice you can actually get quite a lot of Friebos on your horse. When you run



61. In the heart of the job shop Friebos-thriving street out, Marty Tanner's men handle a cut!



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AFTER BURNER

MS-DOS, £2.99 cassette

Why anyone ever paid good money in the arcade to see what was effectively a wild mannequin I'll never know. Okay, so the graphics were scuffing, splendid and, dare I say, marvellous but the gameplay was pretty dull.



Being stopped awake long enough to reach stage four, it's getting attacked by planes and missiles not to mention a MG on my rearview.

It had hoped that the 84 version has translated fairly well - it's pretty dull as well. All the features and levels of the original are there: speed-ups, refuelling stages, spectacular rips (ham or cheese?) - dit and heat-seeking missiles are all accurately represented. Also, despite the limitations of our beloved eight-bit machine the flavour, if not the technical wonder, of the arcade graphics have been captured quite successfully.

It's like I've already said, the gameplay is accurate and, as such, dull. The first four or five levels are a bit rip roaring but after that it gets fairly repetitive and very quickly takes a respite from rip roaring to rip roaring.



What a disastrous month I've had! Mother arranged an Easter egg hunt for me in the back garden, which I attacked wholeheartedly, only to come up empty-handed. Not only that, but I later experienced the terrible wrath of my Father, miffed at the destruction of his immaculate lawn. It wasn't until 4am the next morning that I was able to come down safely from my tree hideaway...

FRAME RATE...

A very good conversion of a decidedly second-rate arcade game means you should only consider it if you're already obsessed with adding it to your collection.

AFTER BURNER

45%

CONTINENTAL CIRCUS

Masterdisk Plus, £2.99 cassette

Ohh loveliness, I'm in a particularly mopy mood this month so nothing pleases me more than to review two bad games one after the other. Afterburner was bad - this is

even worse. It's a very basic 3D racing game with competent graphics, average sound and distastefully tedious gameplay. The reason it's so boring is that it's terribly unrealistic. It's dead easy to overtake, dead easy to corner and world of all dead easy to crash. You can't be doing well only to come a cropper because you were positioned a pixel out of place. Don't bother, go



around. **PROFESSOR** tries to overtake on the outside and fails miserably. This action shot looks fast, but it only fails to deceive.

FRAME RATE...

Thanks... but no thanks. This is about as interesting as waiting for 8-Tape to load. It's programmed fairly well and quite sensitive to look at but today, is it booooooo? Er, yes.

CONTINENTAL CIRCUS

30%

WACKY DARTS

Code Masters, £2.99 cassette

Darts is a snug fit game, played by fat old toad who have nothing better to do than spend all their money on beer and throw little circles at a ludicrously small target. A better idea by far is to stick your beer money straight into the building society and play Wacky Darts on your GBA at home. The 'Wacky' of the title refers to the opponents you have to play. Each one throws an alternative dial at the board. Name the Barbarian throw axes,



Your disembodied hand floats ghost-like in front of the dartboard. Control of it is pretty similar to that of a *Saturday*'s shopping trolley - crude but effective.

Nigel the Ninja Heroes character while David the Magician conjures lightning bolts, and so on. And if these opponents aren't to your liking you can always play against a friend.

There are five types of game on offer: 991, in which you have to get your score from 991 to zero before the other player and Round The Clock which involves putting an arrow in each segment of the board starting from 30 and getting right down to 1.

The control method is excellent. Your on-screen hand floats randomly about the screen and you must try to steer it, using the joystick, to the area of the board you wish to hit. It all works rather well and all budget prices should prove a real treat.

FRAME RATE...

Yes I like this. The graphics are amusing and the control method of your floating hand provides a surprisingly accurate translation of the real game. One of these games you'll keep coming back to whenever you need cheering up.

WACKY DARTS

70%

CJ'S ELEPHANT ANTICS

Code Masters, £2.99 cassette

CJ the elephant has been abducted from his parents in Africa and is being flown to a zoo somewhere in England. Being a resourceful chappie though he grabs an umbrella from the cargo hold and leaps from the plane. The

really then turns inside-out and CJ dies on impact with the floor (so, this isn't the plot I remember - Eds. Actually, CJ tends to fumble and must make his way through four levels of arcade play from action (but unlike *Star Wars* and *Star Wars*) in order to return to his beloved family. Level one takes place in France with leaping frogs and French policemen trying to kill you. Level two is in Switzerland, level three sees our hero travelling through Egypt and finally the parts of his native Africa must be negotiated before the task is complete.

The graphics are colourful, cartoonish and follow the theme of each level very well. There are four large and of level guardians and enough puzzles to keep you occupied for weeks. Furthermore there's a simultaneous two player option. It's not a re-release but an original product with the polish and playability normally associated with full price games.

FRAME RATE

Three quid for this is an absolute give-away. It's encouraging that a product this good can be released at budget price. I hope CodeMasters make heads or tails out of this, and then plough the money back in to maintaining this standard of budget software.

CJ'S ELEPHANT ANTICS

88%

R-TYPE

Big Squad, £2.99 cassette

Do I really have to say anything about this game? Those of you who have heard of R-Type (and that should be pretty much everyone) will know that it's one of the all time classic shoot 'em ups. Everything is there: multiple enemy waves, huge and-of-feral guardians and more power ups than I've

had hot dinners. So it must be a Barker right? Wrong, very wrong. Yes all the features are there, and yes the graphics and sound are glorious but sadly the game is outrageously difficult to play - far more difficult than the coin-op ever was.

The finer details of the gameplay, such as the amount of enemy bullets on screen or amount of damage inflicted by shots, bear little resemblance to the original which is an absolute crime. Not only that, but the added pain of a randomly deposited and often out leader (three separate tasks to get going, and then two re-leads when you die on level one) makes this definitely one to avoid.

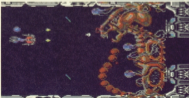
If you like waiting ten minutes while it loads followed by three seconds of play before dying, then give it a go.

FRAME RATE...

An apparently crap loader added and accented by deceptively difficult play means C&B owners have missed out on one of the all time classics.

R-TYPE

40%



The graphics first level R-Type graphics. Looks great, but its unfortunately almost impossible to kill. You should be able to finish him off with your shots, but the C&B team were insane...



Poor old CJ comes a cropper up against the first and final guardian, there's a look-a-like, Gussardino, i' Paris in France, you're free - Eds

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COMMODORE FORMAT **A TO Z** OF CLASSIC GAMES

JACK ATTACK

COMMODORE

Released: May 1985

Availability: Deleted

For as long as there's been a round, ball-shaped thingy, Jack's enjoyed squashing other round ball-shaped things and they've enjoyed squashing him. By tapping about screens upon simple screens of blocks, Jack has to manipulate blocks, jump over bridges and cope with disappearing floors. No sophisticated graphics, no fancy sound, just lashings of addictive gameplay which grows on you: a plain and simple classic.



People have often wondered whether Jack Blank was a dig at an Commodore boss. Jack Blank, now Atari's boss. Surely not!

KRONIS RIFT

EPICARTUM/ACTIVISION

Released: December 1988

Availability: Deleted

Kronis isn't the kind of planet you'd pick for your dream holiday. It's ugly, bleak and miserable but it's also covered in space-rockets stuffed with valuable techno-waste — the stuff that makes people rich. Equipped with Encyclopaedia Galactica, Surface Power and Rocket Tech, dread you set out to make your fortune. Will you succeed or will the guardian robots turn you into fat cans? Brilliantly



Machine-overruling you will go. This robot mines in your orbital spaceport, taking apart the wreckage to use it in its search for

Continuing our drooling delineation of the 100 best and worst games on the good ol' 64, Gordon Houghton secretes slobber over the letters J-P, skipping Q without a care

grim fractal landscapes, highly detailed on-board graphics and a whole catalogue of guardian ships enhance Kronis's already complex gameplay with a highly charged atmosphere. If you see it, grab it.

LAST NINJA 2

SYSTEM 3

Released: September 1988

Availability: Deleted

An enhanced version, Ninja Remix has just been released at £9.99 cassette and £14.99 disk.

Ever fancied wearing black at over and being given alien shades of blue? out of guys called Kurai? Well, you've had your chance ever since. The Last Ninja turned out not to have been the last one at all and spawned a sequel. It features highly detailed graphics, a whole selection of attack poses and a host of well-animated action: a fat combo of arcade adventure and busy fu.

LEE ENFIELD IN THE TOURNAMENT OF DEATH

INFOGAMES

Released: June 1987

Availability: Deleted

Lee Enfield may be a title but our hero, a gun-in-stick insect inseparating as a knight, is armed with nothing more substantial than a pair of scabby-looking fangs. Round music, scabby graphics and a display which takes up approximately a quarter of the screen just about wraps this one up. A classic yodler.

LITTLE COMPUTER PEOPLE DISCOVERY KIT

ACTIVISION

Released: November 1988

Availability: Virgin £2.99

A little computer person is the ideal pet. He wanders around his own little house, plays

records and responds when you refill his water containers, send him records, write him letters or play cards. Little Computer People may not be the greatest thing in long-term entertainment but it is one of the most amusing games you'll ever play.

LORDS OF MIDNIGHT

BEYOND

Released: May 1988

Availability: Deleted

One of the greatest 64 strategy re-games, Lords Of Midnight features no less than 4,000 locations and revolves around the actions of two main characters, Luxor and Morin, in their quest to defeat the nasty, mustache-twirling Doomseek. At the time, the four main types of command (VIEW, MOVE, THINK, CHOOSE) allowed unprecedented strategic flexibility but nowadays they do appear a little limited. For sheer atmosphere, a sense of bleak desolation and a feeling of battling against terrible odds, Lords Of Midnight remains unmatched.

MANIAC MANSION

LOWENFELT/US GOLD

Released: December 1987

Availability: £14.99 (disk only) direct from US Gold, or at selected software shops

A mad scientist, six cool dudes, a radioactive swimming pool and an angry purple tentacle



So, this is Maniac Mansion. Don't know about the name but the title looks more human than they did in Star Trek II.

made up the list of LucasArts' adventure games. The format is now familiar: menu commands in the bottom half of the screen and scrolling action sequences in the top half were used to solve puzzles and unravel the mystery of why dastardly Dr Frost captured and imprisoned the poet and poetess Sandy, with three different characters to play, an easy control system and brilliant humor throughout. It is the old old classic — a game that hasn't aged.

MANIC MINER

SOFTWARE PROJECTS

Released: August 1994

Availability: Mastertronic, £2.99

Some people think this is still one of the most bodacious platformers around, some think it's rubbish — either way it's a classic. Miner Willy (able to star in *Jurassic Willy*) has discovered untold riches in mysterious caverns beneath Surlstone — but there's a catch. All that glitters is guaranteed by a weird assortment of subterranean denizens, including the weird Eugene, some flying toads and an apricot fish. What this boils down to is 20 levels of single-screen leap and dodge action: Willy isn't the swiftest character around, so precise timing and pixel-perfect positioning are needed. It's tough, it's colorful, and it's still worth a gander.

MERCENARY

NOVAGEN

Released: March 1995

Availability: Delisted. Now available in a double pack with *Second City* (the sequel to *Mercenary*)

Like all Paul Winkler's games, this was way ahead of its time. Very few products can match the quality of its super-smooth vector graphics or the depth of its gameplay — a huge city packed with buildings and labyrinthine underground maze levels. Your ship Poponium has crash-landed on Tatoo, a mostly barren world once inhabited by the Patrons but now ruled by their enemies, the Neo-robotic Mechanoids. Always one to exploit a conflict, you recognize that there's cash to be made as a mercenary for both sides. The wealth of detail and rapid pace get you hooked immediately, and there's enough to keep you occupied for weeks — if you see it, buy it.

MICROPROSE SOCCER

MICROPROSE

Released: December 1989

Availability: £14.95 (cas), £18.95 (del)

Was the best football game on the PC, it is still the safest. It is, in fact, not one but two soccer '91's soccer simulators. Traditional 'Stanley Matthews'-style footy played on a big pitch, and American rules via a side. The winning fun is viewed from overhead and



Strange rules and a strange game but Microprose Soccer is what it's all about if you have fantasies of joining the England squad

the ball sticks to the feet! It can be played as a friendly, a 10-team league or even a World Cup tournament. You can tackle, dribble, volley, do overhead kicks, chips and banana shots — all in a variety of weather conditions. And if the music doesn't bring you gasping, God don't give you anything else.

MONTEZUMA'S REVENGE

DATABYTE

Released: December 1991

Availability: Delisted

Parame Joe, a poor man's Indiana Jones, has discovered nine caverns brimming with gemstones the size of very large gemstones. If he could pick them all up, he'd be a very rich, blocky, square computer character indeed, but he has two hazards to overcome. First, the caves are full of rolling bouncing skulls, poisonous spiders and other unwholesome underground uglies. Worse than this however is the terrain: invisible chain-gates, bridges that disappear, warden traps, doors that



A brilliant example of how dangerous, Montezuma's Revenge has a fantastic subgame sequence where Monty falls through a massive treasure hoard

need keys to open, and fiery pits. All these obstacles spell death — but the rewards are incredible. Just like this game, in fact.

MONTY ON THE RUN

GREMLIN

Released: October 1987

Availability: Klax, £2.99

Who would have guessed that a mere male named Monty would have spawned five games, a possible cartoon series, and a third way of communicating out 'toubler? This is the second in the series and arguably the best. All screens of platform action with bits of puzzles to solve, tricky traps and some of the weirdest nasties you'll find any-

where (alarm clocks with wings?). Gasp at the brilliant Frog Hubbard soundtrack, say 'oooh!' to the playability, and groan because of the toughness. Above all, buy it.

MYTH

SYSTEM 3

Released: December 1995

Availability: Eye 3, £39.99 (cas), £14.99 (del)

There is a fifth dimension beyond that which is known to man. Unfortunately your character has just stepped into it. It takes him back to multiple lands of myth and magic from Hades to the Vikings — and to get back to traverse he has to travel through them all. It's a world of colour, a world of superb retro-style animation and fantastic creatures to combat — and it's a world you should get your hands on.



NEBULUS

NEBULUS

Released: December 1987

Availability: on the Near Drive

companion, £12.99 (cas), £17.99 (del)

Progo is an ordinary demolition worker: he's a silly little green lizard with a pair of goggles eyes. He's also an employee of Delectro



Nebulus, in all its funny glory, is only available on a compilation now, but it's worth getting hold of for its exciting graphics

Inc, who've just been given a contract to destroy eight towers in the middle of the sea. The only way to dismantle them is by negotiating platforms, lifts, stairs and doors — and plenty of creatures. Once a tower is flattened, Progo goes to the next one in submarine, catching fish for bonus pay. Platforms aren't at all fixed, with relational scrolling which has to be seen to be believed!



PARADROID

NEBULUS

Released: November 1993

Availability: The original is now deleted

Fast Paradroid was available as a double pack with *Ultima*. Hazy Metal Paradroid (the smoothest and most colourful version) is on the Near-5 label, £2.99

On a haulage trip to Beta City, a fleet of Robot-Prologians was bombarded with robotic beams. This sent the robots on random haywire: they killed the human crew and are now guiding the ships into enemy territory. Only a prototype robot Infrasonic Device can save the day. It's able to control mechanisms for long enough to shut them down, and can use its host's weaponry to destroy other robots. Five worlds sum it up: smooth, long-lasting and incredibly playable.



GO WILD!



So ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Told and the next I'm having breakfast delousing my armpits. I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miko (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

The arcade sensation by Fabtek Inc. is now available for your micros.



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The result of a quick three-computer between *Scaven* and *Scaven*. Acamator was destined to be evil. After sticking pins in a few old traps he decided to practice his wicked ways in *Scaven*, to date just about the most peaceful level that ever there was.

Not ones to yield their peace peacefully, the Belmonts revolted. Acamator summoned a gang of demon princes to guard him against future attacks. Long ago, in a game called *Grind*, these were destroyed by a bold mage-cum-hard man.

Now Acamator has built a tower with deeper and darker levels, full of monstrous



Since you've collected all the keys on level one, defy gravity and slide across the water to the stairs leading down to level two.

itions, mazes and puzzles. The aim is still the same: you have to evade the demon or die in the attempt. Hidden doors, invisible paths, trap doors and poison chests threaten you at every turn, but there are also chests containing powerful magic which you can use against your foe.

Your character is a fat stumpy but his legs can knock up a fair turn of speed — enough to escape most enemies or



This is where the previously collected keys prove their worth. Most of them is a maze containing treasures, weapons and health packs.

Each safety behind obstacles. Acamator's spawn are on the whole a pretty stupid bunch of things that go 'woooo' in the night. They can regenerate and home in on you, but are easily dispatched or avoided.

If the action gets really tough, you've got an effective range of spells (see box), and the ability to regain strength by standing on Energy Carpets (these look like the lighting

WARLOCK

THE A

First there was **Druid**. Then came **Enlightenment** (naturally). Now

the blue-robed hero of yore returns to demolish more demons, courtesy of Millennium



The beloved energy pack. Whenever it looks like you're going to come to a sticky end, that one, stand on it and your energy is replenished.

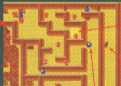


Having just 'powered up' the Warlock has noticed a chest and is cautiously employed in hitting a block with his lightning bolt.

Where am I?

With several demons ahead together, you can use the power! Just how big and nasty this second level turns out to be.

This building breaks you to extremely hazardous. Warlock can cross it, but at great expense to his energy level.



A treasure chest. To open one Warlock merely has to stand in front of it. All manner of goodies lie inside, but each opened, a chest cannot be plundered again.

Warlock himself, looking decidedly beat and... not a little lost.

A sparkling Energy carpet is available in a floppy Warlock. You can walk there as often as you like.

This is an energy Spine. It looks just like you in the city above, but beware his advances for they are lethal.



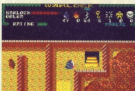
This is what you find inside a chest. If there's a key, grab it. If not, choose the item which you are shortest on.



There's loads of booty on level two. There are also loads of monsters on frequent trips to the energy path we show.



Warlock. It's a misfit. I've reached level three. It was hard before enemies in handy to slip in just out of frame and you feel confident enough to progress. Don't hang about for too long though



Warlock often leads you straight into a steamy fight as it enemies in handy to slip in just out of frame and you feel confident enough to progress. Don't hang about for too long though

effects in a 70s disco). The most unusual spell is the ability to generate and control a clay golem. This creature can be manipulated in solo mode (with limited but adequate command), or by a second human player. This option is what makes the game so much fun to play: with a friend directing your golem, things don't always turn out as they should...
 Designed to appeal to enlightenment seekers (both excellent games, but are

now a bit long in the tooth) - and the third instalment in the series isn't radically different from either. At first it doesn't even look much of an improvement over its predecessors, but as you progress deeper and deeper into the later levels, its qualities become obvious. The range of traps and tricks is hardly devices. The enemies just keep get-

ting tougher, and one false move leads to a wall-bounce - if you can survive level 5 without leaving your hair out, then you certainly deserve a medal!
 If you enjoyed either of the predecessors, you'll love this. It plays like a steamer, with more puzzles and unusual habits. Two-player mode is particularly good, but even as a solo player you'll have hours of enjoyment figuring out all the traps and annihilating your enemies. It's challenging, frustrating and a lot of fun.

The aim is still the same, you have to nobble the demon or die in the attempt

WARLOCK THE AVENGER

That's magic

A wizard without spells is like Betty the Elephant: he might as well just pack his trunk and say goodbye to the world of high adventure. Luckily, our hero in a red-and-white is armed to his horse-hair underpants with magic aplenty. Our blue-

robed buddy only has a limited number of each type of spell to start with, but, as he checks out the treasures (hearts the adorn the dungeons), he can find supplies of all the different spells. In fact, he's positively spoiled for choice.



WATER BOLT - The most widespread but weakest spell. Useful against monsters just out of their ripples or ripples



FIRE BOLT - A medium-strength weapon for medium-strength opponents. Good for warming up most situations



ELECTRICITY BOLT - The best hand-crafted spell of the lot, this is also the most limited in supply. As you've either got the power or you haven't



PARASITE MONSTERS - Momentarily freezes all enemies on screen, allowing you to break their hearts and laugh loudly in their faces



GOLEM - A clay creature with its own health meter, the Golem is useful for belly-bouncing the bad guys you'd rather not waste your time on



CRASH - Destroys all enemies in view for a period of ten seconds and replenishes the wizard's energy and destroys demons. It's a stunner

Game	Warlock
Publisher	Millennium
Cassette	£10.99
Disk	£15.99

POWER RATING

THE DOWNER...

- Keyboard and joystick isn't ideal
- Screen isn't all that big and the border flicks occasionally

100

80%

- Eight tough levels - some of the later ones will have you searching your pockets
- A surprise awaits around every corner: the frequency of monsters depends on how you play
- Colorful backgrounds lend a different atmosphere to every level
- Plenty of tricks to keep you searching your head
- Great two-player option
- Opponents are evenly matched and very tough
- Spells to give the ghastly the willies

...AND THE UPPIERS

REASONS TO BE C

Simply irresistible! Not one but two

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The first issue of Amiga Shopper goes on sale on April 4th, but we've arranged for a 50% preview copy to be given away with the April issue of Amiga Forum. It's on sale March 14th - don't miss out!

GREMLINS 2

Several years have passed since the gremlins last went wild and Blaine has returned to his old master in New York's Chinatown. But the old man dies and developers have to build a business complex containing offices, shops and such like. Gizmo is held prisoner in a lab but his old friend Billy discovers him and puts him safely away in his office drawer. Needless to say he escapes, accidentally multiplies and once more gremlins are on the loose. As Billy you must rid the complex of creatures before midnight when they can ravage throughout the whole of New York City (not such a terrible prospect really - Ed).

The game is in the platform type, in which the screen doesn't scroll but flies each time you exit either side or above and below. This may not sound very impressive but each screen has a very rigid pattern of enemy attacks and constitutes a unique challenge.

Elite are back with a new batch of troublesome terrors wrought from the fevered mind of a Hollywood film maker. Our furry reviewer is fed after midnight so he can craftily concoct this report. No, wait! Don't shed too much light on it - uh oh...

something that just wouldn't be possible if the screen scrolled.

Billy can crouch, jump, walk right and left and fire. The firing type depends on the weapon you're carrying. There's the Tomcat Missile which releases a volley of rockets but only works over a short range. There are four types of torch which range from the sweetly single firing version to the two-way



That telescope (top right) would be useful but first you need to avoid the landing gremlin

range torch which fires three shots in front and behind. The telephone lines in an arc so is only good for long distance shooting. The trabees is a good all rounder, while the boomering is fast firing and unpredictable.

You'll find these weapons scattered around the play area but it's not always wise to collect them as soon as you see them as it may jeopardise your chances of completing a puzzle later on in the level.

The gremlins themselves are brilliantly done. While they are small they are also minutely detailed and well animated. There are eight types in all each moving and attacking in a different way. Duffy cuts into a ball and rolls into you. Moltack throws things at you. Electric appears from plug sockets and shocks you. George flicks debris into you from above. Larry also throws things. Popo rides a popo stick and moves very quickly. Skateboard (surprise, surprise) rides a skateboard and falls you over and last but not least is Geogey (good name guys) whose powerful beam hoses kill on contact. Because their movements are so snappy and further, because so many appear at once, the action can get massively frantic in some of the screens.

The overall aim is to collect a complete item from each of the five levels. The item appears as an icon with the letter G on it and is often found in the most inaccessible places. But with the item collected you must make your way to the lift which transports you to the next level.

Other items are dotted around which furnish you with various bonuses such as



There are loads of things going on here. The white blob on the left is a tomcat weapon. It's good for short range shots but that's about it. The gremlin on the left is Popo, impossible to avoid as you'll have to shoot him. The one on the right is Billy, the worst of all for very long. If you bring about half you'll end up a tight ball and power towards you with alarming speed. Quite a challenge considering it's only the first screen of level one...

Gremlin gizmos

WEAPONS BONUS

TELEPHONE	50 CREDITS
TRABEE	50 CREDITS
BOOMER	50 CREDITS
1-WAY TORCH	50 CREDITS
3-WAY TORCH	50 CREDITS
PHONE	50 CREDITS
2-WAY TORCH	50 CREDITS
TELEPHONE	50 CREDITS
3-WAY TORCH	50 CREDITS
TELEPHONE	50 CREDITS

This is the default weapon selection screen from the end of level one. Regardless of which weapon you pick up along the way, when you die you'll always be left with the default weapon. At the start of the game it's the worst torch but at this point you can feel yourself up a bit. Choosing the telephone or boomering means it's a good idea as it's vital to the completion of level three but by level four it proves useless. In view of this, a wise choice is the Two-Way Torch - if you can afford it!



The gremlin behind the desk (top left) is George. He serves drinks at you and more often than not, you die in response. Cute huh?



points, extra lives, time and Flambo Gizmo. The latter is merely your little furry friend who, in an unorthodoxly full of bravery, parachutes onto the screen and helps to kill some of the gremlins. Good ol' Giz, eh.



Occasionally, when you defeat a gremlin, a cutscene appears. If you collect it, it acts as a credit for the shop at the end of level two. **Impossible jump?** No. Leap right and you'll land on a pit which will help you get the coin.



Playing out for a month of fresh air seemed like a good idea at the time. Staring longly at the moon will achieve nothing but carpal tunnel. The bubble is a freshly killed gremlin and, when collected, will furnish you with credits for use in the shop.



Good day at the office huh? Eh, no. The one redeeming feature of this level is that there is plenty of furniture around which can be jumped on to avoid the attacks of the gremlins.

Pulling a few Gs




The G key is the key to level completion. Collecting it prompts this satisfying screen.

Here you can choose your default weapon for the rest of the game. Whenever you get killed this is the item you'll start off with.

Graphically, *Gremlins 2* is a treat. The backgrounds are of a very high standard and largely atmospheric. The sprites are varied, detailed and highly animated - except for Billy's sprite. It's blurry and really rather crap. *Gremlins 2* is challenging and there are several puzzles to solve but in the main it's all a little too difficult, frustrating in fact. There's also a lack of variety between levels, making it a bit repetitive.

AWAY

Game	Gremlins 2
Publisher	Elite
Cassette	£9.99
Disk	£12.99

POWER RATING

THE DOWNERS...

- Many sprites look dreadful and are slow-the rest of the graphics.
- Not much variety between levels - the repetition gets to you.
- It can get incredibly frustrating, especially when a gremlin kills you right at the edge of the screen.

100

69%

- Atmospheric and nicely drawn backgrounds.
- The gremlin sprites are rich in detail and animated with real class.
- Eight very different gremlin types add to the excitement.
- A powerful weapon upgrade adds to the overall effort.
- The levels are fairly big and are always very busy.

...AND THE UPPIERS

It's a still, quiet night at Boddy Manor. Suddenly there's a piercing scream (Aaaaaaah!), a thump (Thump!), and the sound of running feet (pound, pound, pound). Moments later life (Boddy is found) face down in a pool of blood. Whodunnit? Whose? And how?

The board game Cluedo has been a hit since 1949, was turned into a truly awful TV series last year and has already inspired the Commission. So why, you may ask, are they doing another

Up to ten players can take part in any mixture of humans and computer. A complete set of notes is automatically kept for each person, with items ticked off as they're eliminated. You can look at your cards whenever it's your turn.

There's no denying that Master Detective is a fast, slick, and user-friendly conversion but if you're playing with



A neat Agatha Christie would be proud of her there's not a button in sight. From this screen, you may choose who you're going to play. Having ten players taking turns on a computer sounds a bit unlikely though.

CLUEDO MASTER DETECTIVE

one? The answer is that this is Cluedo Master Detective, an enhanced American version that isn't even available over here as a board game. It's got six more rooms, three extra weapons, four extra suspects and a totally different four-pan layout is a bit difficult to distinguish on screen) but the rest is mostly more of the same: you roll the dice and you make your move. When you enter a room you make a suggestion (Miss Peach, in the Fountain with the Heronhead) and the other players show you their cards. If you land on one of the nine non-Strong spaces you can sneak a peek at one of your opponents' cards.

Friends it's still no substitute for the real thing. Even with the added bonus of the new features, the atmosphere isn't the same; it's just not practical to have everybody farming away from the screen when someone wants to look at their cards.

For a solo Sherlock Holmes there's more potential: you can play it whenever you like, your opponents never argue and you'll never lose any of the little plastic bits that end up being hoovered after playing the board game. The only trouble with this computerized version is, it's too easy to win. So for the hee-hee Cluedo Master Detective on the highest difficulty level every single time. That is the truth, sleuth.



Four old detective Mrs White has an unnecessary finger pointed in her direction but in this case the evidence isn't strong enough. Back to the drawing board...

Game	Cluedo
Publisher	Virgin
Cassette	£9.99
Disk	£12.99

POWER RATING

THE DOWNS... SCALE

- Board graphics are a mile off from brilliant
- Impressed with more than one player
- Flipping between your cards and the board can be fiddly
- Computer opposition on all three difficulty levels is too easy to beat

100

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68%

- More suspects, rooms and weapons than the original
- Fun for solo players
- The computer works nicely even to show
- Handy clues game option
- Instructions can be printed as required
- Slightly computer players
- Reaching expert play can mean from computer players

...AND THE UPPERS



The board is considerably expanded and improved in Cluedo Master Detective but with ten characters, playing the game on the old board would have led to considerable competition. Unfortunately, the graphics, though colourful, are still fiddly and crowded. It would be a real shame if you missed a clue as a result.

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Here we are qualifying for that all important French Grand Prix and, would you believe it, the race is as fast as a two-hour old baby's nose. Near miss, we get the green light and give it everything we've got



Of course, once the weather improves every Tom Dick and Aprlon thinks he's a world class formula one driver. These Sunday drivers can't last the distance

SUPER MOND GRAI

There's more to formula one than polluting the atmosphere and looking cool in a balaclava. You've got to be fast, you've got to be tough and, when it comes down to it, you've really got to be able to drive. If one or all of those sounds just a touch too damn difficult or your mum won't let you out, don't despair — Super Monaco Grand Prix is here.

As a matter of fact the car's already been around for years. What with it being a great big spinning machine, with mega-realistic graphics, shiny pedals, funny dice and a Shamus and Dave sun strip, it didn't need more than the one Grand Prix circuit. Because the 54 isn't quite capable of the same sleeking graphics, the competition

Another Sega coin
op classic gets the
US Gold treatment.
Our reviewer takes
up position on the grid and aims for the che-
quered flag. But does it end in the pits?

comes with not one, not two, but four brand new tracks. Your reward, if you do well enough in France, Brazil and Spain is a chance to have a go at the Monaco track. And all the courses can be driven in the dry or the wet.



Friendly she may be but this poor girl looks like she used to work as a cash barter at Bazaar World. She's got a few details that could do with knowing out, that's for sure

Turbo-powered super streamlined hard drive's COMMODORE FORMAT 7, April 1991

Transmission is manual or automatic by choice and there's a qualifying stage before each circuit. At this point your main task is to secure a decent starting position for the race itself — anything from pole position, right down to number 11 on the grid is possible —

Prix fax

- Grand Prix races cover a minimum distance of 100 miles and a maximum of 130 miles within a time limit of two hours.
- Formula 1 cars are single-seaters with up to 2000cc or boosted 1800cc engines.
- The petrol tank capacity of a Formula 1 car is limited to 48 gallons.
- Turbos were banned from World Championship Grand Prix racing in 1988.
- The fastest overall average speed recorded up in a Grand Prix race is 203.40km/h.
- The fastest qualifying lap was completed in 1 minute 00.00 seconds by Mike Brabham at Silverstone in 1981.
- The closest finish to a Grand Prix race occurred when Aprlon Senita beat Nigel Mansell by 0.019 seconds.
- The man with the most Grand Prix points and the most Grand Prix victories is Aprlon Senita.
- Ferrari has won more Grand Prix World Championships than any other car manufacturer.



Only 23-42 seconds into the first lap and we're already crashed a 102mph. Oh, if only real-time driving was always like this. Aren't we in a hurry? Oh, no... apparently we're in Brazil!



Good, eh? No problems. One of the best features of Super Monaco Grand Prix is the data that appears in your view as you don't have to glance down the screen. Mind you, that rear view mirror is misleading.

MONACO GRAND PRIX

and as there's no real opposition, you should be able to do reasonably well.

The races proper get distinctly tougher as you go. You have to finish in at least 7th place in France, 8th in Brazil and 2nd in Spain, so crossing the Monaco strip might take longer than expected: failure to make

it you're looking for trials, forget it. Unlike the coin-up, there's nothing in the way of games to keep you entertained - just racing. The presentation is minimal, the title alone consists of a loop about two bars long, the in-game sound is negligible and the graphics are functional, if a little sparse.

However, if it's racing action you're after Super Monaco Grand Prix does deliver. And if you must buy it, buy it for the speed and the testability, not because you fancy a copy of the coin-up - you'll only be disappointed, especially in the face of competition like Turbo Out Run or Lotus Esprit Turbo Challenge.

RAY



This is what it all comes down to. Okay the game is a couple of times and you'll be seeing that tenth of a second you missed

the grade in any race and it's right back to queuing for the very first track.

Amazingly there are no circuit maps to look at either during or before an event but you do get a rear view mirror to keep an eye on what's coming up behind. And boy, do you need it: the only way to stop the opposition from overtaking on the straight is to get in their way! For your part, you can only overtake on bends. Depending on how you look at it this either makes the gameplay pleasantly hard or blindingly difficult. Either way, it's frustrating to have the slowest car on the grid.



As you can see from this control screen, you're not stuck for joystick options when you play Super Monaco Grand Prix. Your every whim is catered for

Game	Super Monaco GP
Publisher	US Gold
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Crude background graphics
- Lack of on-screen course maps is a bit disappointing
- A bit tough to stop with, and the sudden death system is annoying

100

-

78%

- Tough courses guarantee testability
- Good choice of manual or auto gear systems
- Computerboard opponents are hard nuts to crack
- Smooth road movement and 3D graphics provide a great simulation of speed
- Most circuits trace the original route
- Rear-view mirror adds atmosphere to the action
- Good forward effect

0

...AND THE UPPIERS

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The Mighty Brain

How did the Universe do TV newsmen's paper planes out of their end of a bulletin? The kinds of questions in minds are not equipped answer, so they ask The Mighty Brain, Commodore 30 Monmouth Street, Ba

WARP SPEED AHEAD

Dear Mighty Brain

How about answering my questions mate!

- 1) How do you erase a file from a disk if it was saved using the WARP+25 option on the Antari Poplay cartridge?
 - 2) Was there a mistake in the program sent in by Ian Galle to help align the azimuth heads in the CDM unit?
 - 3) Why do 87.4% of checks of the people who write, take the mick? I mean, you can't help being a biased, silly little brain who constantly swims in stagnant liquid, can you?
 - 4) Can you recommend any music making software for the CMT?
 - 5) Are you linked to Winzap Power?
- David Lewis, Kent
- 1) The WARP+25 command saves data in a strange format which is not compatible with the CMT's DOD commands, therefore it's impossible to erase a single file from the CMT's DASHO screen. However, since it's easier to exit WARP files and normal 80 files on the same disk, the safest way of getting rid of a WARP+25 file is to erase the whole disk by formatting it.
- 2) Oh... well... yes. The Head alignment program had a binary mistake. Line 20 should have read: CMT: PGM: (00110) TO: 0100. The wonderful Cyma monitor has been already recommended for its better error.
- 3) Probably because 87.4% of our readers enjoy hospital food...
- 4) Loading MIP programs adds the two to go for an Exotic's Advanced Music System



son disk preferably which is handled with Data's MDS interface, and ElectroSound 80 here. Otherwise, if you can find these going cheap anywhere, buy them - they'll keep you busy for years. And by the way, if the pro-

grammer of ElectroSound is our hero, get in touch with us...

5) Oh, excuse me while I laugh myself into a parallel dimension.

TMB

YOU WOULDN'T LET IT LIE...

These letters in editorial cut me off in the prime of my reply to Scott Leach's Brain Drainer letter last month. Just to ease anyone who is interested, here's my answer to Scott's criticisms of our reviewing system...

I have already indicated the CP changes to make slight changes to their PowerPlay reviews, because I happen to agree with you, Scott. Over the next few issues you'll find CP reviews more entertaining, more informative and generally... well... better. Stay tuned.

The rating system though, still remains as it is. Ratings for graphics and sound simply aren't needed, because you see a great deal of the graphics within our many screenshots (and you'll be seeing more and more over the coming months) and you can sometimes actually hear music and sound effects on our cover tape demos - we could never do this justice if we just rated them with ink and paper. What we do attempt to do is describe them as accurately as possible.

Taking sound into account in the rating itself is a different matter. It's such a subjective thing; some people might

think that the soundtrack for Delta is the best thing about that, while others think it's an irritating as almost inaudible. If we took the soundtrack as outstanding (rather unobtrusively good or bad) we'd say so. But, let's face it, buying decisions should be made on the strength of playability. And that's what our PowerPlay does: it tells you if the game is worth buying. Any title that gains over 50% is worth thinking about, because it's better than average.

If you have more than one person review a game it just becomes confusing - if one person thinks the game is good, and another thinks it's bad, what do you do? Whose opinion do you trust? And if all the opinions are the same, then what's the point of having several opinions in the first place. Believe me, having multiple reviewers doesn't work.

These points you mention sound like you want us to be the same as a certain other Commodore magazine. Our review system has been designed to be different - it is designed to be better, if other readers feel strongly about this write us and tell me!

TMB

OCEAN SOFTWARE?

Dear Mighty Brain

Can you answer my three questions please?

- 1) My friends and I want to form a software company, but we don't know what to call it. We decided on Atlantic Software, but is there such a company already?
 - 2) Does Roger Frimars appear in his own computer game?
 - 3) How do you program using a joystick?
- Georgi Oates, Daniel Zaccanelli, & Stephenson, James Hobly
West Yorkshire

- 1) There's no-one called Atlantic, but there is a budget house called Atlantic and a second company with the Atlantic logo, so I'd play it safe and call yourselves Brainsoft or something interesting like that.
- 2) No. However, he does appear on the cover of *CastleBuster*. The game by kind permission of his studio and dad. Anyone wanting to write a Roger Frimars budget game should contact his agent. That's his, by the way.
- 3) I presume you're having trouble incorporating joystick commands into programs of your own. The C64 has two separate joystick ports, which are connected to the 8020 Cerebral Interface Adapter (CIA) chip. This chip has 16 registers in memory locations \$B020 to \$B039 (\$B020 to \$B02F), data for port 2 appears at location \$B030 (\$B031) and data for port 1 at \$B032 (\$B033).

The five joystick switches relate to the five driver bits in the locations \$B020 and \$B031, where bit 0 is flagged for 'up', bit 1 for 'down', bit 2 for 'left', bit 3 for 'right' and bit 4 for 'fire'. Each bit is set to 0 if when a switch is pressed and a 1 when it is not. So, all you have to do is take a PEEK at the values in locations \$B020 or \$B031 depending which port you've plugged into and use the values to determine where the joystick is pointing. I'll leave the rest up to you!

TMB

POWER PACKED CARTRIDGE

Dear Mighty Brain

I have a few questions to ask you about Action Replay and game carts:

- 1) If I had an Action Replay cart could I turn off my computer and come back the next day and play a game right away?
 - 2) Can an Action Replay cart be used on multi-level games so that each level will have to be loaded only once?
 - 3) Will the CP PowerPack ever be out cart so that C64 console owners can play the games so well?
 - 4) Will there ever be budget carts, and if so how much will they cost?
- Dean O'Sullivan, Etilham

1) Not really. Once you turn off your C64 that's it—game over. What you can do, though, is back up your game at the position

THE EUROPEAN

Dear Mighty Brain!

Can't I'm feeling rather European today. Here are some questions which comply to European guidelines which came into force in 1999.

- 1) The end of level 2 on *Alien Dangerous 2* is getting up my European friends. Are values too POORIE or maps to help?
- 2) What is the best C64 fight sim available and how many Euros will it cost (in English quid)?
- 3) Have you shot the artist who made you look like a lout in a jar in *QWERTY*?
- 4) Are *Hollywood Collection*, *Wheels Of Fire* and *Glory Collection* any good?
- 5) Have you got a POKIE for *Virgin's Money Pit*?
- 6) What are those areas which are attacked by your person? Are they European by any chance?

Please print this letter, which sets the standards for other European letters to follow.

B. Millward, Kent

- 1) This won't help you get past the end of the level, but typing "PLUPODSDUC" on the high score table allows you to start again from the last level you reached.
- 2) There are plenty of fight sims avail-

able for the C64, including such rarities as *Murderer's Revenge* and *Project Death Fighter*. *Death Mission* from *Softlogic* and *Digital Assassins 1-18* from *Bit*. As for the quality of each, it really depends whether you want to fly around and look at the scenery (like in *Flight Sim 1* from *Softlogic*) or simply what it's about and about things (by *Apex*), for example. It's all terribly confusing and I think it's time we did a round up of all the available fight sims, don't you?

- 3) I thought I looked rather shabby! Just gone for there...
- 4) The *Hollywood Collection* is a wonderful thanks to *Balmain*, *Indiana Jones* and *The Last Crusade*, *Polserap* and *Ghostbusters 2*. The *Glory Collection* is all right as long as you like the *Glory* arcade adventure games. *Wheels Of Fire* is the weakest of the lot, with only four titles, ranging from the very good *Turbo Out Run* to the utterly dismal *Hard Drive*.
- 5) Well, if you want a little bit of help, try typing "SASASAS" on the high score table to restart the game on the last level reached. If some bits of help (and have all Action Replay cart) level in our amazing POKIE bookies!
- 6) That'd be nice, won't it? ...

TMB



RUPERT THE FRIDGE

Dear Mighty Brain

I'm hoping your knowledge of all things goes back years, for I pose to you all these questions in the hope that you can enlighten me.

- 1) Is there any chance of obtaining a game about four years-old called *Robin Hood* and *Rupert And The Ice Castle* on the C64? I think these are the correct titles, but I don't know the publishers.
- 2) When will *Master* be available on the C64?
- 3) When will *Escape From Cobble* be available on the C64?

4) How you any links, tips, details or maps for *Eyez*? *The Temple of Apollo*, *As*

I'm in desperate need of help.

- 5) Are there any plans for *Flux*, the world conquering board game, to be released on C64 soon?
- 6) Could you recommend some puzzle games that aren't easy to do, like *Wells*, *Phantoms*?

Please do your best, as you always do, to answer my questions. One last word: I'd like to say *Wells* is utterly brilliant and so original it was the best budget game ever. *Mummy's Boy*, *Boogoo*

- 1) *Rupert And The Ice Castle* was the sequel to *Master Walker's Rupert And The Toymaker's Party*, released on the now-defunct Quicksilver label. It's very difficult to say good or I wouldn't worry about it too much. As for *The Ice Castle*, *Robin Hood* possibly? never heard of it, not on the planet, anyway. They were a good one...
- 2) *Master* appeared for a moment (80% in C64) and is already available, but only on disk. If you can't think of any, try typing "G" on cart \$D1100000.
- 3) *Escape From Cobble* (remember the issue) should be in the shops any week now.
- 4) I spoke to Andy "GameBuster" Dyer, but he just stated blankly and carried on saying he had never attempted to do before for time? I think. If anyone out there has tips on the ancient game, send 'em to!
- 5) A C64 version of *Flux* was released by Leisure Games early in 1989. Leisure Games are now handled by Nigh Games—give 'em a bell on 071 243 1860.
- 6) I've had a couple of decent puzzle games last issue, in the shape of *Clig's Challenge* and *Wells*, and *Cream's* recent release *Flating* is also very good. Several last-

weeks or days gone by include Incentive's Confusion, Solo Ben released through Mindscape, US Stock's Solomon's Key, and Bostwick's four Image Works. They're all classics, but you might have to hunt long and hard to find them.

TMB

64 + 4 = 0

Dear Mighty Brain:

Can you please advise me if there is any way to load Plus4 tapes into a C64 machine? I have a large number of these gathering cobwebs in a cupboard.

Also, when programming and testing on a tape, I find that any spelling mistakes I put on the screen and subsequently correct prior to saving still appear spell incorrectly, on the screen, after running the tape. Is there any foolproof method of correcting these errors prior to saving on tape?

Rice-A-Rice Fugs, Dunbarwa

I'm afraid there are major differences between the C64 and the Plus 4. Games and programs written for one machine simply do not work on the other. Mind you, if it's possible you could pick up an extremely cheap Plus 4 by working computer small ads pages in magazines like *New Computer Express*.

The way to make sure that your program is saved correctly is to save the new spelling

or numbers and then press Return on each line which has been altered. Once you have finished the saving, make sure you save out the program with a different name to the one you used previously. That should do the trick. **TMB**

THE MIGHTY EYEBALL

Dear Mighty Brain

After only two issues the best mag out must have dozens of readers. Nobody could possibly buy a better mag. Frankly the others are not worth the money anyway - you either get half a mag the other half is Amiga'd or a mag thinner than your poster.

Anyway, if you are so smart, answer those questions please!

1) Since you sported an eyeball in CFS, does this mean you still

score your stars and

a star?!

2) What came

first,

the chicken or the chicken egg? (Say the egg then also do it! Say the chicken, what did it hatch from? Gotcha most)



Please help me before my boss explodes through frustration at the earnings of a seven-year-old who is beginning to realize that the over-time Supplement also could do just about anything is leaving it.

Joking aside I realize that the major factor here is head alignment. Is there a definite way to achieve optimum settings other than trial and error? **M Allen, New Brunswick**

First, let me start by saying that you were following the law by accepting these games from your friend. Making copies of commercial software to distribute to other people - whether for payment or not - is illegal and liable to prosecution and a hefty fine - at least.

Printing software in this way is generally a bad thing if reduces sales of games, reduces a company's profits and can damage investment in future titles. So don't do it!

The loading problems you have encountered are, as you said, due to the head alignment of the tape. The best way to make sure your head is correctly aligned - on the C64, at least - is to test out and buy a tape head alignment kit for about the price of a cassette (CFS).

Now you've managed to set-up your tape head to its optimum setting, any games that still don't load are... well... dead. And if they've printed versions it serves no right. Stick with original games and your problem will disappear. **TMB**

3) The Amiga is in its fourth year and the C64 is its ninth. How much longer will each last?

4) What are the chances of *Double Double or Merry-And* games on the cover tape?

5) Will there be *Beano* and *Dandy* computer games coming out?

Stuart Watson, Bishopcleeve

1) Depends how I feel. The eye was more of a caution statement than a vital physical advertisement. I wasn't too keen to let you the truth and it's one gathering dust in my wardrobe. 2) Since the desire for survival is stronger than the desire to reproduce, the phylogenetic selection process is that, in a strictly technical scenario, the chicken came first. Of

course in reality it was neither chicken and small scraps of clay came first and they gradually evolved into the chicken species - but that's another story altogether.

3) The Amiga is still an infant in computer terms and will be around for many years to come. The C64?

Well, people have been predicting the demise

of our favourite machine for years - and it's still the biggest selling computer in Britain. 4) There's a pretty good chance that both of those titles might appear on our cover tape - but not for a long while to come yet!

5) I've not heard of any such games being announced, but if it is successful, we may see a flood of new comic domains. If they are to be released, you'll be the first to know. **TMB**

BARGAIN BASEMENT

Dear Mighty Brain

Please could you answer these questions.

1) I have seen an advert in a Classified Section for an Action Replay Mk 2 cartridge for £10.00. Is it worth it or should I buy a recent version? Does it have all the features of the new one?

2) I have also seen an advert for a 1501 disk drive for £66. Is it a bargain or not?

3) Are the following games any good? *P-47 Thunder Bolt*, *It-Out New Zealand Story*, *Case Squad and Torians*, *James Calverly*, *Tyco* & *Wear*

1) You'll find that the Action Replay Mk 2 (which first appeared way back in 1986) is the best high speed disk-tape loading aid as a programming tool, although it doesn't boast any of the game-loading features of the Mk 2. Don't be surprised if I can't cope with many of the newer games; this can't be several years before the latest game protection techniques. 2) Sounds like a bargain to me - assuming that it works all right.

3) They are, in order, average, good, very good, very good and excellent. *Superstudies* - don't take just love me? I do.

TMB

PIRATES - IE: PRATS

Dear Mighty Brain

I am writing to you in the hope that you can offer me some advice or direct me into a course of action which may ease my dilemma.

We bought a second hand Commodore 64 for our seven-year-old son for Christmas. The unit is less than a year old and came with a selection of games. As a supplement to this I friend who has the same system bought a selection of games (one *Stark* tapes for me, great stuff) or so I thought. I was at the stage where I'd know absolutely nothing about computers, but certain things have me totally baffled.

1) Some of the tapes won't load at all (both original and copied tapes).

2) Some are difficult to load, taking two or three attempts.

3) Sometimes certain parts of the graphics are scrambled.

4) Some games load OK sometimes then not at all, whilst others perform correctly all the time.

In my futile attempt to rectify this I have only succeeded in worsening the problem and totally confused myself.

Some advice had explained tape head alignment to me (I wish for heaven!) I had a go at adjusting the tape head - what a hummer, tapes that didn't work now do (only some) and also vice. I can understand this but some games still don't load while others always have.

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Maps showing direct routes from the motorway and A5

BACK TO BASIC

Phil South brings you Part 3 of our programming series for beginners. In this explosive installment,

Phil's BASIC thoughts turn to loops, conditions and data. And this month's type-in program unleashes the 64's ability to sing. A one, a two, a one two three four...

Welcome back to the world of beginner BASIC. In this exciting episode (also yawning at the back, I'll be asking questions later) I'll be looking at conditional and unconditional loops using GOTO and IF THEN, and the use of the FOR NEXT command. And I'll also be looking at the very useful PRINT and DATA commands. As usual, just tap in all the examples and change them around to see what happens. You can't break the computer, so just have a go.

GOTO LOOPS

The GOTO command is not a Japanese stringed instrument, but a GO TO command. It tells the computer to go to a certain line number, like so:

```
10 PRINT "COMMODORE FUTURE!"
20 GOTO 10
```

In this case the computer is being told to print something over and over until you break the program. This is what is known as an infinite loop, as the computer will keep doing this until doomsday or until someone switches the thing off, whichever is the sooner.

Pressing the RESET/STOP key breaks you out of this loop and returns the control of the computer to you. The computer is told to go back to line 10 and when it gets there it sees a command to PRINT something. Then it goes to the GOTO line and is returned back to line 10 and it prints again. And so on until all of us have grey heads. This is called an

Your letters

As we've mentioned so much BASIC over this month's column, there's only room for one letter, and it's from Mr B Cheevers of Abington, near Wolverhampton.

"I have just read your Back To Basics section and I thought it was great. I'm looking forward to further issues, as I love to be able to write programs on my 64, but the language baffles me. All the books I've seen seem to dive in the deep end and expect you to know it all. Could you tell me any information which might help me understand a bit more on writing programs? Or can you recommend any books which start from the beginning."

I'm glad you're looking forward to further issues Mr Cheevers. You'd find it hard to look back on them, anyway! In answer to your question, the best way to learn BASIC is by following a monthly tutorial, good heavens you have one in your hands! Yes, following Back To Basics every month is a good start, as I'll be explaining something very carefully as I go along. I know this is a pain, as most

people want to know everything right now. But the best way to learn is to read, think and try out in that order. So have a table in the little listings I print, and try out some of the mini examples too. Try them in, and try to figure out what the command is doing. You can't hurt the 64 by messing about, you know.

On the question of books, there are some very good ones, although none really cover the subject from scratch. But in a while you may need some kind of a reference book to help you follow what I'm saying.

The title manual that comes with the 64 is very good, considering its apparent lack of thickness, and for a better version of that you'll need the Commodore 64 Programmer's Guide also by Commodore. Also I'd recommend what we call the C64 owner's bible, namely Programming The Commodore 64 by Basic. Colin West of it's still in print (but is) from Level Publications. And finally of course there is the brilliant illustrating Basic by some bloke called Abcock, which I think is published by Cambridge Press.

Homework Prob No. 3

And now for this month's program for those of you that like to run ahead of the pack. Simple one this time. Write a program in which all least three loops are nested together. Also for the more adventuresome, try to re-write our Musical Scale program so it uses a more efficient loop.

unconditional branch command, and this is so because the computer isn't allowed to choose if it wants to go there. It's just told 'get yourself off to line 10'. But there are conditional loops you can do. One of these is called the IF THEN loop.

IF THEN LOOPS

This is a two pronged command, usually split, and it tests if certain circumstances are correct before branching to another line. In this example program:

```
10 INPUT "PLEASE TYPE A NUMBER AND PRESS RETURN": A
20 IF A=1 THEN G0
30 GOTO 10
40 PRINT "YOU TYPED A FIGURE!"
50 GOTO 10
```

The computer asks you for a number, then tests to see if you entered a 1. If you do, it jumps to line 40 and prints the response. If you don't, then it returns the normal prompt. (Note: notice the way I used the semi-colon

Control keys

Last month, I explained how to use control keys to print comments to obtain a number of effects, including generating text in different colours.

Unfortunately, there wasn't room to bring you the full list of these control keys, last month but now we can do just that.

Check out CPN for full instructions on how to use them.



CMB & YEL



CMB & PUR



CMB & WHT



F6



DELETE



CMB & RED



CMB & GRN



CMB & BLU



CMB & CRN



F7



F8



CMB & BLK



CLR



RED



F1



F2



F9



CMB & WHT



PUR



BLK



HOME



CRN



WYS OFF



CURSOR LEFT



YEL



F5



CURSOR UP



CURSOR DOWN



INSERT



GRN



WHT



BLU



WYS ON



F4

Did you notice the colon (:) symbol in the last program example. It divides a program

line from another so you can have two lines on the same line. (No, really!) The program

lines on the same line will be executed from left to right. This is a good way of compressing your programs into one line. You can even do what we call nesting loops together, like so:

```
20 FOR B=0 TO 10
30 FOR A=1 TO 2
40 PRINT A;B;
50 NEXT B
60 NEXT A
```

— where the loops are nested inside one another like Russian dolls. This example shows us two loops, one following the variable B and the other following the variable A. The print statement in the middle prints the state of play as the two loops figure themselves out. The program advances through the numbers and if you follow how they step through, you will be able to see how the program is working.

READ MY DATA

Lastly a quick look at the READ DATA command. READ is used like so READ A — where A is any old variable. The computer then looks for any DATA statement in the program, and this can be located anywhere in the listing. DATA lines are like REM, they aren't executed, so they are invisible to the program until a READ statement is run. Then the first bit of data in the DATA line is read into the variable A.

Check out this month's listing for a demo of how this works. The number of loops in your program must correspond with the amount of data in your DATA lines or you'll get an "out of data" error.

THAT'S ALL FOLKS

Okay, that's all for this month. If you have any questions or tips and tips for BASIC, why not drop me a line. Phil South, Block 30 BASSIC, Commodore Forum, 30 Minmouth Street, Bath BA1 2AP.



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We know that one of the Famous Five wasn't Popen but we can't remember which one it was. Was it (a) Terry the dog (b) Barber the shepherd (c) Basil the fox



Enid Blyton invented a famous character who drove around in a motorized car and wore a blue floppy hat. What was his name? (a) Charlie, from Chaffin and the Wheelies (b) Todd, from Wind in the Willows (c) Noddy

And finally, which one of the following children's series was not created by Enid Blyton? (a) Wind in the Willows (b) The Secret Garden (c) Mr Galland's Circus

Send your answers on the back of a postcard to: "That's All... Treasures" (with... Competition), Commodore Forum, 30 Minmouth Street, Bath BA1 2AP.

Good, those entries better reach us by 15th April or they'll be too jolly well late and that's for certain!

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Chess program written for a mathematician who had spent many years in the banking industry. Program that takes the traditional board methods of the professional, reduce to one file and makes the file to open the file of all possible moves. Includes a program for the player to make a move. Includes a program for the player to make a move. Includes a program for the player to make a move.

Includes a program for the player to make a move. Includes a program for the player to make a move. Includes a program for the player to make a move.

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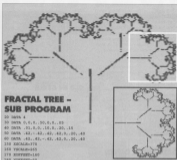
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FRACTAL TREE - SUB PROGRAM

```

20 DATA 4
30 DATA 0,0,0, 50,0,0, 80
40 DATA 30,0,0, 10,0, 20, 10
50 DATA 40, 40, 40, 40,0, 20, 40
60 DATA 40, 40, 40, 40,0, 20, 40
100 SCREEN=170
110 VIEW=400
120 GOTO=150
130 VIEW=10
140 IF 40=10 VIEW 40=170SCREEN=150
150 VIEW=10-170=170SCREEN=150
160

```

If you magnified the areas surrounded in the main diagram, you'd find smaller versions of the whole picture repeated at each branch.

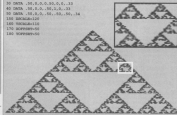
Like Chris said, to change the type of pattern drawn just change the lines as shown. If you put out there comes up with any other fractal changes to this program, or even a better version, send them in. This excellent example wins Chris this month's prize (\$20 worth of goodies of his choice from the Commodore Format Mail Order Wizard's Cave) - write in and tell us what you'd like, Chris.

SIERPINSKI TRIANGLE - SUB PROGRAM

```

20 DATA 3
30 DATA 30,0,0,0, 60,0,0, 90
40 DATA 30,0,0, 30,1,0, 30
50 DATA 30,0,0, 30, 60, 30, 30
100 SCREEN=120
110 VIEW=400
120 GOTO=150
130 VIEW=10

```



...This is why fractals are so interesting. Magnify part of a fractal shape and it repeats itself - however, even more interesting: coastlines, snowflakes, clouds, plants - all these phenomena are examples of real fractal objects in nature.

Bits on the side

Quick tips and short programs from a variety of people

SPEED UP BASIC

POKE 5000,PEEK(5000) AND 230

This speeds up programs by about 5% by flashing the screen to the border colour (as in loading and saving). To return the screen to normal type:

POKE 5000,PEEK(5000) OR 10

KEY REPEATS

To enable keys from repeating themselves, simply type:

POKE 800,04

To re-enable, type:

POKE 800,0

To make all keys repeat themselves, type:

POKE 800,100

To reset to normal, type:

POKE 800,0

A PROTECTED

COPYRIGHT MESSAGE

Type your message after a RETURN statement on line 0.

Then type:

POKE 200,200:POKE 200,200

If you list your program you will see the line number has moved to 00020, well above the highest line number. Carry on with your program and your copyright message is sent out of reach. (Richard Frost, 8040-Che-Tre)

OLD NEWS FROM HOLLAND

If you have typed 'NEW' to remove a program from memory then the following can be used to restore it into memory:

POKE 5000,0:GOTO 4000:POKE 40,PEEK(20)-PEEK(70)+0 AND 255

Also interesting is the way to change the cursor colour. Just type:

POKE 844,VALUE OF COLOUR - SEE THE MANUAL.

M Umar Lait, Amsterdam, Holland



CLOCK ON!

New Year's is an interesting task for you. Simon's routine always keeps good time by accessing the 64's internal clock. However, it's not very elegant. Can you can come up with a program that gives a large graphic digital (or even analog!) clock display and makes it keep good time using the technique above? You can't. Then show it with the rest of us inside Info. To the usual address:

Inside Info (It's Peter's)
Commodore Forum
Future Publishing
30 Massachusetts Street
Bath
Jovan
BA1 2BW

PORKY POKES

Lots of people have written in asking for a complete list of POKe statements to use in their own programs. First of all, there is no such thing as a complete list of POKe statements. Apart from the fact that there are thousands of different addresses that can be POKed in the Commodore 64's memory, by putting different numbers in the same address, different effects can be achieved. Every month in these pages you can see the same POKes cropping up (especially in graphics work), but with very different end results. So experiment!

However for those people who asked, here's a few to start you off from David (Scotland of Wanganui, New Zealand). If you're going to print this list upside-down, but that's too old a joke even for me to use...!

COMMODORE CLOCK

This is hardly one of the most advanced programs you will receive, but some readers might like to try it. It gives a simple clock display by using the 64's internal clock to keep time. When you have typed it in and RUN it, you will be asked the question:

ENTER TIME
(HOUR:MINUTE:SECOND:CONDS) ?

You can then type in the time, eg: If the time was half-past five in the afternoon (5:30:00pm), then you would type in 173600-RETURNS (this program uses the 24-hour clock). The seconds will then begin to count up, then so will the minutes and the hours. Yolo.

```

0 POKe 0280:1A71 0280:0385 + POKe
0280:0 + POKe 0281:0
0 POKe + 0282:0280
1 20000 + (0283:0280/60/60/60)
+Yolo
0 110:Yolo
20 0283:0280:1A71
20 0283:0280:1A5 + Yolo
20 0070:20

```

Simon Gerrard, Newport, Shropshire.

```

POKE 10:85 Turn-on 'F' during IMPUT
POKE 10:85 Turn-on '7' during IMPUT
POKE 190:0 Clear keyboard buffer
POKE 204:0 Turn-on 'CSH' during GET
POKE 204:288 Turn-off 'CSH' during GET
POKE 048:0 Disable keyboard buffer
POKE 048:10 Normal keyboard buffer
POKE 057:128 Disable -ctrl/Commodore-
POKE 057:0 Enable -ctrl/Commodore-
POKE 775:208 Disable LIST
POKE 775:187 Enable LIST
POKE 790:180 Disable -Festote-
POKE 804:204 Disable -Fun/Stop -
Festote- and LIST
POKE 808:207 POKe 790:71
Enable -Fun/Stop -
Festote- and LIST
POKE 808:208 Disable -Fun/Stop-
POKE 808:1:0 CSH flash speed
0-0-050
POKE 83370:21 Switch to upper case
POKE 85070:25 Switch to lower case
and finally
PDKH (187) Returns the ASC of any
key is pressed at the time

```

DATA FROM DOWN UNDER

Dear Inside Info, Our names are Matt and Dale. We come from a bit of country called Australia which lies in the middle of some big ocean. Enough of the educational stuff! This program uses a BASIC program to POKe in a machine-code program into memory. Once the BASIC program has been run, the Function-keys will be defined as follows.

```

F1 becomes LIST +PRETURNS,
F3 becomes RUN +PRETURNS,
F5 becomes LOAD +
F7 becomes SAVE +

```

```

1000 0A00 32,258,259,270,271,272
1010 0A00 3,281,282,288,29
1020 0A00 3A2:0,289,292,293
1030 0A00 297:129,2,233,234
1040 0A00 4,295,2A5,2A5,5
1050 0A00 235,2A8,76,49,23A
1060 0A00 202:234,208,28,282
1070 0A00 8,289,294,292,297
1080 0A00 235,2,232,234,4
1090 0A00 208,2A9,2A5,5,233
1100 0A00 2A8,76,4A,23A,200
1110 0A00 235,288,20,2A2:0
1120 0A00 2A8,210,2A0,2A7,219
1130 0A00 2,232,234,2,289
1140 0A00 2A5,2A9,2,233,234
1150 0A00 76,49,20A,200,23A
1160 0A00 208,2A9,2A2:0,2A9
1170 0A00 235,230,297,210,0
1180 0A00 232,234,2,290,2A5
1190 0A00 2A9,2,250,250,75
1200 0A00 49,23A,76,2A5,58
1210 0A00 2,82,217,58,21

```

```

1220 0A00 76,212,2A,81,77
1230 0A00 3A,238,2A9,0,2A1
1240 0A00 20,2,2A5,232,2A1
1250 0A00 21,2,88,76,8
1260 POKe AndPDKH TO 0283:0280
0A0700 A,028007 A
1000 0280:208
2320 888

```

This program uses an internet at address 02800-028081 as BASIC programs aren't over 1K.

Dale Brice/Simon & Matt James,
Hungama, Australia

CLR IN STYLE

Here are two fancier ways to clear the screen other than just using PRINT CHR\$(147). To use the first one type GOCLR08 00000, to use the second type GOCLR08 00400. The first one works by clearing a line of the screen by pointing address 781 with the screen line and then typing 378 00003. The second works by simply positioning the cursor at the bottom of the screen and pointing lots of blank lines, scrolling the picture upwards.

```

00000 POKe 0A:0 TO 10
00000 0000 781,02:0000 00003
00040 0000 781,2A:02:0000 00003
00050 POKe 0A:0 TO 30:0000 08
00060 0000 02
00070 00:0007 0000:1A71
00080 0000:000

```

```

00090 0000 211,8 + POKe
214,24 + 02800702
00100 POKe 0A:0 TO 24
00110 00:000
00120 0000 02
00130 0A:0007 0000:1A71
00140 0000:000

```

Andrew Galt, Western Super-Mare (again)

LISSAJOUS CORRECTIONS

The grime got into the most elegant Lissajous program in CP's Inside Info. Below are the corrections that will have your screen sailing with curves.

```

80 0A:100 + (00 028007 + 0A:2A:0001:11)
100 7A:7A:02:13 7A:1A 7A:08 7A:7A-3A8

```

To get a circle you will need to put the waves out of phase by making X=80, not 180.

NEXT MONTH

"I'm a very good programmer but I'm a terrible person" - Alan Turing

"I'm a very good programmer but I'm a terrible person" - Alan Turing

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THE CF COMPENDIUM OF MEAN ...ALIENS

Some games try to bring imagination to what life might be like between planets in the future. Elite featured a galaxy full of interactive species, and Captain Blood created a comprehensive alien communication system. These aren't what we're interested in here, so get on your total cell, pull down the tabs, and let us up with some fascinating laser death (either is lost away getting inevitably)?

ALIEN

Analysis is packed so full of mother aliens that you think you're Brian. The spring bottle from Alice in Wonderland. Keep alive by pipes and tubes connected to the biosynthetic landscape, this creature at the end of level one takes so many shots to kill that it's not funny. Its movement is simple enough: it stretches free from its housing, fires two sideways lasers, spews



The standard laser Analyte is bright

What would you do if a 100-foot slug with flashing lights on its tendrils and a siren on its back landed in your front garden?

Would you calmly analyse the situation, ask it in for a cup of tea and discuss its similarities to other garden invertebrates?

Or would you panic, shriek and go inside to change your trousers?

Gordon Houghton is here with some sound advice

a central laser bolt, gyrates a bit, vomits a massive bullet, then starts all over again. Evil is what it is. Evil.

Location: Analyte
SLIME FACTOR

Location: Alien Synthesizer
SLIME FACTOR



ASOPHY

Ugh. If this alien was your brother it could really embarrass you at parties. It lives in a spindly room at the end of the first of seven square ships, and is a mutant combination of spore fungus (its in different shades of blue) and a mutant combination of spore fungus (its vibrant colors). Here's the good news: it's vulnerable when opening its mouth to chuck death at you, shoot it and it changes colour until its derelict attachment ties off to aggravate somebody else. This leaves behind a noticeable mouth which likes nothing better than sudden startling motions and taking bites out of your staff. Kill it with muscle laser beams and don't bother to clean up afterwards.



You'll wish you were born in Alien Synthesizer

BIO-SHIP

The planet Hermosa is a peaceful place but is constantly being hit with battles launched by the Bacterians. You've been given a fighter fighter armed with bags of weapons and sent on a mission to slay their evils. They told you about the Easter Island heads, the skulls and the active volcanoes, but no one mentioned this bio-ship. It's several screens long, packed with a lattice-work of deadly alien goo and guarded by a multitude of spinning rotating amoeboids. Clear that lot and there's a massive mother amoeba to defeat. Just go to show what a great sense of humour they've got on Hermosa.

Location: Hermosa
SLIME FACTOR



A prime example of hardware scores, you'll come across this if you're playing Remade

Ratings

Is this alien the kind that you should run away from shouting, "Whide, whide..." or should you eat it in the heat and say, "Wow slippy"? Be prepared by following our guide.

SLIME FACTOR

Oh dear. If you have legs, run away. If you haven't, suggest negotiations and offer your head as a bargaining chip. Don't try and kill it: it's only got energy.

SLIME FACTOR

Do you value your limbs? If so, don't tackle this teeny weeny. Stand up and fight and you're likely to come back with grey hair, no arms and a few teeth missing - but you will have won! (Probably.)

SLIME FACTOR

Merely harmless, but with a few nasty tricks up its regulative sleeves. The alien equivalent of a weekend in Belgium: stick at it and you'll come out alive.

SLIME FACTOR

The kind of alien which your mother would approve of if it was your girlfriend: feed it a mealball and it's your friend for life. A disobliterated head or two will send it back to alienworld.

THE BRAIN

You'll expect something more original than this beyond infinity in the evil galaxy dominated by the Garamander, wouldn't you?

Well, tough. This low-coloured brain comes complete with snaky tentacles and revolting eye and, if that's not enough, it follows you around the screen trying to prod you and giving you evil talks. And if that's not enough, you can't



escape its company until you kill it. What a life!

MURGE
weapons and apple lasers are tops in the getting rid of an unwanted threat department, and will do the job in under 20 seconds. Hint: shoot it in the eye! Shoot it in the eye!

Location: Salamander
SLIME FACTOR:



It's a complete grass cut! Take a gender of the beast in Salamander.

DUST DRAGON

Dust Dragons? Don't talk to me about Dust Dragons. That Emperor Elix is a right one, inflicting a dem-god like this on an unsuspecting shoot 'em up public. Almost tiling the height of the screen, this overgrown lizard's west spot is its head. Mainline it waves its head about like something that waves its head about a bit and chucks soldiers and big balls of fire at you. Warning: inaccurate kills only make it more annoyed.

Location: Fungus World
SLIME FACTOR:

GIANT FOETUS

The four worlds of it features some of the nastiest aliens and landscapes around... and the best

effective weapons to deal with them. The mother aliens are no exception, and this big blue baby-like beast held in place by some pretty yucky tentacles is one of the worst. There are two parts: first, some spinning balls of death that spin and shoot; second, the

best weapon: a question of dodging, blasting holes and giving it a laser sandwich in the face. Easy, right-or-see? No.

Location: 10
SLIME FACTOR:



Our taste is gross. You've got to hand it to Turkin.

HAMMER FIST

Mr. Turkin has a rough old time of it, doesn't he? This fat lord is his first real encounter with a head alien and a bottle: it is not. It appears at the start of level 1-2, wanders about the screen and hammers so fast on the ground that the screen shakes. Mr T is not a warrior who enters such contests unprepared: his shield prevents his turning into a puddle of Turkin juice, and his lightning weapons allow him to reduce the Fat to component molecules.

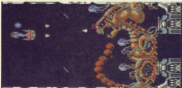
Location: Turkin
SLIME FACTOR:

HEART

Question: don't you find it odd that the Flyin Empire should just happen to have an alien shaped exactly like a giant human heart? Not only that, but this pulsing pound of flesh is actually stuffed full of big snakes, which float around the screen like a rat out of an aquarium. Answer: the world over know the best way to kill it: punch the Force (that's the detestable drum) on the heart's flashing limb and hide in the bottom left corner of the screen. Wait a few moments and you're laughing.

Location: A-Type
SLIME FACTOR:

Bill eating an entire alien, it Type remains many a xenophobe's favourite. Take this baby home to mamma - if you dare.



MUKOR

Mukor is the epitome of everything xenomorphic: green, spotty, slimy, multi-tentacled and big. Surrounded by asteroid fields and a defence force of space ships, satellites and

jets, it's hard enough to even get near him, but once you do, the way to his demise is simple. First, pick off those tentacles one by one; second, get a little of Cleavered and give those babies a good beating.

Location: Blastium
SLIME FACTOR:

A map only may from Blastium.

PINCERS

Trapped in a small room with this givety mixture of giant beasts and metal, Mr Turkin doesn't try and play charades with it - those cloaking pinners and that steady black eye convince him that it's time for a lightning weapon special. However, he soon discovers that this subterranean burrower is no pushover, and takes two choices: die, or turn into a geyser and lose a massive amount of energy. Opting for the second choice, he rolls past the location, turns round, and sees it. You're advised to do the same.

Location: Turkin

SLIME FACTOR:



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9 65 Code! Friendly Chip the Coder has become a famous cartoon character, and now completes a challenge that. This amazing addition puzzle game is a real knockout!

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CREATURES Desktop

10 A stunning, wondrous platform game! Super Super Super! Through 500 levels, test to try and rescue the citizens, make it through to the barren sunset for some brilliant back home!

Description	Price	Order No.
Creatures Case	12.99	CA1117
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WELLTRIS Desktop

11 Here, take the third dimension in this exhilarating puzzle game. Beat the blocks around the wall to fill the space at the bottom. This one should keep you puzzling away for ages!

Description	Price	Order No.
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Welltris Disk	171.99	CA1152

SUPERCARS Commodore

5 Master racing game with a good dose of strategy thrown in. Select your car round a tight and winding course. Make it to the finish line first and win some cash! Recommended - 5½ in Contact

Description Price Order No.
 SuperCars 3 Cass £8.99 CMI143
 SuperCars 3 Disk £11.99 CMI144

SPIDERMAN Com International

6 One of 20's Powerflex type stars. Use the web-slinger in all his glory in this game taken from the popular comic. Amazing animation to show the web and various enemies to beat the boss!

Description Price Order No.
 Spiderman Cass £5.99 CMI150
 Spiderman Disk £10.99 CMI151

RICK DANGEROUS 2

7 Response to a Contact. Without a doubt the best platform puzzle ever! Amazing animation, gorgeous graphics and superb gameplay. A gem for women with 8-bit games!

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BUNDLES OF

Andy Dyer checks out the release of three new compilations from Virgin, System 3 and US Gold and takes a hard look at what's on offer this Easter

THE SYSTEM 3 PREMIER COLLECTION

BUNDLE OF System 3
Disk £19.99
Cassette £15.99

0 Last Ninja & Last Ninja 2

Unfetterable. The first two games in this series of three, both on one compilation. Use your range of intricate combat moves, progress through an isometric 3D environment solving puzzles and beating people up. In Last Ninja, the other members of your brotherhood have been slaughtered by the evil Shogun Kurotsuki. You travel to his island to exact your revenge on the shogun and his followers.

In the second instalment, Kurotsuki has translocated himself to modern day Manhattan and established a new and evil empire. Facing his power, the goals seek the Last Ninja in his pursuit and the battle starts all over again.

The graphics in both games are excellent. The second looks more complex with its faster scrolls. The same applies to the gameplay. All in all, great stuff.

Myth Leap platforms, collect weapons, fight skeletons, demons, evil slayers, Medusa - it's all here. Each level consists of a series of simple puzzles to solve. Kill skeletons, collect swords, kill demons, get medusa - that sort of thing. The sprites are excellently animated and the presentation is of a very high standard. A wonderful game if it's ever right and as a component of a compilation it really shouldn't be method (groan).

International Karate

It's the classic one- or two-player beat 'em up. No scrolling, no mythological beat 'em up, just straightforward one-on-one combat. The graphics are crisp and functional and the gameplay is accurate, with a large range of moves and smart animation. It's a dead good and improves as already brilliant compilation.

Dominator Did you hear the one about the vile and hideous monster that evolved over the centuries in space? It went around destroying various galaxies with its devastating power. Not a particularly funny joke but it follows the plot of Dominator exactly. As the pilot of a single space craft it is your job to rid the galaxy of this menace, thus saving Earth. There are four levels of deep space delights and while this game won't exactly blow your

FISTS OF FURY - EDITION 2

BUNDLE OF Virgin
Disk £14.99
Cassette £14.99

4 Double Dragon II Why is

it that programmers so often include loads of combat moves when only one of them is needed to complete the game? I nearly finished this by simply pushing the joystick up and firing repeatedly. Not exactly a stimulating experience. The sprites in this game are blocky and poorly animated, the backgrounds are colourful but boring, and the gameplay absent. It's a slight improvement over DD1, making this just very bad, rather than atrocious.

Shinobi You are Joe Musashi, and using your Ninja skills you must defeat the King of Five, a terrorist network controlled by five powerful Ninjas. As far as game play and graphics go, turn to our review of Shinobi Demos, strip out the dog, and replace everything else by about a fifth and you've got Shinobi. It is an entertaining horizontally scrolling oriental shoot 'em up in the same vein as adding this to your collection will do nothing but enhance your street cred.

Dynamite Dux EEEEE! Look the duck has been kidnapped by the evil Achaeba (Gross you). Her friends Bill and Pin are well put out by this and set out to save her. Hurray! You control either Bill or Pin. You lead your carvery duck through the streets of a cartony town, and beat up various opponents ranging from dog heads, to crocodiles and snakes, and finally Achaeba himself. You can pick up extra weapons or your way which should help defeat the end of level guardians.

Colourful and well animated graphics compliment the game play as it rolls along at a fairly manageable and enjoyable pace. Not bad at all.

The Ninja Warriors Ninja Warriors is a fairly average horizontally scrolling kick 'em up. When other tedious wave of enemy sprites attack as you stroll along seemingly endless levels. The graphics are quite nice but this doesn't make playing it any less of a chore. Good grief we've found a bad Ninja game.

A bit of a mottley crew here. Shinobi is the real highlight, followed closely by Dynamite Dux. But that doesn't really justify looking out the money on what is basically a hot-on-patch of games that have already had their day. Give it careful thought before you commit yourself.

POWER RATING 55%



NINJA WARRIORS



DYNAMITE DUX

FISTS OF FURY - EDITION 2

VIRGIN
DISK £14.99
CASSETTE £14.99



DOUBLE DRAGON

JOY

scales off, it is completely programmed and fairly

attractive visually.

Flimbo's Quest Flimbo's Quest, the story of a man in search of warm undergarments (it's *Amity*, that's *Quest* - *Jo!*). You see Flimbo, a cute little bat with a fluffy baseball cap. All you have to do is jump around the platforms of this gorgeous-looking horizontally scrolling world, collect scrolls and deliver them to the friendly wizard. Collect enough and it's on to the next level. There are various beams and animals which you need to shoot in order to progress. Flimbo's Quest isn't going to win any awards for depth but it remains a rather jolly little featherweight for the laid-back gamer.

This is excellent. The worst game here is *Dynasty Wars* and even that is by no means bad. It really is huge value for money, and you know what we say when software is this good, don't you? Oh sorry, no, it begins with C and ends in *ORKER*. Well done... it's a Corker!

POWER RATING 94%

COIN OP HITS II

RANGE OF US Gold

Disk £19.99

Cassette £15.99

5

Ghosts and Ghouls

Spooky sequel to *Ghosts and Goblins* gets faithfully reproduced on the CBI. The soundtrack is gorgeous and the graphics are very ghoulish. Double your night pad

COIN OP HITS II



DYNASTY WARS



NINJA SPIRIT

a host of hazards including whirlwinds, demons, gullies and deadly scorpions. The gameplay is pretty much the same as the arcade, except a touch more difficult. A highly fun game for anyone's collection and that's for sure.

Vigilante We reviewed this in our budget pages last month so if you really must buy it then get the budget job. I wouldn't buy it anyway 'cos it's a pile of old lead. Yet another beat 'em up in which you have to save some whining woman. Graphics, graphics and animation are all dreadful and the game play is an absolute nightmare. For Gold's sake don't buy this compilation on the strength of *Vigilante*.

Dynasty Wars An odd little game this. You take control of one of four warriors who must progress on horse-

US Gold Disk £19.99 Cassette £15.99



VIGILANTE



HAMMERFEST

back through legions of evil horsemen and infantries before the final showdown with the evil wizard Thing Chee (second cousin to Walnut Whig). The graphics are unmissed and quite well done but the screen can get a bit confusing at times. It's also incredibly difficult, but with the auto-fire switched on it can be a galling job.

Ninja Spirit Here, you take control of Tsukage, a tiny Ninja apprentice who goes to kill an evil wizard - once he's fought his way through hordes of meany Ninja, musketeers, monks and Samurai.

Flip between four weapons for use in a variety of perilous situations, pick up extra items and collect a spirit Ninja who helps ward off attacks. Graphics are small but well detailed, the soundtrack great and the gameplay fast. Sadly, the end-of-level battles are too difficult to defeat, making an otherwise excellent game.

Hammerfest In *Hammerfest* you can switch the main character between the male *Hammerfest* who has a fist like a hammer, and his female alter ego, *Melanie*, who can perform spectacular backflips. Guide this *Ferocious* through a series of locations solving puzzles and sluffing up enemies. It takes some time to figure out what exactly is going on, but once you have, there's a host of entertainment to be had.

The middle man of this month's selection. Apart from *Vigilante*, which is dreadful, the games range from pretty good to excellent. Think carefully about buying it, but if you do splash out, chances are you won't be too disappointed.

POWER RATING 76%

THE SYSTEM 3 PREMIER COLLECTION

SYSTEM 3

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It's a Corker!



LAST NINJA



LAST NINJA 2

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PIRACY IS THEFT



Five laps down, 45 to go... I can barely contain myself. I'm driving the blue car that's typically weakest in the race.



The weather's taken a slight turn for the worse. So being in bit of a petrolhead I'll sit in the pits for a quick tyre change.



In the pits, there you can start out a multi-tube of about eight fuel adjustments. Then you can reenter the race and have strategy

GRAND PRIX

And it's over to Andy for the start of this epic formula one race. They're lined up on the grid, tension is mounting, and they're off... or are they? Save? Er, it's hard to tell. It's actually quite odd isn't it? The crowd doesn't seem to have tensed up either.

That's right, telemetry has come a long way since the screwing, roaring days of formula one to give us the soundless engine. Or so it would seem judging by this latest game from D&H. Still let's not be too harsh. The sound effects may be conspicuous by their absence but that doesn't automatically mean the game's crap.

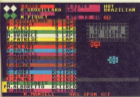
Grand Prix (as you've probably already gathered) is a formula one management simulation with intricate race sequences to boot. You get to be team manager and, from the outset, must make decisions which will, with luck, get you through the 10 race season and, with even more luck, win you the championship. The main decision menu contains a variety of options. Practice Lap allows you to experiment with



The presentation may be a bit weaky, but from the main menu you can access a bank of options which, if used wisely, should help you survive long enough to win the racing season.

tyre and fuel combinations in order to get as close to the lap record as possible before the real race begins. Race, as the name suggests, plunges you into the actual competition (more on that later). The next five options serve only to provide you with information. They are Next Race, Pictures, Constructor's Table, Driver's League, and Management Status. Using these you can keep tabs on how well your team is doing (your team consists of two drivers). They also help to show the depth of the game which is enhanced by the poor presentation.

Finally you can access Management Options which are employee pool (for buying new drivers, mechanics and so on), crew (from which you can fire your employees), bank loans, development costs (you can choose to invest more money in your team), team pay and bonuses with which you can place bets on any driver (including your own) in the championship.



It may seem strange a race line can open up the Positions Menu. This shows how well or how badly you are doing. As you can see, our winner has scooped into us, fast and third to last place.

The race itself is the worst aspect of the game. The graphics are crude - a simple overhead view of the start/finish line - and you must sit through the 50 or so laps watching your position (relative to the other cars) change. Sadly there is no way to stop this as it can all become rather tedious.

Grand Prix isn't a bad management game but I can't recommend it with its current limitations, namely high price, poor presentation, dire visuals, lack of sound and retroactively dated graphics.



ANDY

Game	Grand Prix
Publisher	D&H Games
Cassette	£9.99
Disk	not available

POWER RATING

THE DOWNERS...

- ▀ Absolutely no sound whatsoever
- ▀ Boring screen-based tracks like an aged Spectrum game
- ▀ Complex, white complex, is dated and can be uncharitable
- ▀ Instructions are woefully inadequate and error is the only way to learn the one
- ▀ Lack of 'skip race' option means long and tedious waiting times
- ▀ Visual presentation of race is not realistic
- ▀ No joystick control option

40%

Plenty of depth for those prepared to attack with it

Management decisions have a marked and appropriate effect on races

Three department priorities are well implemented

...AND THE UPPIERS

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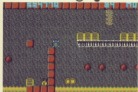
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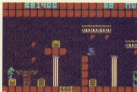
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This great Mighty Bomb Jack has just unleashed his 'turning off the lights' on-screen into golden color image!

This time, though, it's not so simple. Beepbeep's system is made of 16 huge screens and rooms filling over a hundred screens which Jack has to progress through. These combinations are 'home pass' forms for a variety of floating, hovering monsters all of which, it has to be said, are beautifully detailed and very



The scenery in the center is the entrance to a secret (ah) bonus room. Check open the chest nearby for the special key!

sent to the start of the previous level. Horror! Tell is a worthy successor in the Bomb Jack line. It has taken the already addictive gameplay and added several new dimensions to it. It's new form of an arcade reaction game, some of an arcade adventure. The large levels, intermediate screens and hidden bonuses put it on a par with titles like the top military Super Mario Bros!

SHITY BOMB JACK



It's a corker!

newly animated. Pretty though they may be, they're all Jack killers and one touch spells instant doom to our caped hero. Along the way there are a huge number of treasure chests just waiting to be opened. Jack jumps on them to flip the lid and then touches what ever inside reveals itself. In this way Jack can earn extra power, extra lives and, for the greater Bomb Jackers out there, a vast sea of points.

On reaching the end of each corridor, there's a Royal Palace room which is very much a throwback to Jack's earlier adventures. This single screen has a set number of bombs, all of which must be collected before he is allowed to leave and continue his mission. However, if he dies in this room, Jack is

starts all patterns are hidden by destruction bombs which jump and they disappear



On reaching the end, Bomb Jack shows the Royal Palace room and can blow on his mission. There's two levels consist of 11 screens all joined together!

Cash gifts

Bomb Jack has gained the ability to power himself up by collecting Mighty Coins from the many treasure chests that adorn Beepbeep's gothic home.

Once Jack has a store of coins, indicated top left of the screen he can trade them in for a degree of Mightiness. Hold the fire button down and Jack changes colour to denote his new-found skills.



Jack turns blue - He can now open locked chests by jumping on them



Jack turns orange - He can now open all chests simply by walking into them from the side



Jack is green - as well as their opening, Jack can now all on-screen enemies into gold coins



If Jack picks up Mighty Coins (can be lost) without using them is destined for the torture room. Here, Jack has to avoid troubles until the timer runs out, making a previous life in the process.

Game	The Mighty Bomb Jack
Publisher	EMM
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- ▀ Terrible annoying soundtrack

100

91%

- ▀ Stunning graphics, beautifully detailed and easily animated
- ▀ Effect, responsive arcade quality controls - Bomb Jack is highly manoeuvrable
- ▀ Huge vertical and horizontal scrollable levels to explore
- ▀ Secret traps and bonuses ensure that there is always something new to see
- ▀ Great array of power-ups and collectible bonuses
- ▀ Increasing level of difficulty is subtly graded
- ▀ Three eye seeing styles of play - rescue to explore, play for points, or just survive!
- ▀ Plenty of variety in the levels, problems and puzzles

...AND THE UPPIERS

EXTREME

"Extreme is one mean game!"

80% Crash

"Extreme-ly good!"

80% C + VG



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