

6

GOT A 64? ★ THEN GET THIS!

Commodore

FORMAT

NINJA CLASH!

Two orientals taken apart:
LAST NINJA 3 - Greatest
64 game or what?
SHADOW DANCER -
Unmissable demo!

**MORE
C64
REVIEWS
THAN
ANY
OTHER
MAG!**

POWERTESTED

- Last Ninja 3
- SWIV
- Chip's Challenge
- Turrican
- Creatures
- Total Recall
- Star Control
- Welltris
- St. Dragon

PLUS LOADS MORE...

POWERPACK

CF TAPE NUMBER 6

The tape they're all talking about. Long, strong and stuffed to its spool with oodles of amazing C64 software!

FULL GAMES

**TENTH FRAME
CHAMELEON**

DEMOS

**SHADOW DANCER
STAR CONTROL
CHIP'S CHALLENGE**



This is where your tape (and smart boy) should be. If it isn't, you'd better make sure you tell the manager and call politely just where it has gotten to...

WIN A LOT
ORIGINAL
POSTER ARTWORK
**SHADOW DANCER AND
LAST NINJA 3 GAMES!**

page 4

000015-000011-6



60

SPARKS O

WARE



Your mission is to seek out and destroy the King pin of the MI MI CORPORATION. You'll have to survive his enormous army of body guards... gangs of chaotic bionic mutants to crush you, the bullet train with the head of a dinosaur and the beast of a drug dealer, gangs of vicious canine snipers, the psychotic class with ya well sense of humor - you'll die, but not laughing! Then there's the god punishing cabinet job - a real specimen, whose keeping on the door sill, a serious looking piece in his hand and ready to blow you away as he falls down your chest leaving you coughing blood. It's not all bad! ... You've got a chopper to back you up, a mean, sting street machine, some heavy metal hardware and some pretty neat moves. And what about the King pin... and I say he was Mr. Big? No, he's still big!



RoboCop 2

Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is RoboCop 2!

MORE THAN A GAME: ROBOCOP 2 IS THE PRIME DIRECTIVE.

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TOTAL R



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OF GENIUS

RECALL

It's Not Good for Health! You're in control, you're free already... your mission is stop a blowing of testing activities, strange machines, strange vehicles and a terrible way of capturing all criminals to empty assisted practices and a game play that complements the success of the year's big movie: **THE MATRIX**, a suspense journey on the Red Energy.



CHASE HQ 01 - Special Criminal Investigation - controlling where **CHASE HQ** left off. Your mission is to track down, chase and apprehend dangerous criminals. It's **NESTER** - explosive power sends you hurtling through various terrains - hold the line or plough the fields! It's **TOUCHER** - the criminals need some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo into your domain... it's the most intense pursuit game to hit the video screen. The extra features will have you juggling for extended play: weather changes, background sounds, grenade lobbing, instant gas-choppers... just plug it in... we dare



No time for balloons' around!... no time to shoot the breeze!... In fact you've hardly set your feet down to the mighty **U.S.S.R.** and it's all action. You slip up your latest and most formidable balloons pepper piece... but now that bounce bomb has just exploded!!! Test the world's the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half chance of a win... the other half will come if the bounce goes your way!



Red Energy

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Gazza II

Brilliant control, the air of excitement and fantastic playability transport you into the atmosphere of World Class Soccer.



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- Choose your Formation!
- Each Player with unique Characteristics!
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- Multi-directional scrolling!
- Injuries and Bookings!
- Variable Pitch Surface!
- Variable Wind Speed!
- Full management section for up to 16 players!
- Flexible tactics editor adds a whole new dimension for the player, manager and coach!



Alpha screen shots shown features seen from Alpha 51 and Commodore Alpha versions. Features may vary depending on format.

Gazza II - the football game that will have you playing until the next World Cup!



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

POWERTESTED!



LAST NINJA 3 SYSTEM 3

36 This could be the best C88 game of all time... But if you want to make sure there's nothing you'll have to turn to our powerlist here!

CREATURES

THALAMUS

78 Here comes the platform scroller with a wicked sense of humor! Cuddly, it ain't! Not one for the squeamish...



TOTAL RECALL

OCEAN

44 Play Arnie in this mind-bless arcade platform shoot 'em up! Take a trip to Mars - you'll end up breathless!



FULL GAMES

TENTH FRAME

US Gold
Well, it's a ten-pin bowling simulation, innit? And a stonker of a ten-pin bowling simulation at that. Strikes, spares and all that gubbins. Load it up and enjoy!

CHAMELEON

Merlin Walker
With elemental forces evoking Texas across the country, there's only one

thing you can do send for Chameleon - hat man, hat box - to link up a storm (and punch some neat in the mouth).

PLAYABLE DEMOS SHADOW DANCER

US Gold
One for the Sholeo fans, with a whole load demo of US Gold's forthcoming Ninja beat 'n' shoot 'em up. Treat your enemies to shuffles and savagery, with your oriental skills and a little dash.

LOTUS ESPRIT TURBO CHALLENGE

GREMLIN

32 Boy racer time again, as Gremlin strap you into the seat of not one, but two Lotus Esprit Turbos. The race game to end all race games!



SWIV STORM

56 Storm's long-awaited sequel to Billionaire arrives. "Should' we in-Need?" you may well ask...



TURRICAN 2 RAINBOW ARTS

88 The game of '90 makes way for the game of '91. It's A Carker and so small error!



CHIP'S CHALLENGE

US Gold/Egg
Take a slice of this puzzle cake, courtesy of US Gold. Avoid the hazards, solve the problems and guide Chip to the chips. Almost as addictive as you can get!

STAR CONTROL

Accolade
There's a hefty dose of deep space combat action in this demo of Accolade's strategy-cum-blast 'em up. Its space hero can hear you go, 'Oh ray!

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MARCH 1991

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HeroQuest on the C88 - should you? CF looks to the man in 32K and points the finger at Gremlin...

45 NINJA COMPO

More Ninja games than you can shake some Bushidos at, plus our superb original poster artwork!

46 POSTER

Some wicked Mega artwork to hang on your wall!

53 MEAN HARDWARE

CF's guide to various 64 hard gear.

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ON THE TAPE

SIDE 1

TENTH FRAME Full Game

This classic two-player bowling simulation from 101 Quad is as close to the real sport as you're going to get on a CD. Clobber by the Arrows team (the people who brought you *Demolition*) is not a real basketballer in its control, versus this impressive *Tenth Frame* control innovation, with the bowling finger, plus sound you usually "get" when... (as if it's broken in the good.)

With three skill levels and an option for up to eight people to play, *Tenth Frame* provides the perfect excuse to invite some mates round.

SHADOW DANCER Demo

This exclusive snippet of *Shadow Dancer* lets you play through the entire first level, jumping around, checking situations, and setting your traps (dog on the enemy). The game is being written by coder Jon Williams, who also wrote the *Pig Wars* game from CD-ROM. It's the toughest event effects (start to get, as you might recognize some piggy-back effects that Jon has substituted in the meantime).

If you want to know more, look to the Early Warning section starting on page 12.

SIDE 2

CHAMELEON Full Game

Facing a bill of a change from all that deep sound about "training" that *Chameleon* Walker of *Chameleon* and *Walker's* *Chameleon* has formed as well as its early game, *Chameleon*.

The game features some intriguing gameplay with plenty of action and a lot of puzzling. *Chameleon* is far from perfect. It also has some very clever visuals... (check out the main page and the main page panels)... and the sound is quite Martin's usual high standard.

STAR CONTROL Demo

Academy's new game, *Star Control* (full review page 8) sends you deep into uncharted territory as you enter into conflict with the representative Un-Quan Hinters.

In this demo of the arcade section, you take control of an Alliance fighter and must defeat your Un-Quan opponents. Anyone who wants to enjoy *Star Control* in Space Wars in the arcade should love this!

CHIP'S CHALLENGE Demo

If you're into puzzle games, load this up now! *Chip's Challenge* warns itself the control screen or try a look at this issue (full review page 8) and so on managed to secure a lovely little low-level demo for you.

The first level is a training exercise to get you used to the controls and method of play. Then the second level - *Hot* and *Hot* - forces you in at the deep end with a opening maze full of boxes and traps. It's a somewhat addictive (the first played through nearly 30 levels of the full game before my version died) so don't complain to us if you finish the demo wanting more!

Why not bowl a few strikes, unleash some elemental forces, solve a few puzzles, indulge in a little interstellar combat and take your Ninja dog for a walk - all without leaving the comfort of your armchair! It's all on the tape that puts the rest to shame!

POWER 6
PACK

CHAMELEON

MARTIN WALKER FULL GAME

Slap a stick in the second slot

The Beings of Nature are in chaos: elemental forces have gained access to the forces of the flux - the pure energy from which the elements are forged - and a major race of ruling demons holds every one's each realm. The hidden sources of the flux are being harnessed by their continual use and are slowly leaking into the human world, corrupting the natural forces of fire, water, earth and air. The elements now combine against man.



Chameleon enters the first Realm of Earth. The colour of its walls means he's trapped in this element of fire. The *Beings of Nature* (the four beings: *Fire*, *Earth*, *Air*, *Water*) show that there's still a lot of work to be done. The four smaller boxes below show that one wall is *Unharnessed* (that is, it can only be unharnessed at a certain time of day). However, all of this is not meant because the main bar at the bottom indicates your energy. In this case it indicates that you're no energy left. In your head, it's over.

elements, *Chameleon* and fire, which have to access the flux.

In a 3D to bring harmony once more to the Realm of History, a man called *Chameleon* is summoned. A hybrid of human and flux, *Chameleon* is able to sign his flux in that of any of the elements and thus possesses the power to destroy them.

Chameleon must find the sources of the harnessed flux and restore them to their rightful locations in the Realm of Lusto, *Chameleon*

Edges of the Elements
Fire destroys Water and turns Earth to Fire
Earth blocks Water
Air blows out Fire
Water destroys Fire and turns Air to Water

Chameleon will remain forever in the grip of nature.

Right, get out there! You control *Chameleon* via the joystick and must traverse the windy landscape, defeating the elemental demons that stand around. *Chameleon*'s energy comes from the power of the flux and is drained by huffing his own flux, colliding with elements, or stepping into pools. Once his energy bar hits zero, that's yer lot. (So, to keep his energy topped up you must wait for an aligned path: *Bottom* (that is, a demon of the same type as *Chameleon*'s own flux) also, when hit, turns

SHADOW DANCER

US GOLD

Ninja stick in port 2



US GOLD's Shadow Dancer - an excellent game for our beloved EP readers.

In the demo of the first level, Shadow Dancer has to make his way to the airport exit and collect all of the glowing... um... things (they're explosives - probably). Once you've gathered all four glowing patterns,

CONTROL



killed all the goons and reached the exit (marked 'exit'), that's the end of the demo.

Shadow Dancer and his rival are controlled via the joystick which uses a complex mixture of stick and fire button to unleash his

Ninjabu vengeance (check out the diagram to see how this works). Hold fire to release the dog, and if all your efforts amount to nowt, treat your opponents to a slice of Ninja magic by hitting space.

into a ball of pure fire. Touch this and Chameleon's fire energy is restored.

COMPLETING LEVELS OF THE GAME

Coins are small sticks which have been strategically positioned on the scrolling landscape, highlighted by flashing arrows marked 'star'. A short fuse is also played to make absolutely sure that you haven't missed them. Each route contains four exits and cycles round so that the fifth exit you reach is actually exit number one again.

To exit a level you have to destroy all the demons indicated by the demon gauges. However, the dominant demon in a room (Sparks in the Fire Realm, for instance) can regenerate themselves. Only once the source of the fire has been collected are the demons destroyed for good.

As you traverse the rooms, the location of the fire is signalled by a clanky noise (on later levels you have to try and remember where this is). The four boxes at the centre of the display panel are parts of a combination lock which must be opened before the fastest fire is revealed.

So on the first level, where the four boxes are white, the fire appears immediately. As you progress through the levels, more and more squares appear red, signifying that they are locked. Red squares are unvisited (they turn green) permanently by pressing one of the four exits. They're temporarily unlocked at certain times of the day.

Each day is split into morning, noon, dusk and night, indicated by skies coloured grey, blue, red and black. So, if the first exit square

lights red during noon and then turns red again at dusk, it's obviously dependent upon the time of day. Return to the location of the fire and wait for midday - the fire should appear there.

When all of the demon gauges are empty, pressing any exit transports Chameleon to

the next level. When you

reach a Linda level, all you have to do to exit it is pass all four exits.



In the left, Chameleon took a Fire Demon into a ball of pure fire (his path here was not yet lit up) to get an energy boost (shown to him).

CONTROLS

- F1: Main game (or press fire button)
- LEFT - Walk left
- F2: Out game during play and return to title screen
- F3: Saved (paused) game turn or advance
- F4: Pause/continue during game

Joystick with fire button released

- LEFT - Walk left
- RIGHT - Walk right
- UP/DIAGONAL - Jump
- DOWN - Duck

Joystick with fire button pressed

- ANY DIRECTION EXCEPT DOWN - Fire
- PULL DOWN AND RELEASE THREE TIMES - Same room alignments (point at chosen elements and press fire to select new alignment)

HINTS AND TIPS

The game of Chameleon originated as an idea based on the old hand game of rock-paper-scissors, extended to the four elements. The secret of playing the game is to learn the best alignment to control each type of demon and to make sure that you can always find path demons of your own alignment with which to keep your energy high.

The demons themselves have intelligence and dodge your shots if they can - more so at higher levels of the game. Each of the six demons attacks and moves with its own character. For example Mini Demons try to drop on you from above, whereas Flame Demons tend to move in on you quickly from both sides.

GETTING STARTED

- 1) Remember that if you duck, the sky demons can't get you.
- 2) To fire simply, hold the joystick button down and keep jiggling the stick in the desired direction.
- 3) If you are firing at a demon and nothing happens, pause the game using F2, check the Rules of the Elements to make sure you're using the correct alignment. Press F4 again to restart the game.
- 4) You start the game aligned to Fire and can get as far as level three (the first Air Realm) without changing your alignment at all. Then, since Air Blows Out Fire, your shots will have no effect on the Mini demons; you'll need to change to Water to Air alignment.
- 5) When you collect the hidden fire from the path, the ruling demon (like Flame Demons in the Realm of Fire) breathes at you.
- 6) If you get harassed it by a swarm of sky demons and are running low on energy, duck and stay down until a suitable path demon comes along to give you more energy.

REAL HATRED IS TIMELESS

L A S T NINJA 3

Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated fight sequences ever seen in this type of game.



With a massive introduction sequence, incredibly detailed 3D background graphics and a pace that generates feelings of almost total Ninja 3 displays a degree of excellence never before experienced by even the most devoted Ninja fan. Ninja 3 - A game of truly unparalleled quality.



It's the most detailed and exciting of all the Ninja 3 games. You'll find the highest intensity of the 3D graphics. The character animation is superb. It's a game of your hands and feet. It's a game of your eyes. It's a game of your ears. It's a game of your heart. It's a game of your soul. It's a game of your life.



Actual C64 Screens

Regarded as a licence within itself, the highly acclaimed Last Ninja series reaches an unparalleled pinnacle of excellence 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....

Available on Cartridge for C64 Computers
and the C64CS Console.
Also for the Amiga and Atari ST
Home Computers.

SYSTEM 3 SOFTWARE

Merlefin House, 1 Ash Hill Drive, Pinner, Middlesex HA5 2AG
Telephone: 081-866 5692 Facsimile: 081-866 8784



T F I M J

As you get further into the game, the ship controls begin to accommodate super powers. Develop different tactics to destroy each one which cut for the Blazing Demons in the second Wave Realm — they drop bubbles onto the path. Align yourself to water, and turn the bubbles to energy to keep you topped up — you'll need it!

TENTH FRAME

US GOLD

Joystick only, port 2

FULL GAME

To start the proceedings, follow the on-screen prompts to select the title of Bowling League (you can split your players into five teams and just call a team), or Open (you top-and chip individually against one another). Enter the number of players (routed from 1 to 8) and the difficulty level for each player (Pros, Amateur or Professional).

Each game of ten pin bowling is split into ten frames. In each frame, every player has two attempts to knock all the pins down. Hitting all the pins with your first ball is called a strike (see scoring).

Bowling is carried out *Ladleboard/flash-on* with a speed meter and a hook meter. The hook is the amount of spin your title bowler puts on the ball. The ball always curves in from the right to the left.

STAR CONTROL

ACCOLADE

Joystick only, slam it in port two

CONTROLS

LEFT — Rotate ship clockwise

RIGHT — Rotate ship anti-clockwise

UP — Thrust

DOWN — Auto vectored laser. Close range laser device which focuses in on the enemy.

FIRE — Homing missiles. Unsurprisingly, these home in on your enemy.

This new title from Accolade is reviewed later in this mag, so if you want the full low-down on what's going on, go have a sneak peek at page 118. *OK? Right!* The full game includes strategic planning, but this play-time demo features the close range space combat played one-on-one, Asteroid-style.

Once the intro message has ended, press Fire to start the combat. The blue ship

CHIP'S CHALLENGE DEMO

US Gold/Epyx

Joystick in port... oh, puzzle it out yourself!

Play old enemy Chip MacCallahan. The only way he can join the *Big Busters* gang and stand any chance of snugging up to his ideal girl — Moiré the mental marvel — is to complete the challenge stars set for him.

This demo shows just what the poor geek is up against. Each level is a索性 landscape filled with doors, switches, stairs and all manner of devious traps to catch the unwelcoming Chip.

To complete each level, Chip has to collect all the alien chips and make his way to the pulsing exit. Chip is guided around using the joystick, but the fire button doesn't do anything, so leave well alone.



Could old Florigy have to do for a winner? His special beamson eager to do so but for might have overtake the look.

HINTS 'N' TIPS

We were going to give you lots of help to get you started... but we changed our minds. After all, this is supposed to be a puzzle game.

(If you really need help, check out the *Chip's Challenge* review, page 114.)



The key to the door on the right lies beyond the water. Maybe the red blocks will help build a bridge or something...

GOOD BOWLING IN SEVEN EASY STEPS

- Place your bowler on the lane by moving the joystick left and right.
- Aim by pushing forward and then moving the white pointer which appears left or right.
- Start the bowler's set-up by holding down the fire button.
- Set the speed by letting go of the fire button to stop the yellow bar which the grey speed target.
- Set the hook by pressing the again to stop the yellow bar which drops towards the grey hook target (positively on the centre line).
- Set back and watch as you score one.
- Experiment with all the above to find the optimum bowling set-up preferably on your score screen.

A good set-up on Professional level is to adjust your bowler slightly to the left and then place the target just past the first Brown wood marker on the right. Try to set the speed on the bottom grey line and the hook on the centre line. This should get a strike.

CODE CALAMITIES!

"Does someone" you say... did you know that... Well, here we should our games and names which to lead, by listing with the most unique algorithm a bit in real time, you'll have to learn to play it and when you hope to take for a reward here. They'll be happy to share.

Was your tape removed from an envelope received: CP Tape 6 (Trends Palace) Pelopon, Bates Audio Video Ltd, Harcourt, Borehamston TA, Telford, Shropshire TR7 6DD. Please return a stamped addressed envelope or £100 should you wish report the involved on replacement.



Let the fighting commence — the future of the Universe lies in your swasty bits!

(which bears an uncanny resemblance to another famous spaceship) is yours; the green computer-controlled ship belongs to the rival.

The dial is likely to disappear when things heat up. Don't panic (well, panic a bit); the gravity alarm has a flashing device which renders the vessel undetectable to eye and homing missile alike!

THE CHARTS

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64

FULL PRICE GAMES

Not a surprise, Teenage Mutant Ninja Turtles has topped straight into the number one slot. Still at least the game wasn't bad, broke well! Which has shot straight to a number five, what on earth are you people doing? The laughable Gaze-2 moved into position 10 but won't stay there long if our review is anything to go by (which of course it is). Robocop and Kick Off are still clinging on as numbers 18 and 20 respectively after a desperately long stay near the top. So there you go, long hair-mo-ey-ey-ey, seven new entries, two on their way up and nine sliding down the charts.

1	(←)	TEENAGE MUTANT NINJA TURTLES	Mirror	GF Power Rating 95%
2	(1)	HOLLYWOOD COLLECTION	Ocean	
3	(1)	GOLDEN AXE	Virgin	GF Power Rating 85%
4	(10)	DIZZY COLLECTION	Code Masters	
5	(-)	NARC	Demon	GF Power Rating 85%
6	(←)	TOTAL RECALL	Ocean	GF Power Rating 85%
7	(←)	ROBOCOP 2	Ocean	GF Power Rating 85%
8	(1)	SHADOW WARRIORS	Demon	
9	(=)	I.S. SUPER OFF-ROAD RACER	Virgin	GF Power Rating 85%
10	(6)	MID-NIGHT RESISTANCE	Ocean	GF Power Rating 85%
11	(←)	BOB BOX	Elite/Amiga	
12	(8)	WHEELS OF FIRE	Ocean	
13	(12)	BACK TO THE FUTURE 3	Micrograph	
14	(6)	TURBICAN	Random Act	
15	(1)	GAZZA 3	Empire	
16	(6)	EMILY HUGHES SOCCER	Autographic	
17	(4)	F16 COMBAT PILOT	Digital Integration	
18	(←)	RAINBOW ISLANDS	Ocean	
19	(7)	ROBOCOP	Ocean	
20	(7)	KICK OFF	Elite	

BUDGET GAMES

The Quattro games are still doing fairly well while the appalling Guardian Angel has crumbled to last place. (Does anyone listen to a word I say? - NO). Paperboy from Empire outsold Out Run from the number one spot after three months while Kick-Off's earnings, namely California Games and Barbarian II also take a day trip to planet city. The classic Silkworm stands at 11 number ten (is that a who was responsible) and if there's any justice should rise again next month. So who went down the dumps? Daley Thompson, Saboteur, pro boxing, the last game in...

1	(1)	PAPERBOY	Empire	
2	(2)	TARGET RENEGADE	Hi! Squard	GF Power Rating 75%
3	(=)	QUATTRO ADVENTURE	Code Masters	
4	(←)	KWIK SNAX	Code Masters	
5	(10)	GUARDIAN ANGEL	Code Masters	GF Power Rating 55%
6	(←)	OPERATION WOLF	Hi! Squard	GF Power Rating 55%
7	(1)	QUATTRO ARCADE	Code Masters	
8	(7)	OUT RUN	Elite	GF Power Rating 75%
9	(=)	RUN THE GAUNTLET	Hi! Squard	GF Power Rating 55%
10	(←)	SILKWORM	Masters'onic	GF Power Rating 55%
11	(6)	BASTAN	Hi! Squard	
12	(8)	QUATTRO COMBAT	Code Masters	
13	(←)	PLATOON	Hi! Squard	
14	(←)	WEC LE MANE	Hi! Squard	
15	(←)	DOUBLE DRAGON	Micrograph	
16	(11)	SUPER MANG ON	Hi! Squard	
17	(8)	CALIFORNIA GAMES	Hi! Squard	
18	(←)	PREDATOR	Hi! Squard	
19	(1)	BARBARIAN 2	Hi! Squard	
20	(←)	RENEGADE	Hi! Squard	

CHART TALK

Full price software is £3.00 and above, while budget is anything which costs £4.99 or less. Last month's placing is in brackets, ← means it's on its way up, → means it's on its way down, = means it hasn't moved, and * is a new entry (or it has re-entered the charts, jaxxy thing!). These games lucky enough to have been reviewed by the GF team have their Power Rating next door, so you can see how it scored - and whether it deserves to be where it is!

COMING SOON...

BACK TO THE FUTURE III



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IMAGE WORKS, from Miramax, 140 Southpark Street, London, SE1 1QW. Tel. 071-920 1434 Fax 071-963 3404

HEROQUEST EARLY

So you wanna be a hero, huh? Well, Gremlo is about to make your dreams come true with their C64 conversion of the MB/Games Workshop fantasy role playing board game, HeroQuest. Grab your trusty sword and prepare for battle...

C64 HeroQuest is being coded by David Voss - one member of the programming team (DWB, who previously worked for Tengen Software Development Ltd on projects such as Phion, Space Master 2, Popping Wheel and Klax (2018 Baker Street was the address of fictional super sleuth Sherlock Holmes.) When we asked David for some Heroquest info he gave us a complete diary of events! Take it away David...

AUGUST 1990

We got Gremlo and were given a copy of the boardgame to spend some time. This month is spent playing it and storyboarding what we are totally fascinated with it. Finally we present the storyboard and sign the contract.

7th SEPTEMBER 1990

First day of work on HQ! The storyboard is read through and we start memory mapping. Immediately it becomes obvious that on the 64, memory and speed will be the biggest problem. I decide that the best approach will be to use multi-colour bit map mode with software sprites for characters, front downwards and so on.

Because of the time taken to draw all the sprites I have to use a flip screen technique and this means using 19K in screen RAM, a further 2K in video RAM and 1K colour RAM.

The sprites require approximately 4K per back space (used to store the background data before drawing a sprite onto the screen) and hence when removing the sprites from the screen the pullback data is simply 'put back' over the sprites. This allows enough room for 34 sprites of 3 x 8 characters, which actually represents 17 sprites on two screens. The rest of the memory is saved for code and data, quantities becoming apparent as the game takes shape.

The first month is spent writing floor plotting, screen drawing and sprite plotting routines. Every time a floor tile is drawn, opening and floor maps



are checked for monsters, furniture, walls, doors, traps etc and if present, sprites are set up. Once all visible floor tiles are packed then the sprites can be plotted in order of back to front, left to right priority. That's the plan...

OCTOBER 1990

This month we concentrate on interacting with the background and with other characters. Firstly we enable a player to walk around the rooms opening doors and searching for secret doors and treasure. This information is held in maps and corresponds to the cards in the boardgame, so when two

HEROQUEST THE GAME

The computer game is as close as possible to the boardgame. One to four players can play taking the roles of the Barbarian, Wizard, Elf and Dwarf. The computer plays the Dargonn Master (evil wizard Morcan) and moves last.

There are 14 scenarios to play through, from a simple maze filled with coins, to finding a dragon for a Prince, killing his henchman and defeating the witch lord with the quest treasure Spirit Stone.

To prevent you becoming in your quest the evil wizard sets out traps and any number of monsters from rats to chest warriors. Daringly monsters can follow up by an unlikely search in the wrong place!

Every scenario has a different layout with hidden doors leading into passages which some only to confuse the unwary traveller. You are helped by a map that fills in as and when a location is visited.

At the end of each scenario a player may buy equipment and save his character to be relocated again and again. 2218 are already enjoying new expansion packs for HeroQuest: Return of the Mithril Lord and Wizards Woe, filled with new traps and skills for the experienced plunderer.

Click here to open doors

This panel shows your current status, number of coins remaining and so on

Click here to bring up a map of the whole maze

When staff a light? Click here for a gemmelling



Et... not too sure about this one. Should be first 30pts

If you need to change weapons, this is where you go

This eye-down screen is used to search

Click on these screens to move

cards is searched for, a number is pulled from the map and this is used to access the correct treasure card. Bingo.

Once completed we then have to be able to attack monsters found in the rooms. On the 64 I decided to have a set animation sequence for a successful attack and one for a miss. When fighting in the dungeons the player loses a number of dice to attack and the evil wizard player throws a number of dice in defence – the difference being the number of body points lost. The 64 uses the same principle, but instead of throwing dice being thrown, a sequence is played depicting a hit or a miss.

NOVEMBER 1990

This month we put in the artificial intelligence (AI), possibly the hardest part to do. The problem with AI in this type of game is enclosing the dungeon master (the Evil Wizard player).

A human is capable (well most are) of stating very complicated decisions based on a number of factors. To emulate this and cover all probable areas of play is impossible so a few balances is needed. For instance, if a monster is placed in front of a door, he's there to guard it, if a player enters a room and then leaves, does the monster follow him and attack or stay guarding the door?

DECEMBER 1990

We now have a working game with only a few features missing. Eventually, these are added over the coming months. I'm now faced with memory problems so my first task is to reduce memory, not easy!

I finally decide to remove some lines of the screen as each line is 320 bytes on two screens = 640 bytes per line.

Christmas arrives and we are all working at home for the holiday period (June - 5th). On Christmas day, PDS (the "Programmers" Development System by PD Systems Ltd running on a 208 PC 16MHz) displays the message "Working on Christmas day, also" and on New Year's day it displays the message "Happy New Year".



For instance, the Wizard is only allowed a staff. Each weapon has different characteristics, fighting diagonally, long range, close up and so on.

There are also four pieces of armour each of which is different, and finally there are five quest treasures to be found in the dungeons as you play each scene. These treasures have various uses and in some cases are the only things able to kill certain monsters.

JANUARY 1991

This month is spent taking at the look of the game and tidying bits and pieces. Some features have been altered and the ones left out have been added, for instance there are now tools, spear and jags scattered about the increasingly deadly dungeons.

The rest of the month is spent writing the set-up screens, sleep and set-up character routines. The sleep is where you can buy weapons and armour with the hard earned gold gained in a scenario.

"Create Characters" enables you to select the characters you wish to play and their names. One player can take either one player or all four.

The player may save and load his character details. "Set-up Scenario" allows you to choose which scenario to enter and then loads the level data and gives you your instructions.

FEBRUARY 1991

February should see the final stages of play testing of Gremlins and bug removal. (March - 6th) Coming Soon! A playable demo of HeroQuest! the computer game and a full review – only in CFI!

SNIPPETS

TURBOCHARGE

When System 3 released TurboChase the game was not with much praise – especially the driving section, which was barely intended as an interludium. Oh, well, thought System 3. If driving games are so popular, why don't we do one? So they did. And here the early days we've seen it could be a goodie.



TurboChase - Taking a quick dip

The plot goes that you're an officer of a drug enforcement agency on the trail of smooth-talking dealers... (a very slipped into Michael Jackson mode there for a moment). Anyway, you now arrive steadily battling the mobile drug pushers, blasting cars and generally having a whale of a time.

That's better now – more news to go when...

MIGHTY BOMBARD

We haven't shown you a 100% screenshot before, so here's one as prepared matter. The latest Bombarding scenario takes place over huge scrolling levels where you have to avoid the facilities, collect the loot and keep on going. There are plenty



The Mighty Bombard, keeps on jangling of little bits to get stuck on and a few bonus levels thrown in for good measure.

Time to for a full review next issue. In the...

ACTION REPLAY

The sophisticated Action Replay cartridge is not really undergoing a small redesign to stop people rudely pirating software with the device. From now on, any games copied are securely locked so that they will only run when the same cartridge is plugged into the C64.

It won't stop "professional" piracy but will certainly slow the flow of "amateur" piracy.

GREMLINS 2

It's long had, Bill's 3D version of Gremlins 2 is starting to show shape.

The location in Clamp-Place – home of dubious genetic engineering, Clavin's offspring are currently learning that in the building, interfering with experiments, becoming mutated and indulging in an orgy of murder and destruction.

As you tread your way through Clamp-Place, you can collect items (like Bomber Game), combat



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BACK TO THE FUTURE III

After the mixed reception given to *BTF 2*, Mirrorsoft get a second bite of the DeLorean in this final chapter of the time-travelling trilogy

Back To The Future III the movie was less complex than number two, but is still too complicated to describe in any detail - suffice it to say that it's set in the old west, there's a fair amount of potting around on horseback and shooting, plus all that 'just making it in the nick of time' 'no beloved of the BTF' jibe.

The C64 version, being written by Brian Miller of Mega Apocalypse fame follows the plot fairly closely. It... like this.

LEVEL ONE

The Doc is off riding his one day when he spots a runaway horse-drawn buggy, running away with the gorgeous schoolteacher Clara Doc, being the true love that he is, gallops off in hot pursuit and into the first rocky level. This section is split into horizontal and vertical scrolling sections, in which you have to guide Doc's pair home across the prairie landscape, dodging the flying objects and jumping swines and other hurdles. If you don't jump in time the horse, which has bot-



Fabled Doc shows off his not-falling-down-horseback talents on level one

ter motions than the Doc) starts on the broken and lands himself being flying.

This alternates with a vertically scrolling Asteroids-style section where the Doc tries through the maze of warning Indians and cavalry (you're at CP remember this bit in the movie, but who are we to complain?). Anyway, the Doc takes a few potshots of his own and tries to keep body and soul together.

These two sections wrap until the Doc at reaches the buggy where Clara leaps into Doc's arms, or Cl jumps out Clara joins the wooden wreckage at the bottom of the cliff.

LEVEL TWO

On the right of the town fire-down, Marty accompanies Doc and Clara (who have fallen in love and are intent on beam-bouncing the right away).

Meanwhile, Marty has a go on a sidestroll visiting gallery presented by Colt Firearms



At level three, here that you check your shiny steers out with the unique beam-bouncing

to show off their wares. Taking the role of Marty, this is your chance to display your prowess with the six-gun. There are lots of moving targets such as ducks and geese, plus pop-up facilities which, if hit to be safe, pop-up in a very convincing fashion. There are also a few visual gags when your shots go off target and hit the second! Nope, never mind.

LEVEL THREE

As the evening wears on, things turn sour when Biff's wild-west producer - Mad Dog Turner - catches into town looking for trouble. Marty ends up in the thick of it (surprise, surprise) and having nothing to defend himself with switches on a pie dish and takes it, Professor's fashion, at the bushes.

So imagine a pie throwing shoot-out which in which Marty must defend until well till and his crates. Marty's targets appear at windows and doorways and have to be splatted in true Gary Di fashion. Marty collects pie plates from the table and, with some deft joystick moves, can even curve a few plates.

LEVEL FOUR

The game's climax (see, tell you is provided by the mad dash against time (and an approaching cliff) where the fool-less DeLorean is pushed along on rails by a stock-pig great with real loss.

As the train scrolls along, Marty jumps from carriage to carriage for 'gems' as they're called in the states, jumping and dashing obstacles, shooting badkies (even though there wasn't any in this bit of the film) and collecting the Doc's super legs (pizza) before reaching the DeLorean and whizzing back to the future (y-hai!) or getting bronchited into a table full of beer, train and bits of bridge at the bottom of the ravine (y-uh).



On level 5, Marty displays his pie-throw throwing abilities. Very able, these time travellers



Billy wants his match in *Gremlins 2*

any means you feel using both heated weapons or lightning, brines of varying destructive power and genetically modified tomatoes) and called the necessary items to save New York from a few worse than Rudy's.

◆ OCEAN'S NEW WAVE

After their mammoth Christmas rush, Ocean have cuttle down into a cooler gear. However, they still have some jolly product lined up. The main one-up conversion should be Fun!, platform play on. Told the age.

The spin-off rank combat game Battle Command which is currently receiving two reviews in the 16-bit mag is being converted for the C64. Watch this space for an exclusive preview!

The latest arcade incarnation of the Dragon battles, Billy and Jimmy Lee, is being converted to C64 cartridge for Ocean, by Imagitec Design. It... and there's all we know!

◆ MORE CREATURES

Plans for *Gremlins 2* are already afoot, based upon the wonderfully gruesome torments scenes of *Gremlins 1*'s moviey sequel, but gets the thumbs up from C64.

◆ SEGA SOCCER

Funky games have taken a bit of a turn for the worst recently with *Base II* and *Tennis* (looking's World Cup) or, as hopefully stills can illustrate some life



World Championship Soccer on the C64

back into the sport with their conversion of Sega's World Championship Soccer. This is a comprehensive K64 about with human versus human, or human against the only old 8-bit, at least it doesn't try... in competition for the World Championship. Watch some.

◆ TOYOTA C64

Following the success of Lotus Sport Turbo Challenge, Gamtek have just announced that they will be doing a 16-bit version of Toyota Rally, which drew 10,000 viewers' eyes. That's fine by us.

◆ SYSTEM 3 SIX-PACK

System 3 are about to release their first compilation, the Premier Collection. Can your programs use the contents: *Myth*, *Ango*, *Re-Mix*, *International Karate*, *Levi's*, *Demolitor* and *Flint's* *Quest* (24.95 each, 17.95 each. Out by the time you read this.

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SHADOW DANCER

Continuing with US Gold's Sega licence deal comes the coin-op conversion of *Shadow Dancer* - pretty much a *One Shinobi And His Dog sort of affair...*

Master (Shinobi) and his canine companion have to stop an evil terrorist attempt to blow up the latest space shuttle. Of course in true Ninja style, Shadow is forced to take an incredibly convoluted route to Cape Canaveral, so the game is spread over five missions (each loaded separately) consisting three levels - two scrolls plus an end-of-mission guardian.

Dancer and dog go walking through a variety of locations and hazards. Starting from an airport, they make their way (via a short air hop) to a railway, along the top of a moving train, into the enemy's underground complex (complete with waterfall) and finally to the shuttle launch site and the spaceship itself.



A million of 'em and a lot of level scrolls. When these guys get hit, they get mad!

Once the final battle is dispatched (large monkeys controlled by some gels with extraordinary mental powers) there's a min and sequence which loads in, showing... well, you'll have to find that one out yourself.

Most of the scenery is pretty true to the arcade and comes with a real fire in particular scrolling. Very tidy.

Along the way, man and dog have to collect the glowing explosive devices laid by the enemy, otherwise you can't access the next stage.

As you can imagine, SD packs a mean punch, and comes with an unlimited supply of shuriken throwing stats plus some handy Ninja magic to clear the immediate



Down in the caverns, his tactics, but is that an alligator's tail or not?

area of any enemies without all that dangerous leaping around and throwing business.

Occasionally Shadow finds himself up against a cunning opponent who insists on being behind boxes and stuff. This is where Ninja Fido comes into his own, hold the box below him and the pouch goes puffing



If you think British Rail is bad, try getting to the bullet train on this in a cabalised quadrant (or should that be guard's cart?)

across the scenery, pausing only to salvage said battle around the foisty parts. The battle, suddenly disturbed by grunting teeth and steaming jaws, tries to test Fido out, stands up and immediately cops a shuriken for his troubles (well the class if you're doing your job properly). Fido then trots back to his master's side and the mission can continue.

However, old Fido on one of the larger enemies and the poor thing gets a stuffing up, whenever he comes running back, puppy-sized and pretty useless. Luckily, it only takes a few seconds before he recuperates (he's a few seconds before he recuperates he's a few seconds before he recuperates) and returns to full size (and speaks those Ninja dog).

The game, which is all but



SD of the launch site. And a few more battles to go!

finished, has been coded by Jon Williams, the man responsible for the Pig Tales game on PowerPack 3 and the Knight Games games. The graphics have been done by Steve Barber, the chappie who did such a marvellous job of BTTV's Chip's Challenge and The Hunt for Red October.

Shadow Dancer only just missed out on a PowerTest this issue, so you can bet your Nintendo's there'll be a full review in OCT in the mean time, practice on our panel!

● CES SHOW REPORT

Of our John Wilson off to sunny Las Vegas for the low-down on the CES...

It's what's got those eyes, really simple and 100.00 asking for it! At the end of the first day of the Las Vegas Consumer Electronics Show.

These huge profits are being used to run your games, through this being America one is dedicated to Nintendo (and) and creating something inside the other two. But at least some software houses demonstrated their good taste with CD-I software.

Capitaine was most notorious thanks to Jim And Joe's Excellent Adventure. This arcade adventure copies the cut-throat plot as the two air-headed heroes attempt to complete their chess history project by kidnapping several historical figures and bring them back to the local mall, thereby avoiding military school and a career as a cleaner at the local burger joint.

SD announced their latest 4042 game, *Death Knights Of Kryor* - sequel to *Champions Of Kryor*. It starts during victory celebrations when another Jim And Joe crashes the party on his Death Dragon, stealing a fragment. And gives you who has to retrieve it!

Characters automatically start at the eighth level and can rise to 10th level or 10th if they're lucky. For the first time in these J&M games, belongings can be transferred from previous adventures.

On a more serious note, history professor Martin Campbell has written SD's Medieval Lords, a strategic military, political and economic warfare simulation set in the Middle East and Europe from 1000 to 1500 AD. You have to maintain the balance of power at home while advertising enemy provinces. One to six humans can play with up to ten computer characters - sounds impressive!

More role playing titles are out from Electronic Arts' newest offering, *Midwinter*, is the steps of The Wizard (and) and the Wye

To Marathon. Both titles sound like they're heavy on the magic and combat. Finally available here the newly titled *Jack Nicklaus Presents The Great Courses Of The US Open*, the fourth add-on disk for its golf simulation. Locations include California's famous seaside Pebble Beach; Oakland in Pennsylvania, and New Jersey's Belfair with its fourth hole described by old Golden Bear himself as, "One of the most beautiful ever made". Go on!

The disk is fully compatible with both of Accolade's Jack Nicklaus golf games.



Jack's at it again, in Accolade's latest extra course disk, JNPTCOTUSO II

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**Got a game that's giving you gyp?
Playing a shoot 'em up that's proving
too sticky? Fear not, help is
at hand!**

GameBusters

This month's CB is practically riddled with hints of varying shapes and sizes so you can rest assured that these tips pages are guaranteed hints free. However, in the true 'one month after the event' spirit of GameBusters, we'll be leaving the full solution to *The Last Ninja* next issue. Anyone with spilly maps or written solutions should get 'em in quick - there's money a-swalling!

But enough of that. What do we have lined up this issue? Well, we've got the final installment of our complete *Rick Dangerous 2* solution. We've stopped the clock long enough to tackle the torturous *Time Machine*. We tearfully stop the check of *Summer Camp* and guffaw in the face of *Golden Axe's* adversity. To top it all off, we break the eggs of *Night Shift*. Blimey, girl/ner, look at the tips on that!

Yes folks! Our new improved tips and hints section is brought to you by the old and as-crap-as-he-always-was Andy Dyer. Take it away Andy...

Rick Dangerous revisited!

Don't believe everything you read in magazine's columns of course it's in CB. A few people have written in saying that a cheat they were given for *Rick Dangerous 2* doesn't work (either like the *Chaos CB* - 60).

Try this: When you get on to the high score table type in this:
JL VELL VVVV!

Remember it's vital that you include the full stop. If you've done all this correctly, you should be able to play with infinite lives.

If any of you oldbies are still wrestling with *Rick Dangerous*, by this helpful little code. On the high score table, type the following:
ILUFOMATIC

You can resist on the best level you find so. And I don't want to hear any more stuff about cheats not working or CB's not and not help you anymore (he means it - 60).

Stop me and buy one!

Don't forget, these of you who send in the most delishious hints, tips, cheats or POWs might be eligible for a £50 voucher redeemable in our Mail Order pages. So get cracking and send your offerings to: GameBusters, Commodore Forum, 28 Monmouth Street, Bath BA1 2BR



The Spy Who Loved Me

Enter and run the listing, then follow on-screen prompts to load the game with infinite lives and no sprits to background collision detection (useful or wot).

- 0 ROM CASSETTE only cheat by M H Dash 1991
- 1 FOR X=301 TO 348, READ Y: C=C+Y: POKE 8,Y: NEXT
- 2 IF C=64RT THEN POKE 187,128 + 255 381
- 3 POINT "XTRA, BUNCH"
- 4 DATA 32,44,387,32,108,245,169,67,141,158,3,169
- 5 DATA 3,141,389,3,78,85,3,75,77,89,269,103
- 6 DATA 161,208,189,287,58,161,227,198,76,110,188,269
- 7 DATA 168,142,188,27,269,173,143,55,17,76,27,8

Twinworld

Enter and run the listing below. Then follow the on-screen prompts to load the game with infinite lives and weapons. Many thanks to Martin Hughes for this little GameBusting gem.

- 0 ROM Cassette only cheat by M H Dash 1991
- 1 FOR X=258 TO 338:READ Y:POKE 8,Y:G=258
- 2 IF C=4716 THEN POKE 197,128 + 255 289
- 3 POINT "XTRA, BUNCH"
- 4 DATA 30,76,245,110,15,161,235,3,169,3,141
- 5 DATA 260,2,96,71,71,88,148,82,163,222,151
- 6 DATA 169,1,341,235,180,176,0,161,269,175,143



Twinworld - Shows what you're getting out of mine you've got infinite lives and weapons!

Miscellaneous Whit

Andrew Whitaker, purveyor of 'quality' cheats has sent us two accounts **POKEs**, the first of which can be used with any recent device while the second one is Action Replay can only if it's there.

SHADOW WARRIORS

Load state one then reset the machine. Now enter any of the following **POKEs**:
POKE \$1185,175 - infinite time
POKE \$A80,175 - infinite energy
POKE \$A85,234 - infinite lives
POKE \$276,1 - where it's start level

Next type **570 1000** to reset the game. Then press Fire and flip the switches to load the game with your choices.

TEENAGE MUTANT NINJA TURTLES

At the start of level one, enter the Action Replay number and enter the following **POKE** 144728. When you restart the game you'll have infinite energy. On the level where a timer is activated re-enter the number (after pausing the game) and enter **POKE \$202,175**. Restart the game and with luck the timer will be defunct.

TIME MACHINE

THE COMPLETE SOLUTION

Mad scientist in nude time travel shocker! Okay so he's not mad...or nude for that matter. But he does travel through time. As we all know, a time traveller's lot is not a happy one, so if you're having difficulty 'ave a gawp at this lot

LEVEL 1.1

1.2

1.3

1.4

1.5



READ THIS FIRST

Head and inventory screen. You have four jobs at your disposal. Head of which is assigned to an F key. Whenever you dig a job make a note of the location and the F key, as it's all too easy to forget where jobs are and which key activates it.

CREATING ZONE 3

- 1) Your first job is to transport the materials to the cave in 1.5. Go to 1.2 and place a transport job there. Go to 1.5 on the keyboard (use 'using the keyboard') and place another transport job by the cave. Go back to 1.2 and do a transport with your finger (job key). Board road to the stored material.

when you're done enough - as it appears in the back window, then transport yourself and the material to the job in 1.5. Repeat this until you have a good number of materials in the cave. You can't have up to sixteen materials in the cave at a time. You may transport materials even after you have reached Zone 2.

2) Go to 1.3 and block the gateway. Zone 2 now exists.

LEVEL 2.1

2.1

2.3

2.4

2.5



CREATING ZONE 3

- 1) Make a fire by the cave in 2.3 to keep the gateway warm (the fire will last longer if you make it in the grass area). Place a job by the cave. Go to 2.3 and block the cave of wood and transport it to 2.5. Go to 2.1 and stand in the middle of the avenue on the solid path. Change zones and go to 1.5. Transport the base

to 2.3 to ignite the wood. If the fire goes out soon, just relight the wood.

- 2) Unblock the gateway to warm up the planet. The test does not fail a year, if you don't want to try to block the gateway again. You can't load fire by transporting rocks from 1.2 or fire from 2.4, this will keep you happy for a while. You should now have created Zone 3.

3) ...but don't move to the cave. You now need to clear some seeds to 2.4, an act which proves vital for progress later in the game. Place a job on the river bank in the grass area by the existing plants. Transport a falling apple from 1.2 and walk the little shrub grass. Move yourself to the fire at your next turn. You can now move into the next phase of the task.

LEVEL 3.1

3.2

3.3

3.4

3.5



CREATING ZONE 4

1) Transporting of the sound effect from 3.2 to 3.3. If you have placed the walls correctly in 2.4 then you should have been given a 3.4. If not, by using the same key to reach the entrance of the room to turn a bridge, every job near the bridge is taken the effect across the map.

And as if that wasn't enough the bridge is also restricted in later levels. Use the Phrenoscopy to come over and as you cross the river change to zone three at the appropriate place so that you would drop onto the bridge. Repeat this policy throughout for both bridges. You can really only do either because the rest is 3.3 making sure you drop it right near to the square where:

HINT: A quicker way of getting the effect to 3.3 is to take it to

LEVEL 4.1

4.2

4.3

4.4

4.5



CREATING ZONE 5

2) Destroying Suburb

Get a power beam from 4.5. To avoid the cannon ball aimed in the middle of the screen in 5.5 and change to Zone 4. Take the zone to 4.4 and drop it as near to the right hand side of the bridge as possible. Place a gold near the beam and wait for

Guides to get near the right hand edge of the bridge. Then use your beam to ignite the beam. This will cause Gold to explode.

3) Reversing the oil source

Take another beam from 4.4 and take it to 4.1. Drop it by the moving pole (this being the oil source). Place a gold near the beam and again to obliterate the moving tank then reversing

the oil source. (Don't forget you need to activate your beam to ignite the beam.) You should now have created Zone 5. When really done so it there will even a fire ball to screen up its own.

LEVEL 5.1

5.2

5.3

4.4

4.5



REPAIRING THE TIME MACHINE

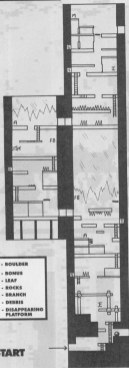
1) Recovering the crystal unit for the time machine. Kill a few tanks at 5.3 and wait for a bomb to appear. Transport the bomb to 5.1 by the rock with the crystal in it. Lay the bomb to obliterate the crystal from the rock. You will find the crystal in the machine if you aren't careful for it. Place a gold in front of the fire machine and transport the crystal to 5.

2) Substituting power to the time machine

There is a power switch on top of the building above the VIG Oil rig in 5.1. Use the Phrenoscopy to land on top of the building and beam at the switch to turn the power on and off. Make sure you get the crystal in the time machine before activating the power on. Now with the crystal in place and the power on all you have to do is get inside your time machine by walking across the back of it.

USING THE PTERODACTYL

All power points throughout the game you'll need to use the Pterodactyl to travel around. Doing this couldn't be simple. Travel to about 1.2 or 1.5 and ask your beam on the white eggs. The pterodactyl will then appear and take you through the screens. Then all you have to do is jump five when you want to be dropped.



-  - BOULDER
- I** - BONES
- FL** - LEAF
- FR** - ROCK
- FB** - BRANCH
-  - DEBRIS
-  - DISAPPEARING PLATFORM

START



Andy Roberts, a chap pretty dangerous in his own right, takes us through the second part of his complete Rick Dangerous 2 solution

LEVEL 3 - THE FORESTS OF VEGETALIA

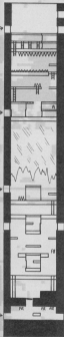
Before we start, when I say 'shoot David' it refers to the David Adams-through look-alike, and 'shoot Fiddler' refers to the Fiddler wood-type character. So now you know.

Right. This level has 4 possible solutions, but this one is by far the easiest (and shortest)... shoot David and climb up the ladder (jump over the boulder). Climb up the beam, too, collecting the shell if desired, then crawl towards the ladder. When safe to do so, climb up the ladder and knock



RICK DANGEROUS 2

EVEN MORE TIPS!



the switch to your left to remove the spikes. Jump the gap, kill Robin, and go up the ladder. Only mercenaries need collect the ammunition. Click the ladder to your right then hit the switch to call the lift — get the falling branch, then head left into the next section.

Get off at the top, kill David, then drop down. Jump up and dodge the falling branch, then go-go-go left into the next section.

Get on the lift and get off it before you are strangely trapped on the spikes. Kill Robin (my apologies to any Robins out there!) and go up the ladder. Drop a bomb, move down and wait for it to explode in the guy's face. Jump up and left using the springboard to jump up onto the right side platform (a fast trick to say the least). Move up the ladder and when the ladder is drop on the platform above. Avoid the falling branch, move left and up onto the platform (beware — the middle section of the platform disappears). Click up the ladder, jump over the snappy thing, then head right.

Blind Robin as he climbs down the ladder and jump over the spikes (use the map to find them). Go up the ladder, shoot David, then jump across the gap. Again be careful here, as the middle section of the platform disappears. Go up the ladder and hit the switch to kill the buddy. Catch the ball if you feel adventurous. Jump up and right, then move left and hit the switch to lower the lift. Zap David, collect the ammunition, then go right to the next bit. Jump when safe, and crawl right (dodge the falling leaves). Go down the ladder then then out to the right.

Move right, jump over the falling rocks, then exit to the right. Move right and crouch. Move, when safe, to the centre of the screen (the rocks will bounce over you). Then exit cautiously (still crouching) to the right. Jump up, kill Robin, then dodge the falling leaf. Jump up and right, kill David, and hit the switch to deactivate the falling branch. Then simply go right and it's off to level 4!


LEVEL 4

RICK DANG

START

LEVEL 4 - THE ATOMIC MUD MINES

As in level 3, there are a number of possible routes to take. This however, is the easiest. Jump onto the ladder to avoid the rolling barrels, jump up and step the escalator, then bomb the bar. Drop down, then wait for the blob of earth-red-ink slime (or John) to move before dropping down again. Hit the switch and immediately drop down - you should land on top of a mine car with any luck. Follow it to the left and move quickly down the ladder (be aware of sticky mud).

Down the ladder blow up the debris, but avoid the sticky-up thing, wait for the slime to move before dropping down - shoot the escalator and bomb the robot to the right. Walk over to the switch and wait for the remaining robot to go right. Quickly hit the switch, drop down, then step the robot. Get on the lift then get off it half way down (on the right), jump up on to the slider (it) and hit the switch when the walking barrel is just underneath you. Head for the wall but DON'T walk - you have to jump because of the sticky mud. Jump up to the top, and wait for the crusher to move up before crawling underneath it. Wait for the slime to move, drop down, and run like crazy to the next section. Blast the escalator when he drops down, and climb up the ladder. Cross under the slime then go up and collect the vital ammunition. Hit the switch while you're up there to disable the crusher. When you get past the crusher, DO NOT drop down - drop a bomb off the edge of the platform to kill the escape barrel. Then drop down (slime permitting) and go down the ladder collecting ammo as you go.

Once you have dropped down, jump quickly to the left (sticky mud again, see) and step down the ladder. Bomb the



START

GEROUS 2

robot, fall down, then go down the ladder and zap the guy. Drop down when safe, hit the scientist and hit the switch to remove the lift. Slide a bomb towards the barrel and wait for it to move - you must then use it as a stepping stone (crystal, eh?).

Go left and drop down. Kill the 3 badies, go up the ladder and hit the switch. Now head left into the next bit, not forgetting to jump over the barrel.

Jump up and crawl under the stairs, hit the switch to your left (wait for the stick-up thing then move right and down). Dodge the mad mechs and collect the ammo to the left, then kill the scientist and collect the bombs. Go down the ladder then hit the robot. Jump over the barrels and drop down. Jump over the mine mine (using the rollers) and climb down the ladder. Zap the fat guy, then move right. Jump over the barrels and when they appear then drop down - zip into the bonus room for some goodie-bombs. The robot then go down. Remember the pile of debris but be cautious - a mad monster is lurking just to the right of you!

Stick's on this section again for this section, and at the risk of repeating myself, the game is becoming increasingly difficult! Fall down and dodge the mine as you go (FEAR! FEAR! FEAR!). At the bottom there are three mad monsters with a gap between each one - you know what to do! This next bit is interesting beyond belief: Wait for the barrel to fall past then zip up to the right. When the lift has dropped a rock to the left of you,

move to the left (as it's about to drop a rock to the right). Move up using this technique, then shoot the two robots and exit. Go right, and weave your way past the flying mechs. Move right, the lift here only drops rocks in 4 different places. Observe it for a while and you should be able to get past it with relative ease. Move up, dodge the saucer, hit the switch and exit to the right.

Back on foot now. Drop down and prepare for a very difficult section. Again observe the lift to learn its firing patterns. Jump on the real lift when it's safe to do so and jump off at the top. Drop over the mine mine as before. Then go up the ladder. Jump on to the lift (avoiding the rock dropper). Then jump off on the right-hand platform, hit the switch, then zap the robot opposite you. Drop down onto the lift, then jump on the platform where the robot was and climb up the ladder. Bomb the robot and the debris and go right.

Move over the barrels (at times with the sticky-ups) and blast the robot. Climb up the pipe, crawl under the 2 structures, then up the other pipe (avoiding the mine as you go). Blow up the robot then go up (watch out for the mad mechs). Blow up the scientist then move right to arrive at level 5.

LEVEL 5 - THE FAT GUY'S HEAD-QUARTERS

Shoot the two crates, then walk right to the edge of the platform. Drop a bomb and step

back. When the bomb explodes the platform starts moving - follow it and climb up the ladder (watch out for spikes above you). Go left, collect the diamonds, then hit the ladder to the left. Shoot the badly who climbs down to greet you, then go up the stairs, avoiding the gun. Shoot the steady then drop bombs on the other two. Drop down and hit the switch to activate a spring-loaded - see it! Go up the stairs to the left and climb up the ladder. Careful! Whenever the spikes reach the badly has dropped below you, then jump up and hit them up the ladder. Slide a bomb towards the block and prepare to jump up when it explodes. Avoid the gun and collect the ammo, fall down to the store, then fall down again when the spikes disappear. Then go right, shoot the three mechs then head up the ladder. Slide a bomb towards the octonator-type thing and again jump up when it explodes. Go down the ladder and exit to the right. Bouncing again! This section requires a lot of fancy ducking and diving past you. Dodge past the first two, then go up and collect the diamonds, then dodge past the third and move steadily down (as usual). When you get to the set of three guns, don't despair.

When they're just about to fire move up slightly - with any luck they'll stop temporarily. Move down and avoid the two bullets, then go right and down.

When the bullets from the two guns cross over, move down and pick up the bomb (this move is again). When they are about to cross over again, shoot the block and move down (to avoid being 'blasted') then exit to the left. Shoot the two badies and blow up the detonator. Go down the ladder, avoid the electric pit (!) then go down the other ladder. Blow up the detonator then head right.

Continued on next page



- H - BONUS
- FG - LEAF
- D - ROCKS
- C - BRANCH

Continued from previous page

Jump over the electric maggy, hit the switch and jump up onto the platform. Avoid the other two maggies, slip down the ladder, then go right. Kill the three cronies, then blow up the detonator. Go right.

Drop a bomb onto the nasty, then fall down on to the lift when he's gone. Jump off and shoot the other nasty. Collect the arms and go up the floaty lift. Jump over the maggy, then climb up the ladder. Dodge the splines (see the map to find them) then head right and up the lift. Collect the arms, go up the left-most lift and jump right over the logs of the

other two. Jump into the springboard and zap the meenie. Go left, avoiding the splines as you go. Kill the meemies and blow up the detonator. Then go up and right.

Almost there now! Avoid the splines and the maggy and jump on to the platform. Go up the ladder and slide a bomb towards the block. Go right, then fall down on to the block once it has moved next to the platform. Hit the switch, then move left with the platform. Go up the ladder. **And! The FAT GUY himself is waiting for you!** Avoid the guns and climb the ladder. Kill the tacky, dodge the gun, and go right, (he-deedah! The final conflict. Simply (3) bomb him 3 times and get rid of him for good...?



LEVEL 3—THE GOLD MINE

	WEAPONS		CRATE
			HAZARD
	ENERGY		FLIGHT
			HOOK

Make the most of your mice

"Maximus Mouse, you are accused of falling miserably in your quest to retrieve the Summer Camp flag from the moans. How do you plead?"

"SCURRY, M'lord."

"So, come again?"

"Oh gimme a break, sending a mouse on job like that was a non-starter as far as I'm concerned. Still what's done is done so try this poke and give the rodent a real run for his money."

Enter and run the listing, then follow the screen prompts to load the game with infinite lives.

```

0 REM Summer Camp cheat by H M Pugh 1991
1 FOR X=517 TO 578 : READ Y : G=0:Y: POKE X,Y :
NEXT
2 IF G=5814 THEN POKE 157,159 : SYS 517
3 PRINT "DATA ERROR"
4 DATA 169,18,141,40,3,169,2,141,41,3,20,86
5 DATA 245,169,30,141,178,2,169,2,141,179,2,99
6 DATA 72,77,80,30,69,3,169,30,141,232,3,169
7 DATA 51,141,235,3,169,2,141,234,3,96,169,0
8 DATA 141,40,15,169,173,141,46,23,236,30,236,96
  
```

LEVEL 1—THE CAMP



LEVEL 2—THE GHOST TOWN



PUFFY'S SAGA

You know the story. Bink meets Gilda, travels through multi-level dungeons and dies horribly. But it's time to fly in the face of tradition, reborn the balance and try your eggs sunny-side down for a change. Puffy's Saga senses and breaks away from the crowd.

Enter and run the listing. Then follow the prompts to load the game with infinite energy.

- 0 IBM Cassette only cheat by R R
High 2795
1 FOR 2-528 95 585 + 8000 E + C-C-V
POKE 5,Y + 8007
2 IF C=4512 9888 POKE 187,128:END
528
3 PRIN? "DATA 88888"
4 8878 52,86,245,187,33,345,281,3,
349,3,348,288
5 8878 5,96,72,77,86,349,44,141,33,
9,169,3
6 8878 141,34,5,74,15,4,349,33,141,
231,47,189
7 8878 45,141,330,47,349,3,183,233,
47,33,35,8
8 8878 76,141,33,208,349,189,242,
238,37,3

REPLAY POKES

Thanks to A. Jacobs of Cleveland for these, in fact 628 worth of thanks.

King King Phoenix
POKE 16426.0 - removes enemies

Kiss
POKE 8145,185 - infinite drops

Tin Tin on the Moon
POKE 23827.0 - endless time

Stars
POKE 28447,173
POKE 28874,173 - infinite credits
POKE 21570,188
POKE 21581,188 - stops battles
shooting
POKE 28423.0 - infinite bullets
POKE 53665.0 - endless missiles

NIGHT BREED

For those of you unfortunate enough to have bought this game (why didn't you read our review first?) you may need a little extra help. This you will find in the form of POKEs for both cassette and disk versions.

Enter and run the listing. Then follow the on-screen prompts to load the game with infinite lives/energy.

- 0 IBM Cassette only cheat by R R
High 1791
1 FOR 8-273 95 551 + 8000 Y + C-C-V
POKE 5,Y + 8007
2 IF C=4584 9888 POKE 187,128 + 879
273
3 PRIN? "DATA 88888"
4 8878 32,86,245,189,33,141,217,3,
189,3,141,218
5 8878 3,84,33,77,86,189,33,187,18,

- 9,249,84
6 8878 141,35,8,169,1,342,23,8,76,
5,8,341
7 8878 32,188,342,173,173,144,45,
281,205,289,4,342
8 8878 136,65,342,144,45,173,169,48,
281,205,289,4
9 8878 342,86,86,342,180,46,173,10,
48,281,205,289
10 8878 6,142,232,67,142,30,68,74

GOLDEN AXE

Super skill and ball. This is an absolute stonker of a game and as such deserves the life-prolonging treatment of POKeDing.

Enter and run the listing. Then follow the prompts to load the game with infinite lives.

- 0 IBM Cassette only cheat by R R
High 1991
1 FOR 5-029 90 547 + 8800 Y + C-C-V
POKE 2,X + 8007
2 IF C=4164 9888 POKE 187,128 + 879
528
3 PRIN? "DATA 88888"
4 8878 33,86,348,349,34,141,84,9,
159,78,141
5 8878 89,9,76,35,4,73,17,68,165,
33,141
6 8878 45,119,169,47,141,86,119,169,
2,241-47
7 8878 119,128,33,208,189,173,141,
94,51,74

SAMARITANS CORNER

Amusing statement No. 343: 'Calm Down, it's only a game.' Anyone who really knows their computer unions will also know that it's never just a game. That tape or disk full of codes is not just a game. It can have gamers pulling their hair out and beating

Bombjack bits

Mighty Bombjack is an it's easy so for the slow-coaches who are still struggling with parts one and two here are a couple of POKEs.

BOMBJACK

Reset your machine, enter POKE #112.0. Type 878 8701 to reset the game and you should have an infinite supply of lives.

BOMBJACK II

Again reset the machine, enter POKE #102.000 then 878 89712 to reset. Both infinite lives once more.

their heads against walls. Here are several such tortured people who would be grateful for any help you could offer them. If you send help specifically for one of these please mark it 'Samaritans Corner' as I'm fit of a bit of a stroke and wouldn't realise otherwise.

- Grandfatherland is after an infinite fuel gauge for LED Blasts.
- Kieran Haxey requested practically unlimited in his plea for help on Speedboat so be quiet about it.
- David Black of Sheffield can't jump the gate or meet up with beads in some one of Head Over Heels.
- And finally Andrew Phair has these requests. He'd like a cheat for Operation Wolf a cheat for (Real) Warriors and would like to know how to get past the dungeons in Adventurer's Kingdoms. Some people want everything on a plate, don't they?



How to POKE games (a few tips for the unwary)

It's becoming apparent that many of you still don't know what POKEs are, or how to enter them. And not everyone is aware of what reset switches are.

It can be a bit baffling to the uninitiated so here are a few pointers to help avoid confusion.

1) A POKE is a command that allows you to alter the value in one of the memory locations in your CPU. So when you see an infinite lives POKE, all that is happening is the variable that represents the number of lives (say lives) is being replaced by a number that gives you endless more.

2) There are several different types of POKEs that appear in our mag. The long listings (take a look at the Right Blow) are can be used by anyone owning a C64. When you first switch on your micros, type in the listing exactly as it appears in the mag (enter the lines one at a time and press return after each one). Then type RUN and press ENTER and the program will start running. When you load the game, the cheat mode will be installed.

It's a good idea when you've typed the listing to save it to disk or tape before you put it so that if you're entered it wrongly you don't lose all your hard work.

3) The other POKEs in the mag (the single ones with 65 the numbers) can only be used if you own a reset switch or Action Replay cartridge. The reset switch allows you to effectively switch off the switch back on your 64 with-out losing whatever is in the memory.

POKEs that are followed by a 878 command can be used by Reset owners as the 878 number returns the game from where you left off. If there's no 878 number you can't use the POKE. This is why Action Replay owners are the luckiest of the lot. This cartridge effectively has a 878 command built into it so all you have to do is reset the machine, enter the poke then use the reset option, easy.

So there you have it, it's not as complex as it first seems but if you're still unsure or have any other queries just drop us a line.

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REVIEWS AND REVIEWERS

We know what you're thinking. 'Love a duck.'

How our reviews work...

The powermeter

We rate games out of 100%. We reckon any game over 90% is worth looking at. If a game gets over 95% that's not this page, it's a cover!

The Powermeter on the left of the first rating is divided into red and white areas. We say what lets us down 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 pole at which the white and red areas meet. Easy!

Icons



FACE The cover (and any ads), the cover play, we can talk to.

T-SHIRT - a guide's edit makes you can save your game position to tape or disk.



KEYBOARD You have to use the keyboard to play.



JOYSTICK You need to use a joystick to play the game if you can't do it any other way.



PAUSE The game has things to do when you pause.



MOUNTAINS The game has a mountain range.



BLOCKS The game has a block game mechanic.

DETOPUS - This means you need to use a tetrapod when you play the game.



CORKER The game has a corker mechanic.



CART GAME The game has a cart game mechanic.

It's all right for some, playing games all day, scribbling down something that claims to be a review then trashing off down the pub for a few bevvies and a bit of a chin wag.' Well it's not like that at all. There's more to producing a mag than meets the eye...



note. On answering, Andy's first words were, 'Gazza it's intensely amusing.'

GORDON

Gordon said Gazza it was the best thing since sliced bread. Then we gave him a cold shower and a strong black coffee to sober him up. At which point he apologised for his drunken stupidity, belched heartily and shuffled back to the local ale house. We imagine, had he stuck around, that he would have liked *Tiger Hunt* the game that crept in by the back door and pleasantly surprised everyone.

KATI

Ms Hancock was well impressed with *Colin Firth Turbo Challenge*. As she's ambitious, she ascended the office by playing the two player option alone, pipping herself to the post, getting rather annoyed, angrily punishing her own face, then apologising to herself and offering to drive her battered car to the local hospital. When she got back she murmured that *Fish and Finger II* should be the subject of a public enquiry.

NEW KID ON THE BLOCK

Trevor Gillman (what?), our Art Editor (what?) is gone, only to be replaced by *Cliffie Alderton* and there's no better bloke for the job. He's got a keenness for colour, a desire for design, a talent for typesetting and a whip for those boring moments in the office. (Some things are better left unsaid - Ed). Anyway, Trev's going to work on a new *Amiga (yeh)* mag, *Amiga Power*, and *Cliffie* will work on the *Amstrad (yeh-ho)* mag, *Amstrad Action*. Word like a big round of applause for the new guy and may we just say we wish them all the best with *CP* until we find someone more capable and, dare we say, more careful with their food.

These are the people who actually do get to play games all day. Please don't send them money or anything to eat. Both are dangerous substances to them. Anyway, here's what they thought of this month's games.

STEVE

'*Thexon!*' Says Steve. *Chip's Challenge* is definitely his favourite this month. In fact it's his favourite for many months. He says it so much he's thinking of buying a small cottage in the country and moving in with it. As for games he didn't like, there isn't much to say apart from, 'Gazza it is intensely amusing.'

SEAN

Sean did like something quite a bit this month but I couldn't listen to him say what it was for fear of drowning in foam. But what of this month's turkeys. Sean? Er. *Dragonfire* was a big disappointment while *Gazza II* was intensely amusing.

ANDY

He found *Turicon* (rather secondarily, so much so that a bit of smelly salt) and the promise of a pay rise wasn't enough to bring him round. He regained consciousness when Steve positioned his armpit beneath Andy's

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ocean

The battle between the evil Shogun, Kunitoki, and the last Ninja, Armakuni, has been waged across time and space. Twice Kunitoki has been defeated and twice he has cheated death: his spirit form was only dispatched — now he's back again...

Armakuni faces his greatest Challenge. Kunitoki has returned to medieval times and invaded the "Sakura Temple of Shiro Lu" — mylin' words of the Ninja' logic. Kunitoki's evil influence is corrupting the pure magical forces of the Ninja.

As his influence spreads, so Armakuni's Ninjitsu energy is being sapped. If Kunitoki is not defeated once and for all, the order of the Ninja will disappear forever (ouch crazy!).

The game opens with a superb three minute intro sequence, which shows Armakuni making his way across the desert towards the temple. It's interspersed with the production credits, movie style. The intro into is a whopping great 848 long — as much as a whole game — and really sets the tone for what's to come.



The "Wall" chamber is the final barrier before Kunitoki. It's also filled with Ninja masters — don't be in a hurry to get there!



This new power wheel (top right) allows you useful items in the vicinity and also briefly displays the enemy's chosen weapon.



See that sword a sword. This sort of combat is a good way to take your Shuriken points, and a good way to avoid getting severely beaten.



You just can't keep a good bad guy down, er... Try that again. Twice have the skills of System 3's greatest warrior hero defeated evil shogun Kunitoki. Now, Kunitoki

and Armakuni meet for the final showdown in a vast 512K cartridge game

It's a Carker!

LAST NINJA 2

Anyone who has played *The Last Ninja*, *Last Ninja 2* or *Ninja* for me will be familiar with the style of game-play. Armakuni is guided through a full-screen 3D world viewed from slightly above. Each scene takes a second or two to draw, due mainly to the incredibly detailed graphics — easily among the best CGA game graphics ever seen. By the way, as well as the Ninja games, this "graphics engine" program that draws the most complicated things it can as simply and quickly as it can) was also used in *Tom Clancy's Jet-Spacemaster*. This, too.

Having crashed into the temple, our Ninja has to battle and puzzle his way through five elemental chambers in order to face Kunitoki in a fight to the death. The temple is split into five distinct elemental zones: Earth,

Wind, Water, Fire and Void (yes, we now know Void isn't an element, but apparently the Japanese mistook it was, so there).

Each chamber has puzzles which are typical of that element. For instance, in the Fire chamber, there's a complex puzzle which involves molten metal and a hot key. Likewise, in the Water chamber you have to use your amazing Ninja powers of deflection to stop a waterfall from flowing.

The puzzles are slightly more complex than battles, but still follow the same method of searching for specific items which are then used on later screens. Oh, and in case you already know what I mean, it's now a lot easier to pick objects up. Also, *Last Ninja 2* employs a prayer wheel, a device which spins on the screen to reveal any invisibilities in your immediate vicinity — a distinct improvement

**five levels, 17 screens
16 different bad guys
and takes up 512K**

over previous Ninjas, where useful items were highlighted briefly when you entered a new screen.



In battle. Ah-ha! The evil Ninja-type, you have Shurikens as well... (Yes... where did I put my rather large Ninja sword of doom?)

With two screens fitted together you can start to imagine just how big the Temple is. And remember - there are 71 of these little devils scattered inside that little cartilage...



NINJA III

of a hero or two. Battles taking in the opening chambers don't prove too much of a problem (but later levels rely less on puzzles and more on fast-acting. By the time you manage to reach the Void chamber, the pain element is replaced completely by a 'getting the crap beaten out of you' element. So be warned. Here, you have to make your way round hellwayer's convoluted maze-like in

space. While you're doing all this, prepare to be viciously assailed by vicious assaults. All the battles on this level are masters of Ninjutsu and can take a fair amount of damage as well as deal it out.

Having solved your puzzles and defeated the foe, it only remains for you to collect the hidden scroll which allows entrance to the next level - and you've defeated the demon

her guardian. Er... sorry about that. Forget to mention that there's a fairly evil guardian to kill before entering the next chamber.

Last Ninja 3 is a game of epic proportions. There is almost nothing to fault it on: the presentation is superb, with stunning intro and outro sequences, smart high-score lists, gritty grey over screens and some great soundtracks. The gameplay's blend of exploration, puzzles and combat will draw you. And the attention to detail is amazing, from the immaculate SD to the animated scenery to the enemy control method.

The Last Ninja series has made thousands of fans so most people would buy the series if it was simply more of the same. However, with the tweaks and improvements in gameplay and graphics, plus the advantage of instant loading, it's no exaggeration to say that Last Ninja 3 marks a new high for CGM gaming. Tell yourself it's something very special indeed!

ADRIAN



in the Void chamber. Animate! concentrate its way across a pit of molten lava. Otherwise here's more single's than Ninja.



Having entered the maze-like Void chamber, Amy now has to utilize his powerful Ninjutsu skills of 'Hell Cartilage Leap'.

Bushido Dragon

The brown dragon on the status panel is the Bushido meter, and signifies increasing training and honour in the Ninja's mental ac.

Sounds a bit tedious, but it works like this: if you attack with bare fists when your opposition is armed bushido, then your Bushido points are increased because you don't fear the fight. But if you use the same moves over and over again to defeat an enemy, your Bushido points are decreased because you lack style. By the time you face Kusanagi, only those with a high Bushido level stand any chance of defeating him.

Consider the words of the 18th century Regenture Bushido of Yamamoto Tawakome:

Bushido. I come from. Die in dying. When confronted with two alternatives, life and death, one is to choose death without hesitation...

A man of great valour does not flinch at the sight of his enemy, he bravely plunges right into the jaws of death...

Bushido means to struggle desperately in the jaws of death... even dozens of men find it difficult to kill only one warrior in this bushi state.

So there you go, Bushido means

(read as a shovel.)



Game	Last Ninja III
Publisher	System 3
Cartridge	£24.95

POWER RATING

THE DOWNERS...

Only truly exciting originally

100

97%

- Tremendous amount of variety in events, scenes, and the all-important gameplay
- Attention to the different aspects is simply superb
- Complex control method is handled very well
- Wonderful touches throughout, like background animation
- Virtually convincing 3D scenes
- Five huge levels - no finishing this one overnight!
- Terrific mix of puzzle-solving combat and adventure - more interesting movie than game
- Excellent presentation
- Incredible! Just when an initial thought of providing graphics and extra depth to the game



WELLTRIS

Alexey Pajitnov's *Welltris* consists of a grid at the end of a four-walled tunnel (or well). One at a time, shapes fall down the grid. Shapes are made up of two to five squares arranged adjacently. Their orientation can be altered by ninety-degree turns, they can be rotated around any wall and the speed of their descent can be increased.

The idea is to contain the growing collection of shapes in the grid. With careful steering and reorientation, shapes can interlock with others in the grid in the most spatially economic manner. If an eight-square long horizontal or vertical line is formed at any time, the line disappears. Remaining squares move into the space left behind to leave you more room. If part of a shape gets stuck on a wall, that wall becomes blocked for a while, so the more you mess up, the more you mess up, the more you're likely to continue messing up. The game gives an end at the walls are blocked.

You get points for completing a line (a separate tally tells you how many lines you



By building one big block that doesn't come close to full lines, you can score hundreds of points with one carefully placed segment (have completed it a given game) and you get more points for placing shapes faster and removing more than one line at a time. The program calculates which shape it will drop next and this information can be displayed, to help you along. However, you pay a points cost for having this information displayed.

On the basic level, the game only uses two-, three- and four-segment shapes. On the second difficulty level, only four-segment shapes are used. On the hardest setting, five-segment shapes are introduced in addition to all the others.

Shapes wrapped around a corner may split when they hit the grid. Depending on the shape of the obstruction it faces in that corner of the grid, segments may overlap, making a smaller piece out of the original one. Remembering how this works can be crucial to staying in the game.

The game offers two control modes to handle things like the reorientation of the



well carefully and this is what happens. These blocked walls make it difficult to contain... Being in there!

shapes on their way down the well but the default setup is best. *Welltris* is thoroughly competitive. Unlike most of its contemporaries it isn't evocative of anything, though, so people who've been lying on a diet of *Tetris* and *Tyrian* will probably scratch their heads after a few minutes and wonder what's missing. It's a no-frills mathematical puzzle and you have to take it or leave it as such. Rise challenge, well done, still isn't everybody's cup of tea.



The more you mess up, the more you're likely to continue messing up

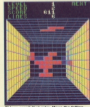
BLOCK'EM

LEVEL 1 & 2

You encounter all those shapes in level 1. Level two only uses four basic, top-down shapes. Their reorientation isn't as arbitrary as level 1.

LEVEL 3

Once you get into level 3, five-segment shapes enter the picture (more precisely) into the well. Combined with level 2's



things aren't that great. Move the falling blocks some spaces left and it will fit perfectly. Then hope that the blocked walls there

Game Maker	Welltris
Disk	Infogramme
	£14.99

POWER RATING

THE DOWNERS...

- System control is a bit sticky
- It is the end of the day. It only offers the one on-going challenge

100

87%

- Simple devices presented in a fascinating way. There's nothing like it (except *Tetris*)
- Fun control mechanisms
- Plenty of game options including the all-important variable difficulty settings
- Best of both worlds feature
- Detailed scoring system
- Straightforward and original game design
- Heavily increasing challenge to hand-eye coordination
- Colourful and easy to read display
- You'll never think it's over!

...AND THE UPERS

5 FAB WAYS 4 YOU 2 WIN!

1



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Who am I? Gremlin's latest game, *Lotus Esprit Turbo Challenge*, is in progress through 32 races, via three levels of increasingly difficult competition, until you can catch him faster than anyone else. (Hi, Andy. About the Turbo. It's Turbo. As in car. I couldn't find any fun in this game and Gremlin don't know of any either. Cheers - did I E. at the end of it all, you've scored the most points, the cham-

Gremlin have come all over British Racing Green with their new release (well, it's more a shade of Go Faster Red actually). So our reviewer straps in for a furious fast lane session, but for some reason he's taken his fishing rod with him...

LOTUS ESPRIT TURBO

panship is won and you can obtain the coveted Lotus Fish Licence. (Don't - don't - did I.) However, the nearer to the front you are when you finish a race, the worse your position on the starting grid next time.

There are loads of options in *LETC*. From the main menu screen you can select the difficulty level from a choice of four (including practice). Choose one or two players, decide on the gear box type, control method and when stabiliser capacity and you're ready to go.

The practice level lets you learn to handle the Lotus without the pressure of having to qualify for anything. Then when you want to launch into a full competition situation, select Easy, Medium or Hard. Two players will find joy of joy, that two player action is simultaneous.



screen is split across the middle with each half showing a view of the track from each driver's point of view (well, to be accurate, the view is presented from just behind the car). The two player option does run slightly more slowly than the single player jolly but when the action is this hectic it doesn't make a lot of difference to the playability.

There are two types of gearbox to choose from: Manual means you have to physically push the paddles to change gear while on Automatic the computer does it for you. Beginners should use automatic but once you've acquired some proficiency, a manual gearbox



Here's the mean machine itself, 2.170 cc's of Esprit Turbo 96. Now, thanks to Gremlin, you can actually race one of these beasts!

allows for more effective use of your vehicle's capability to accelerate.

One of the newer options is the alternative choice of control method. The standard one involves pushing forward on your steering stick (I think for means joystick - Ed) to speed up while pressing Fire to change gear. This, however, leads to extreme arm ache after a short period. The alternative control method is much more favourable and



Facts in to specialist looking TV presenter...! 'Hello, And this week on 'Gimme a Bit More' we ask the question, just how did a GP reviewer manage to get into that position?'



Player one (top) has scooped into the lead, leaving player two in last place and struggling. If he doesn't manage to climb through the ranks into at least 10th, he's out of it

This part of the game is the pits

When you see indicators on the roadside telling you that the pits are approaching, it's a very good idea to pull in, if you ignore them the chances are that, sooner or later, your high performance super car will involve in a burn as its fuel runs out.

When you pass the sign, simply pull over to the right and brake. There is only taken a few seconds to fill her up. (And anyway, pulling off the road gives you the opportunity to soak up sweet graphics like these.)





Our two opponents are a just a car's length away. Player one (top) can see player two just in front of him. Mind you, they're both close, too. They're in 19th and 20th place — in a field of 20!



Later in the race, our players have managed to swap positions, but as you can see both cars are in trouble. Player two has run into a hazard coming up ahead, while player one can't tell he's left from his right...

30 CHALLENGE



As player one (top) passes a 90-degree sign, player two is climbing down a steep hill — that's why you can't see very clearly. Besides, passing 19 is a considerable and only justifying the risk when you want to change gear. Finally, the extra slider option allows you determine your buoyancy in order to take your hairy opponents. (Oh, right — it's — E!)

There are 32 tracks in all, each progressively more difficult to negotiate than the last. Apart from the fact that later tracks incorporate hills, dips, and terminally sharp bends, these feature highways are also



in the single player mode, player two (bottom) stays in the pits for the duration of the race. Meanwhile, player one is lost. Again, stone with debris and other obstacles. There are signposts, barriers, rocks, trees, oil patches, coral reefs and cover-unnecessary fisherman which you must avoid at all cost.

Conceptually, LETC is a planner. The screenshots can't even begin to convey the feeling of speed you get, but take our word for it, this is fast. It's especially impressive when you consider the large number of vehicles on screen, and even that the 3D update stays dead smooth.

Sound is high quality, too. Not only is there a choice of three soundtracks but the F1 car really, as well. The engine noise is a real killer (the most realistic engine sound so far on a PC) as are the screams when you corner too fast. The thing on the scale is the playability. There's masses of it in the one-player option and at least double that when you play against a friend. As this is in Germany "Vorsprung Durch Technik!"

AMY



Game	LETC
Publisher	Gremlin
Cassette	£16.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Collisions don't show other cars.

100

90%

- Large range of options gives you plenty to get your fix around
 - Screen update is very fast. The impression of speed will have you feeling green around the gills
 - Controls are wonderfully responsive
 - Graphics are large but flicker free and wonderfully smooth
 - Choice of two control methods is a stroke of genius
 - Two player head-to-head is absolutely stunning
 - Top class presentation screens
 - Based in a crash — and catch that engine effect
- ...AND THE UPERS

Presenting a Lotus

Not only are the presentation graphics in Lotus Expert Turbo Challenge really gorgeous to look at, they're also extremely informative. In between playing games, you can expand your encyclopaedic knowledge no end. Well, nearly...



A revolution is in progress. Dissatisfied with being exploited by read users for the mental task of squinting a turn, these small orange lights have decided to fight against oppression. No more will they be misused by the young and foolish driver or not used at all by the fiddling old fool. The time has come for the vindicators to rise up and be free. (Er Andy, could I stop you there a moment? I think possibly you're confusing the words vindicators and indicators - Ed.)

fire buttons (or fire plus space on the Normal C64).

So, suitably lashed up it's off in the first level, then level two, followed closely to level three... and so on right up until level 14. Basically, there's not an awful lot of variety between levels.

The space stations are viewed from overhead, each



8. Hey you need to enter to make it to the next level to hidden in an awkward corner from which you'll have to fight your way out.



the Good Object category are small, shimmering stars which are just begging to be picked up. They do like cash with which you can buy extra shields, speed, firepower and cannon beams from the end of level ship. Vindicators is an average game. There is a multiplayer

version for players option but this only marginally improves the fun. Occasional play may prove enjoyable but nothing more. The gameplay is a fairly accurate translation of the Tanger coin-op, but the original was repetitive.

VINDICATORS



If the truth be known, Vindicators is a futuristic shoot'em up. The year is 2025, the venue is galaxy number TW5, the mission is to defeat the evil Tanger Empire who, (to name) are trying to invade. So far so good. Now presumably I have to enlist all my armed forces

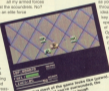
to defeat the accursed, not

Oh I see, so I take an elite force

of maybe twenty or thirty troops trained in space combat. No? Ah, so what you're saying is it's me and a tank, fine.

From the confines of your heavily armoured tank, you set off to destroy the Tanger Empire's 14 space stations, starting with the seediest and working through increasingly tough vindicators. Console owners control their tanks with joystick only while the rest of you are faced with tracking the spaceship as well. Left and right control the tank, while forward and back - attack, fire, etc - move you forwards and back.

Pressing fire activates the laser can, now with which you are equipped at the start of the game. More power buttons will be activated by pressing both



1. This is what some of the game looks like generally. Despite the fact that your character's destination is rather set in stone

station being distinguishable by its floor pattern. Some levels have gaping chasms in the floor which reveal the 'timeless whites of space' beyond. These pitfalls are harmless and serve only to restrict movement and look pretty. Walls perform the same task and provide simplistic maze formations which make your route through the space station more elaborate and consequently more difficult.

Each level scrolls from top to bottom as you move through it. The idea is to find the way and which opens the end of level exit.

Opponents come in the form of tanks (like your own), gun turrets, orbitators but slowly and a flying brooch... that it's not supposed to be a brooch but it does look exactly like one.

Opponents come in the form of tanks (like your own), gun turrets, orbitators but slowly and a flying brooch... that it's not supposed to be a brooch but it does look exactly like one.

Opponents come in the form of tanks (like your own), gun turrets, orbitators but slowly and a flying brooch... that it's not supposed to be a brooch but it does look exactly like one.

The graphics are adequate, but given that this is a cartridge game a lot more could have been done with it. The screens you get between levels aren't exciting enough to have you champing at the bit. Sound effects are also competent, OK.

Options have been vindicated (jargon - Ed) but only just.



Game Publisher Dornmark
Cartridge C19.95

POWER RATING

THE DOWNERS...

- Gameplay has holes as though after the first few levels, it's all just more of the same.
- Controls can at times be tedious and this grows annoying.
- Limited amount of opponents encourages boredom to set in very quickly. Burn one and you're soon on it.
- Ultimately not much of a challenge.

55%

- Two player option provides a more interesting game.
- Patiently conversion will satisfy fans of the arcade machine.
- Completely accessible.
- Purchase of bonus items of the ship adds another level saving the game from being better average.

...AND THE UPPIERS



Well, following nicely in the footsteps of *Fire & Forget* comes *Fire & Forget II*. Now that F&F number one was a bit of average, you'd expect some major improvements in F&F number two. Unfortunately, this is not the case. The sequel is just as dull and unplayable as the original.

The plot orbits on about international peace conferences and terrorist attack from a terrorist conspiracy. However, as you've already guessed, this is nothing more than one of those drive-along and shoot everything games.

Controlled in your super-duper Thunder Master II land and air



The game's graphics must have been on a shoot since if they thought we needed to see this much sky all the time, the best one is the title one (just above the caption)

FIRE & FORGET II

attack vehicle, your main priority is to blast your way through the ranks of armoured terrorist vehicles and reach the head of the convoy. You then have to destroy the lead vehicle and the support it carries.

The Thunder Master II is armed with forward firing 'toral plasma' (small grey blobs) and homing missiles (over smaller grey blobs). You have an unlimited supply of life - or 'logic showers', although your small stock of homing missiles has to be constantly topped up by poking them up from the road. Likewise, fuel and kerossene supplies are replenished by picking up satellites from the highway (a practice

which usually results in major engine snots - don't try this at home kids). Fuel keeps the Thunder Master's wheels a-turning, while kerossene gets the TMII airborne! With your tanky bit of this, the take-off speed and the battle continues in the air.

And that's all there is to it: lots of rushing around, a bit of flying occasionally and plenty of shooting. Eh, yep, that really is it. Unfortunately, it's very much a case of the vehicle slaming skill, while the road vehicles just underneath. You don't even need to stop if you don't want to, since the car follows the road like it's on rails. The lack of roadside graphics mean that there is little

variation of speed. The road swings from left to right to give the impression of curving but this only adds to making targeting the opposition even more difficult. There is some variation on the scenery and sky but it adds nothing to the game play.

Fire & Forget II is more a case of fire and hope since all it remains for you to do is press and hold the fire button and steer to avoid the enemy leader and then done since they approach at breakneck speed and the software designer is happy in the extreme. Flying adds some much-needed variety but is really just more of the same.

Once you've played through the first few levels, even the same old graphics and had random death created upon you several times, the interest level plummets. It's dull, poorly designed and tedious to play. You may as well forget the one too.



Have a pick-me-up

Fuel canister (steals the Thunder Master's steering)	Missile (comes in an enemy vehicle)	Kerossene canister (steals the Thunder Master's life)	Additional life (to add to the four you start with)

Game	Fire & Forget II
Publisher	Tiltus
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Almost no visual variety: road, hills, backgrounds and other attackers all play much the same.
- The gameplay remains unchanged throughout, with only minor differences between levels.
- Collision detection is bad, while shooting is inaccurate - steady beat the fire button - don't hope.
- There is a range of commentators but the tunes are all alike.
- 3D sprites update is very poor - they appear rather than approach.
- Requires no driving skills: the car seems to be on autopilot.

37%

THE UPPIERS

- Visually, the aerial combat sequences is handled nicely.
- Sluggery parallels on the scenery and sky, with smooth steering road.
- Won't stop action.



Not enough kerossene and you're airborne. Unfortunately, this is about the only time that *Fire & Forget II* ever really takes off

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C64 REPAIRS



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Dick Tracy, still comic and cartoon strip hero, is cool as a cucumber and harder than an FA Cup tie against Liverpool. So cool and hard, in fact, that last year's film made about five (coloring Warner Deely and Madonna) grossed well over \$100 million and finished ninth in the USA 1990 Top Ten.

The game of the film of the same name is loosely based on the following plot: Big Boy, Mad Taps, Purnations and The Bros are taking of the city, putting classy doads. Dick arrives at the heloport only to discover that the bad guys have escaped. Grabbing his cap and coat, Heato rushes to track down the miscreant modernists to their hideouts.



Dick makes a cheap exit and it's barely surprising. After 150 years of comic books he doesn't look like he's at his best right now.

Stages are newspaper cuttings with pictures of Dick's suspended fire - their only genuine contribution to the use of more loading time.

By now you'll probably be so fed up with that eight million volts couldn't stir you, if you did manage to stay awake, you might take



Two performance artists in a fight for being out in a built-up area. But is justice done? Not unless they put the rest of the population behind them are well.

note of the jelly, chicken-like sprite animation, or the way in which Tracy's yellow coat sometimes mysteriously blends in with the background all to the monotonous drone of the soundtrack. Then again, you might just find better uses for the cassette: a

DICK TRACY

It sounds like it could be fun, doesn't it? At least you'd expect another run-of-the-mill platform and shoot 'em up game. But *DT* doesn't even scale the dizzy heights of mediocrity. It gives you some idea of how simple it is at all, here's a description of the first few levels.

Level One. Walk right. Hold-down fire button as you approach, then hits extended fire and dies. Walk right to next screen. (Repeat until end of level is reached.) Level Two. Men appear, carrying guns, shoot them. Walk right to next screen. Men appear. (Repeat as before.) Sandwiched between these action-packed



An action-packed moment, Dick stands very still and unconvincingly looks his way out. When the approaching brother hits it he'll disappear.

door wedges, cheap content (casual tape and out into small pieces), a weird in-race pair of glasses or a fire if been painted holder. Best of all, don't buy the game in the first place.

SCORE



Game	Dick Tracy
Maker	Titus
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Casually-coloured, blocky backgrounds and sprites
- Simple, jelly-sprite animation
- Annoying, repetitive tune which goes down when the screen fills
- Awful presentation, particularly the poorly designed multi-level - it takes long enough to load in the first place!
- You have to reload and reload if you get killed (and you only get one life anyway)
- Very inadequate instructions, which don't even convey essential information
- The action is so boring and repetitive that you won't want to come back to it after a few games
- Bugged beyond belief
- Made of a loamie

100



11%



Oh no our hero Dick is being shot at. Well, you have to look at these things objectively, it's a pretty killing...

...AND THE UPSERS

S again's amazing 3D sprite-shifting action-up into a real stunner. If you haven't seen it you'll have to take my word for it, and so it was with some hesitation that I loaded up US Gold's G24 version. While it was loading I remembered playing the arcade machine through to the end. As part of a two-man command unit, you have infiltrated an enemy base and stolen their new weapons. All you have to do is sneak back out again, avoid a few traps, tunnel across the desert and make your way to a waiting transport for the tight home.

LINE



Unfortunately,

the enemy are on the alert. They throw everything at you - hundreds of men in jeeps, tanks, speedboats, helicopter gunships and finally jet fighters all pop up and take pot shots at you. You are armed with a cabinet-mounted machine gun, anti-tank grenade launcher, C4 stuff etc., and have to blast everything and try not to get wasted yourself. And that's about it. There are a few push-ups to make the longer lasting but basically it's finger on the trigger time.

So, just how can that heavy-duty action and those amazing 3D-bit 3D graphics be simulated by the G24's every eight bit brain? Moments later... I was answered: they can't. Our beloved boys are now doing it's best, moving scenery and popping huge sprites on screen. Sadly, it just wasn't enough.



As you progress through the jungle you get to collect life-supporting items like these Red Cross packages containing some more Java jumpers killed by a Mrs. O'Rourke or already paid several bars of Cadbury's fruit and nut. The other thing's a helicopter gunship



Believe it or not, there are two highly unconvincing enemy troopers on screen trying to gun you down. It only you could see them, maybe you could hit them...

Section are shows some promise, with a smoothly scrolling corridor and some chunky, but nicely detailed sprites. But massive glitches on screen and enemies' self movement (they skate towards you like ghosts) makes it highly unbelievable.

The two-player mode fails miserably at times - player two's cursor is blue, so during the first corridor section, your



This Little American lets mighty look on it they're about to burst into song, but it's more likely you'll burst like the of the ships when they start their act...

a jungle track, lined with trees. I think the screenshot says it all.

Line of Fire opens disappointment, but the gaudy death screen it says 'Game Over' in character blocks, in the multicolored like an level one and you have to load it in again) is the bugs and occasional crashes don't pause it too often - it can't cope. If you can ignore the basic visuals (or have a terrific imagination) you can glean some enjoyment

OF



target these-

pears into the blue floor. Grenade-launching is also handled very poorly. Hit the Shift keys to fire and... nothing happens. Well, a couple of enemies explode in disgust, but there are no grenade-throwing graphics.

The second section is laughable. The action switches outside as you pop it through



What the first and of level (beach) testing hard man... and kill them. They take a point few shots before exploding [in...]

OF FIRE

from what

shoot' with an action there is an offer, but let's hope the US Gold/Sega deal bears more fruit with the forthcoming

Shadow Dancer. The one looks suspiciously like it's gone off half-cocked.

STWT



Game	Line of Fire
Publisher	US Gold
Cassette	£10.99
Disk	£15.99

POWER RATING

THE DOWNS...

- Exceedingly repetitive graphics
- Appealing glitches like the sound the opponents returning to life
- Apparently, all the enemy troops are Olympic athletes
- Gameplay doesn't really work
- The fact that your grenades are invisible doesn't help
- Enemy troops have to be hit more than once but it's difficult to tell
- The scenery lacks any kind of detail whatsoever

100

40%

THE UPSERS...

- The two-player mode makes the experience of playing the game a little less painful
- Some clever 3D programming is hidden away in there
- All the original's features
- The action is fairly mean

0

...AND THE UPSERS

NO-ONE HAD THE GUTS UNTIL NOW!

NAARC

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NAARC WINNERS DON'T USE
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ocean

Brutal action and a S&P focus. Infiltrate the criminal underworld - your mission is to hunt and destroy the Kingpin of the MID-EG CORPORATION - it's not that far.

Worlds have to sweat the interminable arms of body guards... gangs of charisma-less goons... robots in trench coats, the British brass with the best of a conscience and the best of a shiny finish, racks of vicious killing robots, the psychotic time walk for real terror to witness - you'll die, but not laughing! There's a lot of gun-packing (including 986 - a cool specimen, allow hanging on the door), a virtual training place in the brand and ready to blow you away as its role before mean street learning you, coughing road.

It's not all that... You've got a chooper in back into up, a mean, they shoot machine, some heavy metal hardware and some pretty neat moves. And what about the King pin... did I say he was his? No? No, he's **AND 0002**

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TOTAL RECALL

Ocean's latest film license, *Total Recall*, has become a four-level deep arcade jobby with two distinct styles. Two levels are platformshoot 'em up combinations while the other two are drive-in-maze-combat. Quaid, the film character you play, has had an unsuccessful memory implant. His memories have been stolen and all he knows is that the answer to this mystery lies on Mars.

In level one you have to travel across the city in order to reach a phone box with which you can arrange your trip to Mars. Along the way, you must collect a number of use-it-all-items while avoiding your arch enemy, Richter, the chief of police. Richter's goons are also out in force to try and make your trip a short and painful one.

The controls are initially difficult to master. A dodgy jump to the left or right can prove hazardous as you tend to bounce off hard surfaces. Almost zero perfect manoeuvres are required. But this sounds worse than it actually is. Get some trial and error under your belt and you're away. Nevertheless, laser beams, moving platforms and spiky pits make your ultimate aim seem all the more unattainable, while collectible shooters and enemy bodies give you the helping hand you so dearly need.

In level two you steal a Johnny cab and have to drive to the spaceship before the time



limit. I think a longer aim is what's required here. Actually that's not true. Before Quaid can hit this chap he has to punch his way through the cars which you can just about see (disappointing)

limit runs out. In level three you have to escape from the Martian overlords. In both of these levels, armed enemy cars give chase and you come under fire. At the same time as you're trying to evade that it all, you have to collect energy beams and spending them left on the roads. Just in case this all sounds a bit too easy, there are some great cheats to be had. There are oil patches and piles of debris which boosts your energy on contact and some to make the chase a real chaser. These levels are definitely playable. They're furnished with unfussy controls and smooth scrolling. Do it all before the time runs out, though, or else...

On level four our hero leaves his taxi and proceeds on foot to the ultimate battle with Carthagen, the previously anonymous person responsible for Quaid's implant. Plainly enough, this obvious clade also has a strange urge to blow up filars. Find and defeat Carthagen before the red planet does the big blow-up and victory is yours. But watch out for the strange cybernetic adversaries who, when destroyed, lie on the floor for a few seconds before reassembling themselves to attack you once more...

Even the graphics come from Mars. The programmers have opted for a cartoon style which works extremely well. It's colourful, chunky and smoothly animated. Gameplay too is well above average. The song on the radio (or is that Mars bar?) is an excellent soundtrack. It's disjointed in places but the sounds are rich and atmospheric. The only niggle is that levels one and four, like levels two and three, are a bit too similar to each other. *Total Recall* doesn't have classic qualities, but it does the business.

ANDY



Game	Total Recall
Publisher	Ocean
Cassette	£10.99
Disk	£14.99



It's the driving bit. What it lacks in graphics because it makes up for in playability. Avoid traffic, collect tokens and get out of there!



A good example of the ultimate frustration. Here I've reached level four only to take too many hits and die from the feet upwards. It could be on the platform levels too, if in doubt, avoid

POWER RATING

THE DOWNS...

- The two pairs of levels are a little similar in the gameplay dept
- Controls are tricky
- Plenty of practice is needed to get the most out of it

100

-

77%

- The graphics are colourful with a nice cartoony feel to them
- The game structure is well ordered and unobtrusive, you can waste straight into the game
- Two very different game types (platforms and driving) are used before
- Fascinating soundtrack
- The increases in difficulty throughout the levels allow you to see a little more each time you play

...AND THE UPERS

0

瘋魔杖



WIN! **NINJA MARTIAL ARTWORK** **12 COPIES OF SHADOW DANCER** **12 COPIES LAST NINJA 3**

With the imminent onslaught of two new Ninja-type games — namely *Last Ninja 3* and *Shadow Dancer* — we here at *CF* thought it was a good opportunity to give away some Ninja prizes. Any excuse, eh?

We scoured a dozen copies of *Shadow Dancer* plus posters and a dozen copies of *Last Ninja 3* to be given away as runners-up prizes. But what about the main prize? Well, take a butcher's hook at our amazing Ninja poster on the next page... spilling isn't it? This specially commissioned artwork (worth around £900 by *crikey!*), is all set to be framed and looks forward to the day when it can take pride of place on some *CF* reader's wall. And it can be yours! (E)... as long as you enter the competition and win first prize. In true *CF* tradition, we aren't going to let any old fool just stroll off with the goods. We want you to say what you think. The *Last Ninja* and *Shadow Dancer* are saying to each other on our poster. Once you've settled on some

charitable-worthy text, triggered yourself silly and had to go to the toilet, write your criticism down on the back of a postcard or sealed envelope, add your name, address and telephone number, and send it to this address...

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This competition is only open to *CF* readers. No employees of Future Publishing or Masters of Oriental 'Competition Winning' sets may enter. Neither may Martians. The editor's decision, crap though it may be, is final.



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Commodore

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SHADOW DANCER • LAST NINJA 3

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EUROPEAN SOCCER

Players, £2.99 cassette

Time to put the ball in. This lateral foray into football seems so appalling. It sets out to mimic the stirring formula of Astro's Kick Off and fails miserably on every count. The overhead view of the pitch is just about right, as is the neat power bar which provides a guide to the force of your kicks. Other than that, however, the whole thing is pathetic. Movement is jerky, and so is the pitch when it scrolls. The computer-controlled players, both on your team and on the opposing team, are about as proficient at football as Billy Conner - with both his legs broken. To top it all, there are no visible goal keepers. Oh yes, and scoring is simply a case of making the ball across the goal line, hardly conducive to a right old rousing match, is it?



Looks quite respectable doesn't it? Don't be fooled. This is a truly atrocious game. Hang on, is that little theory out on the left wrong?

The graphics are average, the sound negligible and the less said about the game-play the better. It might just be worth it to laugh at the outrageous cassette price, and I quote, "Never before has soccer action been so realistically portrayed on the computer screen." 'Tid a screen.

FRAME RATE...

Dear, this is agony, playing this thing that is - not my requiem, I've tried more fun with a bedpan and a cold handkerchief.

EUROPEAN SOCCER

20%

The first one to titter gets a splint round their head. Call me stupid but at no time during my holiday did I see any flags or signs warning me not to set sail in my dinghy (That's because they'd all blown away in the force ten gales - Ed). So it was that I was tossed from my craft and dashed mercilessly against the rocks. I now reside in the 'What Were You Thinking Of?' ward of the hospital. On with it Dyer... I need my rest



VIGILANTE

Kick, £3.99

Oh dear. This is a sad little collection we've got this month. Vigilante does little to improve the situation either. It's a horizontally scrolling beat-'em-up in which you play a lousy vigilante who, for some strange reason, thinks he can single-handedly save Madonna (and the famous popstarlet of course) from her kidnappers. Moves are tediously limited. Kicks and punches do little to deter enemies while the flying kick looks more like a bullet than a martial art manoeuvre.

A variety of opponents require a different number of hits to kill but other than that it's all pretty bland and repetitive. At the end of the



beat, rather pathetic vigilante needs help, almost unavoidable even-tee. Sporting game-play is fast enough, whilst with one word

less there's a giant of an opponent who, unlike other adversaries, is hard to impossible to defeat. Yet again, average graphics and sound belted on to OKB of dismal game-play make this another one to avoid.

FRAME RATE...

Def, okay, yep, pass me a writing needle. I've developed a terrible itch down my greater ear. Assessah please! Where was I? Oh yes, Vigilante I always say why use several words when one will do... drag

VIGILANTE

25%

BEVERLY HILLS CATS

Hi Tec, £3.99 cassette

Beverly Hills Cats is based around that classic cartoon character Top Cat. It features 70 and ten other characters in a puzzle game of the 'take item A to place B in order to find vital component C' type. Beverly the Bull has inherited a fortune because the rightful heir (Amy, Beverly's cousin) has disappeared. The idea is to get to Beverly Hills and Outfit Beverly the buller who is next in line to the fortune and thus trying to 'get' Beverly.



T.C. takes a stroll down Brown Street on his way to Beverly Hills Avenue and is re-introduced with his fellow citizens.

As TO, your first task is to roam around the city trying to 'roust' up the gang. Try to keep your energy level up as a large reduction will cause your facilities to flee. Then it's off to Beverly Hills for much of the game at the mansion.

Diagnosis: TC and all his cohorts are really adorable. The theme tune is a bit of a disappointment though. Game is the fun here for the puzzle and it's replaced instead by a nagging life-support droid. Gameplay is simple but for £3.99 it will provide a certain amount of entertainment.

FRAME RATE...

I remember only ever seeing half the episodes of Top Cat, the first half. Cos it was on at tea time, the other inevitably ran out half way through and more than one 50p piece per day was frankly unobtainable. If you're a Top Cat fan you'll probably like this, if not it may prove a little too dull.

BEVERLY HILLS CAT

55%

HUNTERS MOON

Klax, £3.99

To escape from a galaxy infested with fiendish crystal shaped aliens you need to shoot through the walls of each city, collect the crystal inside and get out quickly. But don't re-bounce the walls without instantaneously and attacks from enemy drones make the play-field even more hectic.



A Hunter pilot's job is not all overcast. Before saving the universe you need to clean up the deadly space Debris.

Controls are simple. The joystick positions correspond to the eight directions in which you can travel, while pressing the activated your weaponry. There are one hundred and twenty eight levels but you'll have difficulty even reaching the final. This is by far the best of the bunch this month. It has challenging original gameplay, intriguing graphics, excellent sound, bonus levels, the works. Buy it, or get laughed at by the clever 64 gamers out there.

FRAME RATE...

It had to happen eventually, didn't it? Just when I thought all the games were going to be awful, this allowing me to advise against foolish expenditure, this comes along. If you really must waste your waste it might as well be on this.

HUNTERS MOON

78%

GEMINI WING

Mastertronic, £3.99 cassette

It's nice when something out of the ordinary comes along. Sadly this hasn't happened with Gemini Wing.

It's a vertical shooter in which you have to blast the aliens who look like elaborate crucifixes and fire-spitting saffloweries. The screen shot for this one tells you more about the game than I ever could. An average score, shoot aliens, collect bonus things, read TV polaroids, shoot 'em up.



Yah, Attack of the Mithrasian Mosky, water-sucking turble. This is not of level quarter number one. A triumph of bad design.

FRAME RATE...

I get so bored with this sort of thing, it's very rare that you get a shoot 'em up that is anything other than run-of-the-mill. I wouldn't really say it but if your interests lie outside the world of frantic blasters then give it a miss.

GEMINI WING

65%



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THE CF COMPENDIUM OF MEAN ...HANDHELD WEAPONS

Continuing our examination of shoot 'em up weaponry, Gordon Houghton gets to grips with handguns, gadgets and grappling arms

Space ships? Blah, for wings to fold behind. Real men face aliens in the flesh, on their own. Well, not quite on their own: there are plenty of handy gadgets and weapons around to kick alien ass with. And in many ways, walking solo is better than piloting an airborne craft - how often do you find 8-way fire, rotating beams and



The Lightning Gun remains a favorite choice for many adventurers

automated guns on a 20,000-tonne cruiser? And then there are all the extras: a shiny armored jet-suit, gadgets like the grappling arm in *Bionic Commands*, and transformer technology, such as the Gyrocopter in *Turmoil*. People who pilot ships press flowers and complain about the weather; armor-clad solo warriors laugh in the face of alien hordes and break the toes of terror.

BIONIC ARM

One of the oldest combat utilities still in use, the grappling arm fitted to all bionic arms.



marks body suits is an extendible length of articulated steel tubing launched by the simple press of a button. It can be aimed in three vertical directions (straight up, and 40 degrees either side) as well as horizontally. When it reaches a solid object, its grappling mechanism is tightly onto the surface; the commands to then slide either to use the arm as a 'swing' to attack enemy hordes, or retract it (so pulling him to a higher level). The power and speed of the arm also mean it can open some containers, grab equipment and damage enemies.

OUTLET: *Bionic Commands*
POWER:



CARTRIDGE GUN



Planet bust the Quers from the planet Quers. You're a race of multi-limbed, slimy and generally horrible aliens who like nothing better than conquering other worlds. This time they've chosen the Earth, landing in an uncharted region and constructing an Atmosphere Processing Plant with which they intend to bring about a new ice age. Only one man can stop them - Lance Gyron. Lance's real name is Bob Arfshoke but he had it changed by steel-pull some years ago; as Lance, he went out and bought the biggest gun you ever did see. It's fat, it's powerful, it can handle rapid-fire cartridges, multi-directional spray and a powerful

laser, and it looks nice, too. (These things matter to apocalyptic types.) They don't make you like they used to.

OUTLET: *Gyron*
POWER:



CLIP ON-POINTS

Bounty hunters are as common as ferns on a football pitch these days but not many bounty hunters would have gadgets like this. It's an interface attached to any environment allowing the user to determine exactly where he fits both in weaponry. Sixteen positions allow him to create a stable size scale of weaponry - but there are drawbacks. The major one is that your hand size is limited by the PGM of your suit; the minor one is the fact that guns cost wads of dough. A gadget to warrant should not.

OUTLET: *Retrograde*
POWER:



FIREBOMBS

The best thing to do with aliens that look like little brown sausages or chocolate marzipans is to give them a few big balls of flame to play with. And wouldn't you just know it? This is what the *Firestorm* weapon does. It's a variation on a flame thrower, but instead of firing one continuous flame it rapidly emits very gobbles, destroying anything stupid enough to catch them. You don't get to smell the stench of smoking alien, but you do live longer.

OUTLET: *Alien*
Syndrome
POWER:



THE RATINGS

Any device requiring a handle needs to know what he's carrying into battle with him. These ratings give some idea. They take into account not just how powerful a weapon is, but other factors, such as how often you can use it, its originality (or otherwise), and whether or not another gun could do the job just as well.

large mother alien

Most aliens here are with shooting great mother aliens in them need weapons of this calibre. Usually kills all broken like bombs with a single shot.



three aliens disintegrating

A weapon for the bigger 'hobby' - its you enjoy mowing your way through well alone

balls without considering what their bodies might think? If so, this is for you.



two aliens disintegrating

A good all round blaster which might not be top in the power stakes but does have enough punch to make the facilities wash their trousers regularly.



1 alien disintegrating

A weapon or utility with a strong yellow streak down its back; only recommended for the most doctored pyrotechnic jugglers.



FLAME THROWER

Some flame throwers give you a couple of spurts and a granble; some give a long, steady flame that burns itself out before you can say, "Where's the rest?" A very few, like this one, provide you with constant fire for as long as you want it. It is that brilliant or is that brilliant? Well, it's not as good as it sounds, since the flame is too short to pick off the distant baddy xenomorphs before they plop all over you. Still, if you want to do some spectacular short-range scolding and you love the colour of scalded alien flesh, it's well worth it.

OUTLET: *Alien Syndrome*
POWER:



Up, up and away. The jet pack is ideal for getting rid of those rapid deployment bases



something like this: press the button, the board drops, the surface of the city is consumed in fire. Simple as that. "I love the smell of napalm in the morning." (Quote the quote.)

OUTLET: *Forgotten Worlds*
POWER:



SCATTER FIRE

Scatter Fire isn't a new concept, but it's rarely used to its full potential as a hand-held weapon. Some games

GYROSCOPE

Probably the most innovative aimed you'll find in any shoot 'em up, Turbidity Gyroscope doubles up as a near-invisible weapon. Mr T's body-suit is fitted with the latest in transmuter technology which, with the simple press of a key, compresses him into a spinning disc of death that cuts a swathe through most alien life forms. Only striking great mother aliens can destroy our T when he's in Gyroscope mode. And a loud burp to boot.

OUTLET: *Turbidity*
POWER:



JET PACK

Games such as *Forgotten Worlds* and *Alien Syndrome* tend to ignore planetary gravitational forces. Depress a button, it's set on to Jupiter's second moon after a robot war in 2085. The human race is mining for crystals to build an advanced starship system; the Jovian aliens think they should have asked first, and war breaks out. The player is sent into the drop zone to protect scientists against waves of attackers, armed with the nifty jet pack. Not only does it provide unlimited thrust, it's also fitted with three shock bombs (smart bombs to you and me), limitless laser fire and a cloaking device. And if that's not handy, Gary Linkster is a three-legged Dutchman.

OUTLET: *Empire*
POWER:



LIGHTNING WEAPON

How hard is an odd fish, it's not a laser, it's not a flame thrower, and it's not a stream of bullets - it's a combination of all three. It

most of the weapons in games are variants of modern day armament. There are a whole variety of bombs and grenades in games such as *Turbidity*, *Forgotten Worlds* and *Alien Syndrome*, some wrap up just about everywhere (although in more controlled and powerful forms than modern technology can achieve), force shields are simply advanced forms of armour, bullets feature as rapid-fire energy beams; jet packs and flame throwers are already with us, a few of the weapons are genuinely new, however, the side-angle effect of scatter fire and multidirectional weapons, the blonic arms and gadgets that allow

weapons to be positioned automatically as a shield against the onslaught. Turbidity stands way above the rest in terms of innovation, particularly the Gyroscope, Lightning Weapon (a hand-held directional electric beam) and Energy Lines (a kind of smart bomb interrupted by landscapes). In the forthcoming *Turbidity 2* there are more goodies an athen, including the best laser you'll ever see, the Master Flash (a variation of the lightning weapon) and - the ultimate in hand-held hardware - the Super Weapon, which unleashes the full combined force of armoured player and ammunition all over the screen.



comes with simple instructions: (1) hold down the fire button until a glowing ball of electrical energy emerges from the gun; (2) move the joystick left or right to rotate the weapon's (3) collect power-ups to extend its range. The only disadvantage to this unique and powerful item of hardware is that it drains so much energy from the armour-suit that Mr Turbidity has to remain stationary while operating it.

OUTLET: *Turbidity*
POWER:



NAPALM BOMBS

Ordinary combat? Too simple for the likes of the Emperor. His, God of Destruction. This big fat beast has been turning cities into Dust Ruins, spawning servant gods and putting his hands in the till. Along came two warriors created from the anger in proper minds (complete with cool shading) - and they're determined to stop him. Hence the bombs. Even though the napalm variety are pretty expensive, they produce spectacular results. They work

either give you full eight-way fire and scolding laser (*Forgotten Worlds*), others limit you to three-way fire and laser (there *Gyroscope*), Turbidity's version comes in three parts: the standard gun emits single rapid shots, and collecting extra Scatter Fire units gives first narrow three-way fire, then wide three-way fire. It's more useful than a laser when facing hordes of aliens since it can destroy nearly targets over a wide area; however, it can be taking in power against larger enemies.

OUTLET: *Turbidity*
POWER:

The Remotestormer - also known as the 'upper' to its name.



Nobody told Chip MacGalkin he has a problem. It's not the fact that he's a stinky geek, his spots, rotten glasses and doesn't have any friends at all. Well, yes, that is kind of a problem, but this problem's even bigger: the famous Melinda the mental marvel — school teacher and bombastic all-rounder — has a crush on him with Mungo money fanatics a big Mac with extra fries.



As you can imagine, a stinky geek with spots, spots and all the social graces of a dung beetle has about as much chance of getting off with Melinda as a small piece of gravel.

However, this Fought Fear/Nois believes that beneath Chip's vile interior beats a heart of gold, even if this poor nerd observes a crack in the tile, so she offers him a challenge. If Chip can complete it, he can give her the little computer club, the BM Blasters (and maybe even say for a bit of a song as well).

Obviously Chip accepts (otherwise the game would be called Chip Steps Alone or something) and he goes to work. He



Push the red tile into the blue transporter and it swaps Chip plus tile to a different part of the maze...



...where Chip can use the tile to good effect. Slide that sucker over the water to reach the ship... and then do it again!

CHIP'S CHALLENGE



It's a corker!

thing and he only bores Melinda) and sets forth on his quest. To stand any chance of rubbing

bits with Melinda, Chip has to enter a series of mazes and recover all the silicon chips that he within just how Melinda has managed to construct these vast laboratories remains something of a mystery.

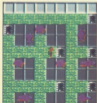
As you can imagine, Melinda isn't going to let this little creep within grasping distance without a fight and has prepared all manner of devious problems to make life as difficult as possible for Chip, not least of

which is the fact that there are 140 mazes to complete. By the time he's finished, Chip will probably stand a better chance of joining the local cemetery than the BM Blasters...

Each maze is set over several screens which avoid annoying Chip in the middle of the action. Chip is guided about via the



How many tiles require to walk on fire, the blue shield to cross the water and the red shield for immunity to fire. How many are the keys?



All the paths into this maze is secret. They come so well or they could be fire — but you never know until you touch them!

Melinda's mindfield

Things to watch out for



Chip on this requires for him to consider the best.

Keys open doors of a similar color.

Allows Chip to walk on water.

Allows Chip to walk through fire.

Allows Chip to walk on fire.

Can be used to bridge water, equated to a bridge or like the path of a river.



Allows Chip to walk on water.



Lets Chip — and even she — escape from one location to another.



Activated by Chip or orange crates to open and shut gates.



Manufacture an endless supply of red tiles, generate money or a dash with the by path.



Explosive or bomb — fatal to Chip.



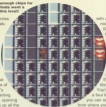
If Chip touches this he stays stuck until the floor comes down.

Planet Earth... is that enough chips for you? Obviously Melinda wants a full load-on this level!

puzzles and solves puzzles by a combination of walking over items to pick them up, stepping on switches to turn them on or off and pushing the soap.

The first ten levels are training levels where Chip is gradually introduced to the variety of traps and hazards which he is due to meet over the course of the next 100. At first, it's simply a matter of collecting the colour-coded keys, opening the right doors, picking up all the chips and toggling off to the pulsing exit. Then, bit by bit (or should that be byte by byte?), Chip falls foul of increasingly devious puzzles and problems. For instance, to walk on water, Chip first has to find the blue water shield. Or maybe, he could push the red fish into the water to make a bridge...

As well as invisible walls, switches, one-way barriers and the like, Chip must contend



with a variety of mobile hazards. Following bugs, tanks that move back and forth, chomping mouths and room-erecting fireballs all prove fatal to Chip. One touch and it's back to the start of the level. But relax.

You're provided with a four letter code so that

you can restart the game from where you left off. And if

you're having problems with a specific level, you even have the option of skipping it!

There's a jaunty soundtrack to jolly things along, but it's perhaps a little too jaunty. After a few seconds of extremely closed-out quarters, it was more than happy to cut for sound effects only.

CC's only downfall is in its visuals - couldn't we have had some smooth scrolling



Chip onto the ice and Chip merely slides along until he bounces off a wall, stops on a tile or is sent in another direction by the curved blocks

or rebar animation? Still, Chip's Challenge is playable in the extreme. Each level is different from the last and the programmers must have a vicious sense of humour: you're often tempted into finding wildly complex solutions when simply moving into blocks would do!

Only you know deep down if puzzle games leave you cold or give you the chills. If it's the latter, Chip's Challenge is one of the best available. But be warned: since you start playing you won't need to stop - and with 100 very playable levels it could be a long night!

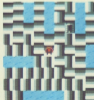


ALLENGE

Chip's getting pretty desperate for a girlfriend. But not any girlfriend - he wants to go out with Melinda the Mental Marvel. Brains or beauty? She's got 'em both. However, she's got her reputation to consider, so she's set him a task. Well, 140 taskettes actually. (Doesn't want much, does she? Flippin' 'eck!) Our reviewer went to give poor Chip a hand...



Chip can walk on the purple stuff, but must avoid contact with the Spikes. Move a chip, though, and the gremlin van too...



An absolute climber of a level, this one. Chip is dragged along by the magnetic striping grey paths, and slides helplessly across the feet

Game	Chip's Challenge
Publisher	US Gold
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Only scrolling in the main menu

90%

THE UPSTAIRS...

- Increasingly devious designs are extremely challenging to play and rewarding to solve
- Every level offers a different challenge - you never know what to expect next
- Multiple level skip option and coded restart help keep you Chipping away!
- 140 big levels - more than enough to satiate the most fastidious of puzzlers
- Plenty of good presentation points, like the video sequence and general ease of use
- The manual is handled pretty well - hope you don't suffer too badly
- It's just pure addiction!



The truth is out, finally we know what SWIV stands for. It's not Easy Women Inside Virus, nor does it mean Slightly Wet in Venice, No, it actually has three meanings. The first is your primary objective - Secret Weapons Insulation Verification. Next is your secondary objective and your means of attack - Special Weapons Interceptor Vehicles. The third refers to your enemy's new and rather potent missile, the Silkworm IV.

As in *Silkworm*, the game that may or may not be related to this one, you can take control of either a buggy or a helicopter. You can also invite a friend to take one vehicle while you control the other and play simultaneously, a nice working option if ever I saw one. Depending upon your choice of vehicle, the nature of the task ahead varies considerably. The chopper allows you to fly over ground defenses (though you'll still be at the mercy of their return firepower), whereas driving the buggy means avoiding

Storm are living up to their name at the moment, releasing one rapid fire game after another. With a choice of helicopter or buggy, our reviewer decides to take off in search of the fearsome Silkworm IV missile, dodging radar by sticking to the nag of the Earth. Read what he has to say in this official debriefing

SWIV



One of the smaller mid-level battles. This mine layer isn't difficult to destroy but its deadly deposits can prove fatal for the jeep.



You'll find huge bits of hardware like this all over the place. This particular one obviously houses a seemingly endless supply of tanks.



Here we see one of the most devastating bits of level geometry. Though tanks often have to reveal nearby power-up gun

buildings, rivers, ground-cannons and so on. Route-finding skills play a major part for the buggies. Finding the chopper is a dead end, it always faces straight ahead so it's just a case of moving forwards/backwards, left and right and pressing fire. The buggy is *definitely* more difficult to handle in that your weapon fires in the direction you're facing.

Each of the four levels is 41 screens long. *SWIV* uses a pretty damn cool and active action to go on forever. Level one takes you through eight levels, then a desert. Level two covers an island, the sea and finally



mainly the island 'beach'. It also might return as an even more powerful adversary. About it, and a heavily bonus is yours

some ground. Level three starts before zones - chief upwards and a lake sandwiched in the middle. The fourth and final level is a mountainous field which leads off mainly to the *SWIV* Zone (the final stage). The main difference between *SWIV* of these stages is that the scenery changes. But your opponents just continue to attack relentlessly. One other point to note about the stages is that when the enemy attacks again, buggy drivers must head off an attack load by running into it on the *SWIV* zone.

There are more bonuses than our editor's had good ideas (you're not getting there,



The water sections contain shadowy platforms and slippery little power boots. If you're using the jeep you must transfer to a small enclosed boat at this point and avoid 'AMCIBORS AMBROS'



SWIV is so cool, this isn't one of the better sections. The action in *SWIV* is non-stop - more often more of things than are suggested by screenshots and tanks. The only way to take it down is to let power



And this is why we are not mindless! The tried-up floor looks might be unappealing to the eye but they're a treat for the about 'em up fiend. This is where opposition gets phenomenally hardy



But a bonus! Here we see the character and the trap fighting side by side. I know the trap looks like one of the staples on Easter Island but it's a helluva destructive than your average island attraction



The only way to advance the boss fight is to grab a bomb. Playing. These few steps should be taken level near the end

body. My usual idea for far less enjoyable you'll find. Although different in appearance, many of an individual level's opponents share the same characteristics and attack formations. This matters not though, as there are still hundreds of large numbers of different items that will keep you punting away for 15 hours or so and before you become even vaguely familiar with the patterns.

So, to the Downers themselves. If you had to classify the opponents in *SWIV* they would fall very easily into three categories: assorted bog-standard cartoon fodder, the real and real laughs, and the end-of-level

guards. Cartoon fodder is a bit of a misnomer really as it's often you who becomes the fodder for their cunning. Enemy drop-pops are by far the most numerous form of adversary. Some waves merely harass you by being there, others hit hard. On the ground, large cartoon garbage-monsters foot hidden underground burrows while surface-based ground crawlers are almost non-stop. Squawking them quickly is of vital importance. Metalic birds only fly back when fired at themselves. This means that the instantly trigger happy will eventually get their come-pansy.



Really these were taken things as seen as possible to suffer their wrath... a release of the power that spells certain death

Swiv and let die...



The rapid fire taken. When selected, this causes your dual laser to speed up considerably. But it starts out to your taste...



...perhaps the spreader might interest you. This lets you with an expanding volley of bullets. So fire some ammo and



If you see this you have two options. Collect it for use as a temporary shield, or shoot it to unleash its rapid bomb capabilities



This token gives you bonus points. Its big draw is to when you reach its, reach 15,000 points for the impressively needed extra lives



The spreading token. Select this token to get your dual laser to spread out. You can fire, pick up, shoot! Oh, sorry. You speed up

The end of level battles are all fairly similar ground-based gun-clusters but each one is increasingly more elaborate and difficult to defeat as you battle through higher levels of the game.

SWIV's graphics are excellent. The animation is smooth and the backdrop and sprites work well together. Sound is a funny groove thing as well. A juicy soundtrack with striking exposures and guitars increase the adrenalin factor no end. Above all it's hugely playable. The single player option is dead ugly and the two player mode doubly so. A special shout out to which no self-respecting gamer should overlook.



Game	SWIV
Publisher	Storm
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS... 100

- The snails are a waste but come in the gameplay dept
- Being out-of-view fodder

88%

- Huge levels equal huge value for money
- Choice of character or Super for late progress challenge and extra leveling appeal
- The two player option calls for real team work
- Sound ignores the genre, which up the volume and live a little
- Almost featureless progress state makes you yearn for game after game
- Spry movements give a real feeling of depth, it really is a game on two fronts
- Buckleheads of arena

0

...AND THE UPERS



STAR CONTROL

A cockpit's Star Control is a space colonisation and conquest strategy game with arcade style moments known in for good measure. Information there's a direct confrontation between ships of the Haranets (Zoo) and the Alliance (humans). Each side starts with only one space station and must build ships,

explore nearby worlds, mine them for income, battle them for defence, colonise them because otherwise the

computer would have nothing to do and eventually undo all the hard work. The other side has game to by following it to places. In other words, two sides wage war against each other.

When ships from both sides meet, the game leaves the stellar map screen used, for the most part, to display the course of the imaginary conflict and moves on to a four-way wrap-around screen which forms the arena for the forthcoming space battle. Each side can build ships with different capabilities and weapons so early battles are

fairly cut-throat. Innovative manoeuvres is nothing if not tricky but it brings some tactical skill into the game.

Composing matters-only slightly is a rather unconventional Zorro feature. That is, when two ships come close enough to each other, the size of the spikes, representing the missiles increases twofold. The view zooms back out the instant the range between the ships increases again.

While the arcade subgame runs, both sides can examine their ship's status by way of crew and energy bars displayed on a panel at the bottom of the screen. The ships



The game's tactical screen allows you to peek any vessel from either side and to peek any vessel any other. When a ship is picked it explains any other of its characteristics a brief summary of its characteristics appears in the message window.

spent energy not just while manoeuvring but while firing weapons. When a ship is hit, its crew is inevitably depleted. This ultimately determines which ship wins a dogfight.

Though the conditions you have to meet in order to come out the winner are varied, ploughing

your way through your opponent's interstellar empire can be a real slog. Ships move slowly from star system to star system. If one of those systems has been fortified by the enemy, you need to get two ships through it to overcome the defences.

Knowing which ships to send into battle against specific opponents is the kind of knowledge you gain by experience.

The strategic element is predictably visually unimpressive but the arcade fast-to-fast battles are fine. It would have been nice to have a slightly larger star map though. It only takes up around a third of the screen and it's fairly dull. Stars change colour once you've explored them, indicating what kinds of

worlds have been discovered, but the size of the display means these details are really hard to make out.

The reactions and settings are much cleaner. What's more, the host of in-game options give the game extra depth. For instance, control of either side can be given over to the computer to a lesser or greater degree (this is unusual - normally you have a choice of human or computer opponent and that's it). The quality of equipment used by each side can be made better or worse than the other and there are practice modes to help you get used to the different kinds of vessel you can build.

Star Control's main fault, only one player can use a joystick and the manual fails to convey essential information clearly laid out here that, most of it is fairly self-evident.

Indeed, it's by no means a mainstream game and that may put off more people than it attracts. Star Control makes a challenging strategy task for those who fancy a long lonely slog but it's worth the trial trailer.



STAR

Game	Star Control
Publisher	Accolade
Cassette	£19.99
Disk	£15.99

POWER RATING

THE DOWNERS...

- Two players, but only one joystick
- Only one real strategy to learn, to capture more on the particular computer opponent
- Discontinuous a map of the stars

100

70%

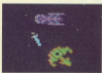
...AND THE UPSERS

- Long games (helped by a more optional) provide value for money
- Remarkable range of game options including practice mode
- Special weapons on different ships help you think up special tactics
- Learning makes it easy
- Great facility is unusual that makes the combat sections more exciting
- Well matched computer opponent to play against

0



An alien ship of the Haranets is combat



(Below) The enemy research on the star map appears from the left of the stellar map. The Alliance strikes back, bottom right

existing and still. You'll be able to win but only one ship per side ever moves in a given battle. The space ships have left and right steering functions, along with thrust. They have inertia. This means that if you move a ship in one direction, the first way to stop it is to turn it around and apply thrust in the opposite direction. Accurate flying, especially when your opponent is



...it's dynamite!

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POWER 128: allows you to program to BACKUP C64's RAM.

POWER COPY: no copy protection, just a cartridge of C64 to back up. It's the only cartridge you can back up.

POWERON: turn on software that has corrupt headers.

POWER PODIAT

A powerful editor based on Commodore's native Commodore 64 commands. Includes programming and file saving.

- ASCI: ASCII art
- ALPHA: ALPHA Calc
- CONV: CONV
- DATA: DATA
- DIR: DIR
- EDIT: EDIT
- FILE: FILE
- FORM: FORM
- HELP: HELP
- MEMO: MEMO

Features: this module of the PODIAT is the only part of a program to be completely interactive.

RAM: use up to 65,536 bytes of RAM to store your work.

The module commands can be used in your program.

DISK TURBO

Using POWER CARTRIDGE you can load up to 16 files from disk into RAM.

The Disk commands can be used in your program.

ASCI: ASCII art

ASCI: ASCII art

MPY TOOL

Using POWER CARTRIDGE you can work up to 32 files from disk into RAM.

- ASCI: ASCII art
- CONV: CONV
- DATA: DATA
- DIR: DIR
- EDIT: EDIT
- FILE: FILE
- FORM: FORM
- HELP: HELP
- MEMO: MEMO

POWERRON

A powerful machine language monitor that is ready to load and save all of your Commodore programs available to programming.

Features: 16-bit data address and 16-bit data.

- ASCI: ASCII art
- CONV: CONV
- DATA: DATA
- DIR: DIR
- EDIT: EDIT
- FILE: FILE
- FORM: FORM
- HELP: HELP
- MEMO: MEMO

PRINTERTOOL

The PRINT TOOL cartridge contains a very efficient screen editor that can display in a window a collection of the screen files on your disk.

Features: 16-bit data address and 16-bit data.

POWER PODIAT: 80,000 bytes and 128K RAM. OS/2/M2: 128K RAM. RAM: 128K RAM. POWER COPY: 128K RAM. POWERON: 128K RAM. PRINT TOOL: 128K RAM. DISK TURBO: 128K RAM. POWER RESET: 128K RAM.

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Bitron Devices Ltd

When you can't exclusively reveal why Gazza cried during the World Cup. After playing a rather powerful header, he looked

into a temporary trance and experienced a presentation of how truly awful the C&A version of his personally endorsed game was going to be. (Now that's not a little true, is it? - C&A)

Gazza has been bafflingly popular for ages now. This golden boy has gone from strength to strength, so frankly he's long overdue for a bit of public humiliation and this comes in the

Choosing your kit colour doesn't seem so smart when two teams are wearing similar strips either. And while we're on the subject, why wear a team's colour like brown when you can opt for a winning aggressor hue like red? It's important to point out that you are what you wear.

Permutation is about the only tactical feature you'll find in the game. Still, level is useless as it appears to have little or no effect on the difficulty of the matches. Match length is by far the most useful option as it means you can reduce it to one minute



I say, "What's this goalie doing in my area?" "Oh... it looks like the best option, eh."

most hilarious facet of the valueless game is the goal keeper. For some reason, he always keeps his arms outstretched and thus seems unable to hold onto the ball. When bounce off the goalie, so while he stands there like a

complete lemon, an opposing player can calmly walk the dropped ball into the back of the net.

Gazza II is a tragic waste of an opportunity really. It's not like a turkey of a game that you take great delight in playing. All

the features of what could have been a corner of a football sim are there, but they're all soot-soot thrown together in such an unworkable fashion that it becomes a chore to play.

Lots of features and competent graphics are badly obscured by the gameplay, putting Gazza II firmly in the Sunday league. Given a bit more work this would have been a first division product and remained so for a very long time to come.

ANDY

Game
Publisher
Cassette
Disk

Gazza II
Empire
£16.99
£14.99

POWER RATING

THE DOWNERS...

- Several of the gameplay options have little or no effect
- Only occasionally follows the correct rules of league football
- The goalie is a lumbering bot whose hands seem to be stange in football leather
- Both the computer opponents and your team mates have an IQ of a similar number to that on their pony
- Many screens show down the team quite accurately
- ...and it's not as if elaborate graphics are no done
- Where's Gazza?

100

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- The two player option just about saves it
- The large range of options is commendable
- Still recommended to a bit sadly

...AND THE UPPIERS

GAZZA II



form of Empire's latest (and possibly worst) software release.

It's an amateur-run-management-sim tactical soccer simulation in which you get to play—oh hang on a minute, I was being a glibble fool and believing the blurb on the packaging. It's supposed to be all of those things. Really, it falls down badly in each and every count.

All the ideal of the game you are presented with a clear, concise menu screen containing all the features you should expect from a quality football game. So far so good. So let's take a look at those options.

You can choose the pitch surface (grass, normal, muddy, ice and tough), the wind speed, kit colour, formation, match length, and skill level... But Britain isn't really much point. There's little discernible difference between any of them. Choosing a high wind setting does have a curving effect on the ball but, by the time you know that, you're already fighting a losing battle with the game controls, so who cares? Sorry, it's getting too far ahead of myself. I haven't touched with the options yet.



Oh, dear, roughly Philip has gone and kicked Baggio. It's the poor man sprawled out on the pitch (which is 'rough' by the way - you can tell by the light green bands). Goal

what! The ball is caught in mid-air, while the bloody players all stand around wondering where it's gone...

can't! This at least allows you to finish a game before terminal boredom sets in.

As for playing the match itself, you're probably gathered by now that it's not altogether enjoyable. When the screen gets busy, both scrolling and control become horribly jerky. Team mates and opponents wander randomly around the pitch, leaving you no opportunity to use tactical passing plays. The



Referee takes a short cut goal. You can tell it's Baggio... er... 'cos it says so on the screen. Mind you, Gazza looks exactly the same as well. And Philip, and Bill and...

A huge force of cybernoid monsters is trying to conquer the Galaxy. Having become entirely baffled at all with this revolting development, the hero they call Saint Dragon has taken it upon himself to rid the peace-loving people of this nightmare.

There are five levels in all. I know that, not because it's written on the instructions but because I finished the game after only a few hours of play. I was treated to a wide variety of background graphics and enemies during my bash, though. Level one, for instance, takes place in a forest.



The end-of-level-one guardian - the creature here which shoots missiles and fireballs (but don't worry, it's a complete waste)



Level two is the orbital belt. The screenshot is a bit static, but those flashes of red actually burble towards you at high speed



These blue space bugs whizz back and forth with dazzling speed and are very hard to kill. (You hit the lower one, but to no avail...)

Where *Saint Dragon* really comes into its own is as a first-time toy for exploring shoot-em-up fun. Your hardened mindless (but merciful) and your smart (but) abled will find insufficient challenge here to whet their appetites, but if you get your fix for Christmas and you want to tentatively try some serious fire button fever, go for it. It's not a bad place to start.

AWAY

ST. DRAGON

official level two takes us to a sort of asteroid belt where, as well as the bad guys, you have to contend with plummeting (and even upwardly mobile) lumps of rock. The screens in level three are bordered to a strip of machinery, suggestive of being inside a huge space station. Level four is another change again in that the top and bottom of the screen burn with blue fire (which does you no harm). Finally the techno level all sorts of weird and wonderful devices hug the walls and partially block your path making your progress very, very tricky.

Your opponents are different on every level. A lot of thought appears to have gone into the battle types and their modes of attack but there are no really distinct attack waves. Each type of St. Dragon-buster appears on and off throughout the level until just before you reach the end-of-

level guardian. Then they all turn up at once, determined to cut short your fire-breathing career. Oh they come, those mini dragons, jolly green giants with bazookas, laser firing witch-like creatures, huge missile-firing walkers, bullet firing tree clones, giant worms, jet-packing whizzits. I could go on all day (Oh no - Ed).

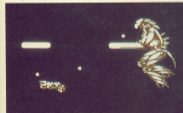
Collectible weaponry is one of the most disappointing aspects of *Saint Dragon*.

Dragon. Although you can accumulate firepower, you only enhance your initial weapon's class. The lack of original or unusual firearms is a missed opportunity.

The graphics (both backdrops and

enemies) are well done but unoriginal and the colour scheme is a bit plain. Sprites are mostly standard shoot-em-up fare but a few fairly exploratory and a good soundtrack get it the thumbs up. Playability is smooth but inconsistent: the end-of-level guardians in particular are much too easy.

You have to contend with plummeting (and even upwardly mobile) lumps of rock



Oh, Lordy, it's the galactic laser happy. Don't be fooled by the fierce frowns and the flaming looks, this is no child of the sixties. He would love to reduce you to nothing dragon drops

Game	St. Dragon
Publisher	Storm
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Too easy for hardened shoot-em-uppers. The mission completed it after only a few hours
- The colour scheme on most levels is appalling - too much gaudy brown and white
- The end-of-level guardians are far too easy to beat

100
—
—
—

65%

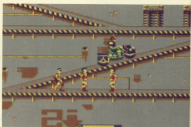
...AND THE UPPERS

- Each level is very different along with monster types and their attack methods
- Well implemented theme tunes and sound effects
- Highly manoeuvrable dragons (the hell is very effective against opponents)
- Extensive variety of opponents. They're well thought out and do a lot for the game's atmosphere

0

Mega City One has been subdivided into six levels, each of which is a complete mission for the most famous Judge of all, in his new game from Virgin/Mastertronic. In *The League Of Fatties*, Dredd has to fight his way through a Fattie rampage, looking for four fuel dispensers which fuel their frenzy. Then Dredd can do his best to make a sharp exit before it's too late. This depends on how the crime rate is doing. The longer a mission takes to complete, the higher the crime rate rises. If it gets too high, JD gets kicked out of the law department. The crime rate continues to give Dredd a problem throughout the game.

At the end of each level, there's a bonus section. On level one, this involves a food conveyer being attacked by Fatties. Dredd has to reach the front before the conveyer reaches its destination and the Fatties get it.



Dredd uses his reflexes to escape from the ones who are helplessly caught up in a Fattie Rampage. The aim is to shut those fuel dispensers down.

The gameplay is atrocious. The crime rate simply accelerates too rapidly. Even when plugging it over the shortest possible route, Dredd sometimes comes a cropper. Given that you only have one life and that only on completion of a level is any score awarded, this leads to incredible frustration. The game even comes with maps for each main level, showing you exactly where to go. You'll need them. *Judge Dredd* is guilty of gross unplayability.



JUDGE DREDD



The judge investigates reports of a disturbance at Charles Darwin block. He'll just have to wait and see how the situation evolves...

Dredd can use his Laserblast bike but the crime rate rises very quickly while he's on it. The space bar toggles Dredd's bike and a function key toggles weapons. He's got three of these: standard bullets, a high-powered laser (capable of piercing through a whole line of people) and missiles. If Dredd takes too much of a battering, it's off to the hospital with him. If this happens a few times, the crime rate accelerates out of control and it's game over.

Stories from Dredd himself to Fatties, Sorens and the rest, have been well taken care of. The game's presentation is on form as well. And the design of the six levels is every 2005AD reader's dream.



Dredd introduces Fatties to the word 'alien' with a fuel dispenser that makes a satirical big catch when he catches it all.

Game	Judge Dredd
Publisher	Virgin
Cassette	£3.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Only one life per game
- Crime rate rises too quickly too soon regardless of how well you fight
- Cash scoring system means your score back to the beginning too often
- Takes far too long to load, has trouble finding other levels on tape and crashes occasionally
- It's too frustrating to have much in the way of playability

100

-

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56%

- Six 30-second style crimes for Dredd to deal with
- Customised style 'Seven game' sequences
- Carefully crafted and back-ground graphics
- Good presentation (in overall image packaging with the game)
- Well designed platform levels
- Plenty of action

...AND THE UPPERS

The Mighty Brain

The Mighty Brain, GF's fleshy floating intellectual, enlightens a few more fortunate readers with nanoseconds worth of valuable thought and knowledge. You too can be brainwashed by writing to: The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath BA1 2BW

CART BLANK

I have had my Commodore 64C computer for a few months and have checked out your mag. I think it's great that you don't have any Amiga (ugh!) reviews in your mag. I am still confused about a few things so will you answer these questions:

- 1) Can you buy blank cartridges and can you transfer games from tape or disk to a blank cartridge so that games will load faster?
- 2) If not, do you know of any cartridges that will speed up the loading of tape games?
- 3) When using an Action Replay cartridge to type in FORKs, don't you need SYS codes to get back to the game?
- 4) Do you know any FORKs for children? Ben Jones, Walsley

PS: Here's an acronym of "The Mighty Brain": **T H E S P R I G H T Y B R A I N** (Check it out)

Hi Nigel, it's incredibly difficult and complex to transfer data from a disk into a ROM chip. But as long as you're an EPROM (erasable Programmable Read-Only Memory) chip, an EPROM programmer, a base cartridge board, a machine code monitor, a custom-written start-up routine and a lot of programming experience, you could do it no problem, except that it would probably be illegal.

2) It's almost not. The speed of tape loading is entirely dependent upon the type of turbo load in the game, and the physical speed of the tape motor itself. However, if the game is a really old one that doesn't have any turbo load at all, you can break into the game using the Action Replay cartridge and force it in tape and install a turbo load at the same time. Clearer, eh?

3) No, an Action Replay cartridge re-aligns the games automatically. Well, the best V1 does anyway.

4) Er...?

TMB

PS: Here's an acronym of "Ben Jones": **B E N J O N E S** (Check it out)

GOOD GUNSHIP

Dear Mighty Brain
I'm initially sorry for troubling you but I was wondering whether or not you could answer a simple question: Is Gunship any good because I might buy it on disk if I can't find it in Milton, somewhere
Monoprice's Gunship is a great game. However, you are able to get the disk version since the tape game is crippled by a horrible multiloop. If you can't track the game down try giving Monoprice a call on their 800s.



And check it out in this month's A-Z!

TMB

HELLO TOM, GOT A NEW MOTOR?

Hi there, TMB

I just thought I'd write to say how elegantly cool this mag of yours is and ask you a few questions...

- 1) Would there be a chance for us more CP readers to be able to review some of our own games for the mighty Commodore Format?
 - 2) How many mighty brains are there and where do the others live?
 - 3) Why do most people use the BASIC language when machine code is faster and usually takes up less space in the memory? The next question is a little test to see if you are all knowing or not:
 - 4) What is the make of my dad's car?
 - 5) You keep saying that you can complete any computer game but you have no hands or eyes so could you please tell this mere mortal how you do it?
- Tom Rater, Swindon

- 1) If we let readers review games what would my modest bunch of vegetables do all day?
- 2) There's only one Mighty Brain. I used in several places of reality simultaneously.
- 3) The difference between the languages is far more complex than you make out. BASIC is nicely structured and easy to understand.

In CFF Kenney Holloman asked for some info on the Brainery music software. Well, Brainery can be contacted at Brainery Info Desk, Executive Communications, The Studio, Church Street, Stoneham, Oxford OX7 2PS. Or by calling them on 0952 488282. Thanks to Robin Mace of Holbeck in Leeds for that info.

Machine code is far more complex to learn and use, and also requires other pieces of software such as compilers and de-buggers. For most purposes BASIC is fine.

4) Four dad made a smart move, dumping the old green Volvo for his smart new four-door red diesel Renault.

5) A specific form of foolishness: Never underestimate the power of the mind. Well, my mind at least.

YMS

SILENT SID

I have recently bought a second hand C64 computer, but there is a slight flaw: it is: there is no sound. My brother has checked it and the circuit diagram and he says that it's the

SIC chip that has failed. Do you know where I can obtain a new sound chip, and how much would it cost?

CHRIS TATE, Redcar

Poorly C64s should be sent to a qualified repair centre. For a standard cost, they'll fit your C64 and get it back to you in three.

TMS

LOAD OF OLD PLASMA

I am writing to enquire about the Plasma Balls that are mentioned in the first Commodore Format magazine. I would like to know whether they can be purchased from the magazine or whether they can be bought

in the shops. If so, then I would like to know how much they are, and if bought in a shop where the nearest place would be for me to buy one, as I am very intrigued with this.

MISS P COLE, Winchester

Plasma Balls are amazing devices which pass an electrical charge through a mixture of gases. The gases become excited (yes, very funny) by the electrical discharge and create miniature lightning storms within the globe. Plasma Balls are pretty difficult to get hold of, but your best bet is the Innovations catalogue. Write to them at: Innovations Mail Order Limited, Jureway Business Park, (Berkshire) SN6 6BN or call on 0793 670870.

TMS

HARDWARE

I need some truly excellent advice, and I thought of who to ask, but there was no one. Then it flashed before me... you. Because you're just a mega brain, the best around.

- Right, my problem is...
- 1) Which printers and disk-drives can I get for my Commodore 64 and their prices tag?
 - 2) Why isn't Murlin an add-on cassette?
 - 3) I was going to buy Hasegawa's 704 card but when I played the demo on CP/PowerPack 4 it put the off. Why? I don't know.
 - 4) Will you ever make another beam and have baby beams, or stay a babyface beam?
 - 5) Has there ever been a review on the game P-10 Combat (Pac) or will there be?
 - 6) Last one... The Commodore population have nearly all got disk drives and now the cart has come out, will this mean in time cassettes will be extinct, vanishing, forgotten or will they be here forever (yes, yes)...?
- THE HAMILTON, GO BURHAM**

There are few people who provide hardware support for the C64 these days, so your choice is pretty limited. With disk drives you can stick around for a decent second hand bargain (such as an Omega 1.1MB or an old Commodore 104) or plump for a brand new Commodore 104 1MB.

Disk drives for the C64 are big, slow and expensive, but they work just fine. Certainly the CP offers would prove to be a bit worth them. They're a bit pricey at around the £150 mark but they do come bundled with £120 worth of disk software!

Commodore used to produce a range of dedicated printers for the C64 - again, the second hand pages of mags like New Computer Express could turn up a bargain or two. However, with a Commodore printer interface, such as the Sprint Ltd font data (PC 6382 NetDot) you can link your machine to any of the full size Centronics Parallel printers that are available - there are hundreds available so you'll just have to stop around!

Murlin is a bit of a one-off product because it's a heavy multimed and just wouldn't work well on tape. So do get the 104 and don't do any games on cart.

That's a shame, because Powerpac 2 is an absolute stunner, it's very playable and incredibly addictive.

Well, at least there's someone who got the demo to back...

Brain complaint

I am writing to tell you my views on how you might improve the mag - don't get me wrong though, it's a great magazine. The reviews are the worst part of the mag although they are OK. I would like to know more about what the reviewer thinks of the game, how it plays and what its graphics and sound are like.

The reviewers do usually write very good pieces on each game but the storyline of a game is not an important part. A game may have the greatest storyline ever but might be a real crap game. So if you could make the reviews a little more informative, it would be nice to know what the packaging and instructions are like.

It would probably be better if you gave marks for individual parts of each game like graphics and sound. I know it's not original but the better to have a good old review system than an up-to-date trendy but rubbish one. I would also like to see more than one person's view on each game, whereas one person might like a game a lot of other people might think it's crap.

The letters page is probably the most annoying part of the mag. The Mighty Brain idea is stupid (WHY?? - PMS). Let's just have a nice normal page to write to and we'll see. And if you must have the Mighty Brain let it be able to stop printing stupid letters from us + it needs one who is too stupid or can't be bothered to put their letters into paragraphs and so put numbers next to their points for diff questions. I am fed up reading letters from guys who ask questions like 'Where can I buy a C64?' or 'Do disks fit in tape recorders?'

My main gripe is the budget section. I think it's a bit unfair to give budget games very little space just because they cost less. I bet a darn right more budget games are sold each year than full price games.

The Quarterly is excellent but how about using older games to give the user

larger a chance. He might have played it before I know that could save the other way round and help the shops but it would be better.

SCOTT LEACH, Hull

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

As regards the rating system, though, that will remain 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) while sound effects are almost invisible.

Sound is such a subjective thing: some people might think that the soundtrack for Delta is the best thing sliced bread, while others think it's as entertaining as sliced bread. If we think the soundtrack is outstanding (either outstandingly good or bad) we'll say so. But, let's face it, buying decisions should be made on the strength of playability. And that's what our Power Rating does: it simply tells you if the game is worth buying. Any title that gets over 80% 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 more than one reviewer doesn't work.

These points you mention sound like you want us to be the same as a certain other C64-mags magazine. Our review system isn't designed to be different - it



4) Baby brains? What a horrible thought — all shouting and screaming and snivelling at sick. Heavens, it could be like having two CP teams to look after!

5) CP haven't restored the game, but it does look very impressive. There's a good chance it could crop up in a future re-launch of the game. Alternatively, if enough people write in and asked us to revive it — or any other old game for that matter — we would.

6) Even though there are a lot of disk users, the majority of CEM owners still use their floppy CEMs, so it looks like they will be around for along time to come. However, we may have some hot news on this very subject next issue!

TMB

RIP C128

I would just like to say that me and my brother own a C64 (just the normal original Light Fantastic Pack) and my brother buys me magazines. This means that I only get to take in your mag if this is a good read but when I do get a look in, I always read your page because they're so brilliantly interesting (naturally — TMB). Anyway, here's a few questions!

- 1) Where can I buy a C128 pack? I know I can appreciate a C64 but where can I buy one already made?
- 2) What's your father? (No insult.)
- 3) When I play Turbines, I get to the end of the level and finish but why doesn't level 4-2 load? (Cassette version this is)
- 4) Why is it that a Spectrum has 128K capacity but a C64's graphics are better?
- 5) What games machine did you own before a C64?

6) Is there any Public Domain software for the C64. If so can you tell me where to get it?
 7) Do you reckon you could do me a favour? Oh yes, on Blinks, could you give me a sheet for Veridette by System 37 Tai
 Daniel Baker, Worcester

1) I'm afraid that you'll have to hunt through the computer small ads. Again, Fine Computer Express may only be produced by new months, but I keep mentioning it this month because it's the best place to look. Commodore stopped making the C128 a few years ago.

- 2) I am the offspring of father time and mother nature. Or is it the other way round?
- 3) Sounds like your cassette is up the creek.
- 4) The size of a computer's memory has little bearing on its graphics capabilities. The C64 has graphics chips which are more powerful than those in the Spectrum, that's all.
- 5) I used to own a Gampagator 1204 Family Dominator as a youngster, until I had that nasty accident with the third spiral arm of the little guy. Don't play with Gampagator 1204 Family Dominators at home, Earnings.

6) Look out for an up-and-coming feature on Public Domain software. That is all I will say for now, otherwise the CP team might explode into panic.

7) Sure, hold down the letters B, G, I and F at the same time to skip to the next level. May your grey matter never degenerate.

TMB

What came first?

WHAT'S ON THE STICK, VIC?

Next to the one and only Mighty Brain, is a CB if I ask you a few questions, as I've written it for you.

1) What was the first game to appear on the C64 or the 20? (I hope you know this one as I have wanted to know for years.)

2) Why are cartridge games so expensive to buy? I bought Shadow Of The Beast which cost me £20 (just for one game). Anyway after two days of play I completed it, which amazed me, because it's so hard on the Amiga. After paying £20 for it and with only two days of play it's a complete waste of money isn't it?

3) How does the PCMG folder work on the Action Replay cartridge?

4) How much memory has the Sega got, colours etc? This led to school friends that the Segas got infinite colours (what a load of bull). He also thinks that Sega is miles much better than the C64.

5) Please, can you tell me when Creatures and Minit in the Demon came out and could you give me the address of Apex?

Mr P R Donnelly, Aberdeen

1) Commodore were first to provide software support for their low-end machines, and launched into the VIC 20 market with an incredibly useful early-offer program.

The C64 gained the attention of Atari Master who promptly converted his Attack Of The Mutant Carnies for the machine. One of the first Rabbit software sprang into being and produced such classics as Armistator — a very basic Defender clone. However, the very first C64 game — a 16K cartridge in fact — was Jupiter Lander which was actually useful.

2) It's mainly the fact that the manufacturers is costly to produce which keeps the price tag in price. Instead of a matter of pence for a tape or disk, the component

parts of a cartridge cost pounds to make. The 4 megabyte (2 1/2K) chip for Last Ninja 2 costs around £7. That's before any other costs are added on.

As regards Beas, the vic Janus cartridge did mean you that it might not take hardened gamers to long to complete it. You're obviously frustrated beyond belief.

3) The cartridge asks how many lives you have left — let's say three. It then looks at three memory locations which usually hold the information about lives and remembers all those which contain the value three. You are then asked to repeat the game, live a life, and try again. This time the

cartridge looks for the value of two and so on. Once it's found the correct location, it searches for the command that decrements that memory location every time you lose a life and jumps out of it. Then your life counter always stays the same — you can still die, but don't lose any more lives.

4) Er... which Segas? The Master System, Mega Drive or the latest 16-bit Game Gear? In any case, none of them have infinite

amounts of colour. The Master System is a good machine, but none of the games hold a candle to the best that the C64 has to offer. The Mega Drive has a 16-bit processor, costs more money and the games are £20-40 apiece. With superb games like Turbines 2, Creatures and Last Ninja 2 — for only a tenner — the C64 still offers the best value for money.

5) Creatures is out now. For info on Apex, call 0444 60 0794 or 0794 80 0261. What of the Demon should be out soon.

TMB



Armistator or Defender? I think we should be told

Prize winners

GREMLIN GO-KARTING We had dozens of entries — but only five winners. The recipients of an all-expenses paid day out go-karting at Brands Hatch are... Mark Hewitt, Solihull; Andrew Shaw, Stoke-On-Trent; Daniel Cooper, Norwich; Neil Webster, Bristol; Sandeep Sogoo, Heston, Middlesex.

OVERSEAS WINNERS In CPY, we offered some CP goodies to a lucky foreign correspondent. And he is: David Robinson, Queensland, Australia. There's a badge, T-shirt, badge and a full set of CPs on their way to you David.

Keep reading, all of you. Keep entering the competitions (we've got some winners coming up) and you too will be a lucky winner. Well, maybe.



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HOW TO FIND US.....



Maps showing direct routes from the motorway and A5

INSIDE INFO

Welcome to a new data download of Inside Information, and here we get some excellent info coming up over the next few issues. We're going to have bigger programs on tape, programming MasterClasses, special projects and even more inside info than ever before. In fact, the only thing for the OS4 that's better than inside info is the whole of Commodore Format!

Some people have written in and asked what it means when in a program there's a bit like this: `<BEEP>+off` or `<LDRSOME>` or even `<RETURN>`. Basically, there are a number of keys on the OS4 keyboard that don't actually print on the screen what they say on the keys. If you use a word in `++` marks it means press the key with the word or symbol marked on the top. The `<` sign means press the two keys together. Obvious once you know.

I/O, I/O IT'S OFF TO WORK...

Dear Inside info,
Please could you give me some info on the I/O ports of the OS4. What are these used for? How do you access these ports via PEEK, etc?

I have also heard that you can make your own electronic things and plug them into a port and then control it from the computer. Is this true?

Carl Benson, Preston

All computers, whether they fly straight or operate existing machines, have to have it be able to accept input. On the OS4, in addition to the keyboard and the joystick ports there are six other I/O sockets (although some models have more). The ones common to all OS4/100s are the expansion port for cartridges, MIDI interfaces, and the RF socket (for connecting to a TV) the video connector (for adding monitors), the serial port (mainly for Commodore disk drives and printers), the cassette port (for `<`) and the user port. The user port is basically an 8-bit parallel interface and is the best one to use for connecting your own electronic projects. Each of these eight lines can be set to send or receive data by using PEEK and POKE statements.

How do you program them? Well, you can either go and buy a book... or you can wait for the start of our fabulous series on connecting your OS4 to the outside world, beginning next month...

What's got three sides, a weird scroll, money to give away and is black and white and read all over? Yes, it's time for the pages with the printouts, the column with redefined characters, the whacky, wonderful world of Technical Editor Paul 'Azimuth Head' Lyons - take it away prof!

ESSEX SFX

When is a program not a program? Eh, well it's always a program, actually. But in general, if a program is designed to work on its own, without using code from elsewhere, it's an application. If it's designed to be a small section of a larger program, then it's a routine. When writing a larger program, it's much easier to write it as a series of routines and then piece them together later to form the completed program. But even writing simple routines can be difficult, especially if you're new to programming. Where do you start? Well try some of these offerings from Paul Sharp from Dagenham, Essex.

Bounce

A bouncy message that bounces from left to right. You can change the message by altering line 30.

```
10 REM * BOUNCE BY PAUL SHARP *
20 POKE 53288,0:PRINT CHR$(147)
30 BE="COMMODORE FORMAT IS COOL"
40 L=LEN(BE)
50 FOR A=0 TO 19:PRINT
  *CLR:PRINT
  60 PRINT TAB(0); " ";BE
  70 FOR B=0 TO 19:PRINT "
  80 NEXT B
  90 FOR C=19-L TO 0 STEP -1
  100 PRINT TAB(B);BE;" "
  110 FOR D=0 TO 10:PRINT "
  120 NEXT D
  130 GOTO 50
```

Colourful

Simple but colourful word effect. You can change the message by altering line 60.

```
10 REM * COLOURFUL BY PAUL SHARP
20 POKE 53288,5
30 PRINT CHR$(147)
40 FOR C=0 TO 25
  50 POKE 644,C,CHR
  60 PRINT *CLR:PRINT;" *COMMODORE
  70 NEXT C
  80 GOTO 40
```

Starscroll

Colourful up-scrolling stars, a good effect to use in your programs.

```
10 REM * STARSROLL BY PAUL SHARP
20 POKE53288,0:POKE
  53290,0:PRINTCHR$(147)
  30 FOR C=0 TO 25
  40 B=CHR$(1)*C
  50 PRINT TAB (B)
  60 GOTO 30
```

Mirrorscroll

This one is very simple but you can see a pattern scrolling across up, diagonally.

```
10 REM * MIRRORROLL BY PAUL
  SHARP *
  20 FOR Q=0 TO 19
  30 PRINT TAB(Q);" *CHR$(1)*Q"
  40 NEXT Q
  50 GOTO 20
```

Hi-Resolution Plotter

Experiment with this one. The program plots random points in white in hi-res mode and gives an idea of how to use hi-res mode graphics.

```
10 REM *HIRES PLOTTER BY PAUL
  SHARP*
  20 POKE 53288,1
  30 FOR I=0 TO 1999:PRINT$(127);CHR R
  40 FOR J=0 TO 1999:PRINT$(128);CHR I
  50 FOR Q=192 TO 1819
  60 POKE Q,Q
  70 NEXT Q
  80 FOR D=1000 TO 2023:POKE D,1:
  90 NEXT D
  90 B=CHR$(1)*100
  100 Y=CHR$(1)*200
  110 B=CHR$(1)*100+Y
  120 POKE B,L
  130 GOTO 90
```

All these programs use very similar, simple techniques. They obey Programming Rule Number One: do the job as simply as possible. These routines for instance have got Paul 600 worth of CF mail order goodies.

PL

DORSET DEMOS

Dear Inside Info,

In response to your request for 'tricks', here is a small routine that might help people write their own demos, etc.

```
10 FOR B=0150 TO 0170
20 READ D:PRINT B,D:GOTO 30
30 PRINT CHR$(147)+CHR$(CHR$(14)
40 FOR S=1 TO 10:PRINT "HELLO"
50 PRINT CHR$(S)
60 PRINT CHR$(S+0100) CHR$(S)
70 GOTO 0150
```

```
80 DATA 162,0,150,140,10,100,100, 7,100
90 DATA 249,193,142,10,100,104,4,100
100 DATA 148,79,1,150
```

Press <CTRL> to speed up the wiggles. Press any letter key to wiggle letters. To change the effect, change the '7' and the '4' in the DATA lines (maximum 8, minimum 0).

Nicholas Butler, Weymouth, Dorset

Thank you that, Nicholas. If I'd be interested in seeing more demos, I'd like to know what routines were used in them. Anybody out there care to see the a-demo that incorporates this routine? PL

LINE RENUMBERER

I've written a program only to find that you've added eight extra lines to it between line 28 and line 307. Or do you ever wish that all your line numbers were as evenly spaced as the rest of a programming session as they were at the beginning. Well, wish no more. This smart little routine (start it with no name or address on) allows you to renumber a BASIC program by choosing the start number and the increment (the amount that the line numbers increase by).

```
001000 ** LINE RENUMBERER **
210 RUN
220 CL:PRINT
230 INPUT "NEW START LINE":LN
240 INPUT "INCREMENT":IN
250 FOR P=0000 TO 1000000:GOTO 30
260 IF LN=0 THEN PRINT LN
270 PRINT P+LN, LN
300 GOTO 0+LN
310 PRINT LN+LN, LN LN+LN
320 LN=LN+LN
330 GOTO 260
340 END
```

Using the program is very simple. First

1. Type in the renumbering program (or LOAD it in from tape or disk).
2. Type POKE 44:15 =>RETURN.
3. This RUNs the program.
4. LOAD the program you want to be renumbered.
5. Type POKE 44:15 =>RETURN.
6. Type RUN =>RETURN. The program will ask for the new start line and the increment. Enter them and wait.
7. When the READY prompt appears type POKE 44:15 =>RETURN.
8. Save your program to tape or disk.
9. Turn your C64 off then on again and, after loading your new program, you will find it has been renumbered. Clever stuff, eh.

Unfortunately, unlike the RENUMBER routines found on mainframe computers, this program does not automatically change the line numbers in GOTO and GOSUB commands. But there must be an entertaining trick to do this who can do a simple thing like that...

PRINTER POKES

I'm beginning to seem that no issue of Inside Info would be complete without a program or two from Healy Pong in Lively Liverpool...

Dear Inside Info,

On the subject of printers, I was delighted to see that Commodore had done it again. There are no commands for a printer in parallel. Anyway, here is a program which not only lets you print out listings but also becomes a word processor.

There are two programs. The first program removes the silly 'READY' message which always appears whenever you list anything to the printer. The second program is the parallel printer driver which obviously is the important one.

To get it working, first type in the READY program, RUN it, then NEW & now type in the printer driver, RUN it and then NEW it. To toggle the printer on/off type EOF 01100. Whenever you list a program you will get a print out.

To use this as a word processor, simply type in your text as a program listing (with line numbers at the start of each line). When you are completely happy with your text, type POKE 22:26:107 =>ENTER. This will then print out the text without the line numbers. POKE 22:26 gets everything back to normal.

The only problems are:

- 1) You can't print out a question mark as this is a BASIC key word.
- 2) You can't mix upper and lower case characters (BASIC Commodore, not me).
- 3) You will appear to lose the last line of your text (this can be overcome by pressing the =>RETURN key).

```
0 RUN **TYPE EOF FOR AND GET EOF OF 01100**
10 FOR A=0100 TO 1004:PRINT A:GOTO 0100 A,0:GOTO 010000
50 DATA 01,10,20,30,40,50,60, 100,150,200,250,300,350,400,450,500,550,600,650,700,750,800,850,900,950,1000
60 DATA 100,200,300,400,500,600,700,800,900,1000,1100,1200,1300,1400,1500,1600,1700,1800,1900,2000,2100,2200,2300,2400,2500,2600,2700,2800,2900,3000,3100,3200,3300,3400,3500,3600,3700,3800,3900,4000,4100,4200,4300,4400,4500,4600,4700,4800,4900,5000,5100,5200,5300,5400,5500,5600,5700,5800,5900,6000,6100,6200,6300,6400,6500,6600,6700,6800,6900,7000,7100,7200,7300,7400,7500,7600,7700,7800,7900,8000,8100,8200,8300,8400,8500,8600,8700,8800,8900,9000,9100,9200,9300,9400,9500,9600,9700,9800,9900,10000
70 GOTO 100,200,300,400,500,600,700,800,900,1000,1100,1200,1300,1400,1500,1600,1700,1800,1900,2000,2100,2200,2300,2400,2500,2600,2700,2800,2900,3000,3100,3200,3300,3400,3500,3600,3700,3800,3900,4000,4100,4200,4300,4400,4500,4600,4700,4800,4900,5000,5100,5200,5300,5400,5500,5600,5700,5800,5900,6000,6100,6200,6300,6400,6500,6600,6700,6800,6900,7000,7100,7200,7300,7400,7500,7600,7700,7800,7900,8000,8100,8200,8300,8400,8500,8600,8700,8800,8900,9000,9100,9200,9300,9400,9500,9600,9700,9800,9900,10000
```

```
20 RUN ** PRINTER DRIVER ** 01000100 TO VIEW OUTPUT
30 FOR A=0110 TO 0111:PRINT A:GOTO 0100 A,0:GOTO 01000
30 IF C=0107 THEN PRINT "ENTER CHARACTER":GOTO 01000
```

```
110 DATA 174,38,3,070,78,180,148,98,3,140,78,190,074,59,3,170,79,190
120 DATA 140,99,8,040,79,180,140,200,205,140,0,201,050,140,0,820,189,0,211-0
130 DATA 0,187,8,231,232,200,204, 3,240,240,98,140,1,201,70,158,70,070
140 DATA 0,220,61,201,141,8,201,9,4, 140,8,201,070,13,201,40,18,040,040
150 DATA 184,070,184,70,48,190
```

Most parallel readers might have noticed that although the variable C is calculated in the loop it doesn't appear to do anything. What C is actually doing is checking that the data is correct. If all the correct numbers are in the DATA it should add up to - in this case - 6667. If the data is incorrect, the simple routine will generate an error message. To use the method in your own programs, first make sure the program works, then add up the data carefully. Put the correct number after the => signs in your program. If you are using more than a couple of lines of data I strongly recommend it. (Especially if you are sending them to me - Paul.)

If you have a serial (plotted) Commodore printer, you can get the same effect by using the READY program and POKE 22:26:107=>ENTER 4.<CR>01107.

And that's all there's room for this month. Thanks to everyone who sent me stuff (your response has been incredible). Next month, I'm planning to devote the January Thing of at least one more page. I just want to remind you that I've got a monthly supply of CIO Mail Order vouchers to give to people who send me outstanding stuff in the way of routines, demos, or... well, whatever you think other readers want to see. May your 1981 year be a good one. TB then.



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BACK TO BASICS

Welcome back to the world of Commodore 64 BASIC, where you can learn to make your computer do a variety of different things by programming it yourself. Yes, you. In this second part of the series, we'll look at editing, RUN/STOP, the Commodore key and setting up colours on the screen. Okay, that's enough babble, let's crack on.

EDITING KEYS

One of the really nice things about the Commodore 64 is the number of editing facilities available to you when you're programming. The way you edit on the computer is called 'full screen editing', which means that not only can you edit the current line you're on, but you can step up and down using the cursor keys and edit a line above and below (let me illustrate).

The cursor keys on the bottom right of the keyboard move the flashing cursor up, down, left and right around the screen. Pressing the RETURN key on any line (and at any point within that line, even right in the middle) enters that line into the BASIC listing. If you've just typed it or even if you've stepped into it from another line and corrected it. Check this out:

```
10 PRINT "HELLO THERE"
20 GOTO 10
```

Just a simple looping program. Having typed all this, you suddenly decide that you want to change line 10 to print something else on the screen. So you just press SHIFT and cursor up/down a couple of times and the cursor jumps to the top line. Then you press the cursor left/right key on its own few times until the cursor sits on the first letter after the first quotes mark or inverted commas. Then you can delete the words HELLO THERE with the DELETE key, and insert the letters with the INSERT key, and insert the letters with the COMMODORE key. When you press return, anywhere on the line, that line is accepted as a line of the program by the computer. Type LIST and you see that the line has been changed. Clever isn't it?

This editing technique can also save you time. If you have a group of lines in your program which are all very similar, it saves you having to type them all in. Like this:

```
10 PRINT "THIS IS THE FIRST LINE"
```

Simply press return at the end of this line. Then go back up to the line using the cursor keys and enter the line number to 20, and the word PRINT to SECOND. (Note you may have to use the INSERT key to make space for the word SECOND), as the editor on the C64 reserves any text you type how press return. Nothing happens, right. By typing LIST, and the whole matter becomes clear:

```
10 PRINT "THIS IS THE FIRST LINE"
```

Unleash the potential of your C64 or 128 with Phil South's step by step guide to programming BASIC for beginners. In this second part of the series, Phil has some graphic examples of how easy it is to learn by editing a couple of simple programs...

```
10 PRINT "THIS IS THE SECOND LINE"
```

You have created a new line merely by altering an existing line, and the new line was entered into the listing simply by pressing return on the line.

This excellent method of editing is available in direct mode or program mode. What's that? Well, program mode is any command which has a line number in front of it. The command isn't executed until you press RUN. Direct mode commands have no line number, and so they are executed as soon as you press RETURN. So if you type this line on:

```
PRINT "HELLO LONDON"
```

you get:

```
HELLO LONDON
```

right away, as soon as you hit the RETURN key. Okay, that's enough editing for this week, now another important feature, the RUN/STOP key.

RUN/STOP KEY

This key is situated on the left of the keyboard next to the CAPS LOCK and above the Commodore key. When a program is running and you want to stop it all you have to do is hit the RUN/STOP key and the program will stop, or 'break' as we call it. This is the function of the RUN/STOP key when pressed on its own. If the key is pressed in conjunction with the SHIFT key then the key is accepted by the computer as the command RUN.

For example, if you wish to load a program from tape all you have to do is press SHIFT RUN/STOP and the computer will prompt you with 'PRESS PLAY ON TAPE'. This is a very convenient way of loading from tape as when you do it by this method the computer RUNS the program automatically when the program has loaded.

RUN/STOP-RESTORE

Another way of stopping the computer completely and restoring all the colours and things you have changed all you have to do is press the RUN/STOP and RESTORE keys at the same time. This is best achieved by holding down the RUN/STOP key and pressing the RESTORE key quite hard, bringing it in fact! The RESTORE key can be found above the RETURN key and to the left of the up arrow key, sometimes called the expansion key.

COMMODORE KEY

Another control key which you will find on the keyboard is the Commodore key, this can be found at the bottom left hand side of the keyboard next to the shift key and below the RUN/STOP key. The Commodore key serves a number of functions. When you are loading a program, the Commodore key will tell the computer to continue loading a program if has found no tape.

When you load a program with SHIFT RUN/STOP the tape will go round whilst the computer looks for the program on tape. When the computer finds the program it's looking for, the computer will say that it has found the program. Loading will stop until you press the Commodore key or until a short period of time has elapsed, in which case the program will continue loading anyway. This gives you time to press RUN/STOP to stop loading if the program found is not the one you want to load.

Another use for the Commodore key is to change from the standard upper case display - that is to say, all the letters on the screen are in upper case or capital letters - to lower case mode. In order to change from upper case to lower case mode you have to press the SHIFT key, hold it down, and press the Commodore key.

You will then see that all the text on screen has changed from upper case to lower case. (There is a method for changing from upper to lower case from within a program, but I'll go into how you can do that another time.)

SETTING COLOURS

When you start up a programming session with the Commodore 64, you will notice that the colours of the screen and border are dark blue and light blue respectively. This can be changed from within a program or in 'direct mode' by typing the following:

```
POKE $D020,3 : POKE $D021,1
```

POKE is a BASIC command which puts (or pokeys) a number to a precise location in memory. This, for example, changes the main screen colour to green and the border colour to white. For a table of the colour numbers see the box marked Living Colour.

You will notice that the text colour has remained the same, that is to say, light blue the same as the border colour was before

you changed the colours. The text colour can be changed by a simple POKE like so:

POKE 109,1

This will change the text screen to black.

There is another way to change the text colour on screen and this is done within a PRINT statement. (See last month, where I mentioned this in passing under the heading Strange Symbols.) What you have to do is set up a print statement, and using the Commodore and Control (CTRL) keys in combination with the number keys at the top of the keyboard, you can set a control character at the front of your PRINT statement.

At the beginning of your print statement, after the first inverted comma ('), you press the Commodore key and the figure 1 on the top row of the keyboard; the text following the command keypress will be light brown. (On old Commodore 80s, the first set of colours available to you using the Control key have been marked on the key itself.) You will also notice that in the PRINT statement that we tried out last time, when you pressed the Commodore key and figure '1' the text did not change colour right away, but a small control character was inserted just after the inverted comma.

This is the difference between changing the colours in 'direct mode' and changing them from within a program, or a PRINT statement. If you press the CTRL key or the Commodore key and any of the top row of numbers on the computer, all the text on the screen after that happens changes colour.

In Commodore 64 programs there are a great many commands that you can press in a PRINT statement to 'format' the output. One such example is the one we've just seen, that of changing the colour of the text. But, if instead of pressing the Commodore key (or CTRL key) and a number, you press one of the cursor keys at the bottom right of the keyboard, this will change the position of the text on screen. For example, if you pressed the cursor down key twice after the inverted comma in a PRINT statement, this would move the text down 2 lines

Living colour

If you want to generate different coloured text in your programs, take a look at the list. Find the colour you want and then check to see which keys you need to press to get that colour.

BLACK	CTRL 1
BROWN	CTRL 2
RED	CTRL 3
CYAN	CTRL 4
PURPLE	CTRL 5
GREEN	CTRL 6
BLUE	CTRL 7
YELLOW	CTRL 8
ORANGE	COMB 1
BROWN	COMB 2
L. RED	COMB 3
GREY 1	COMB 4
GREY 2	COMB 5
L. GREEN	COMB 6
L. BLUE	COMB 7
GREY	COMB 8

Whacky in BASIC, COMMODORE FORMAT 4, March 1991, whacky inside

Step by step

Every month, this Step by Step will summarise what we've covered in this issue of *Bank To Bank*.

1. The kind of editing we're doing on the CBM is called full screen editing.
2. This means you can edit a line once you've entered it into a BASIC listing.
3. And by changing the line number and pressing return you can create a new line.
4. The two modes for the 604 editor are:

called direct mode and program mode. The difference is that program mode commands have line numbers in front of them. Direct mode commands don't.

5. Instead of typing PRINT you can type a π symbol.
6. Precedence is the order in which calculations are done. Negative numbers are calculated first, followed by exponents, multiplication and division and finally addition and subtraction.

Your letters

You had a good deal of post in the last few weeks, which is nice because it shows that people are enjoying the series, getting a small bit of attention and having a bit of fun with BASIC at the same time.

Kevin Spencer has a query about the last issue, and he has a problem with his addition program:

I have written an addition program which works fine, and using some POKEs from Commodore Format 2 can how to stop flashing. It works fine and you can't read as fast it. When I load my program the cursor flashes after the word READY. If I type RUN the program runs. What I want to know is how to put a line into the program which after loaded will run itself without having to type RUN.

Good question, and a simple answer. If you want your program to auto run when you load it, simply load the program with SHIFT RUN/STOP, and the program

will load and run in one go like a normal 604 program. The trick is to disable the break key, or the RUN/STOP key so that, while running, the program won't allow anyone to break in and kill it.

You do this by adding POKE 508, 10 to a line at the front of your program. To disable the break key just type POKE 508, 255 and the key will be able to break the program again.

And another thing which annoys from Kevin's letter is that it's okay to stop ahead and extended programs any way you like. You don't have to just idly follow the listings I provide.

If you want to you can edit bits that you find in books or other issues of CP and learn your own way. In fact trial and error is often the best way to learn to use a programming language properly. Copy things from other sources and adapt them at will, and your knowledge will grow and grow.

before printing. If you wanted to print "THIS IS A TEST" in the middle of the screen you would have to type the following:

```
PRINT "THIS IS A TEST"
PRINT "THIS IS A TEST"
```

As you can see, the words "THIS IS A TEST" have been printed in the centre of the screen. In the same way as the colour changes and the cursor movements are printed in the PRINT statements as control characters, so is the clear screen command which has been inserted in the PRINT statement in this case by pressing the CLR/CMD key situated at the top right of the keyboard between the ground sign and the BUSTOOL key. There's to be a full list of the control keys available in a Commodore 64 BASIC listing next month.

PRINT AND ?

In BASIC listings on the Commodore 64 you can type a ? instead of the word PRINT. This is just a piece of BASIC shorthand and in all your programs the ? character will be held in PRINT. After you have used ? instead of PRINT in a program, the program the word PRINT will be substituted when you LIST it. So save yourself a little bit of typing.

PRECEDENCE

When you see calculations in BASIC you may notice that some of them come out wrong or not as you would have expected. The reason for this is the law of precedence in BASIC. Precedence means the order in which calculations are done by the computer.

The order is as follows:

- | | |
|-----|-----------------------------|
| */ | figures with a minus sign |
| ^ | exponentiation |
| */ | multiplication and division |
| +/- | addition and subtraction |

For example, look at this calculation: 12-5/2

It's difficult to tell if the answer to this is 3.5 or 12.5. In fact what the computer does is it performs the division first and then it goes back to the subtraction. So the 5/2 is done first, giving you 2.5, and then that number is taken from 12 to give you 12.5.

A good way to make sure that your calculations are done in the right order and the results turn out the way you want them to, is to enclose the calculations that you want to be independent of the rest of the calculation in round brackets, or parentheses.

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HOW TO GET YOUR **ACTION REPLAY MK VI**

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CREATURES



**Zany! Addictive! Whacky! Cruel!
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**Thalamus describes
its latest offering.**



**Not exactly modest,
is it? Our reviewer**

**It's a
Corker!**

**went looking for chainsaw-wielding
slime, vats of acid and over-sized machine
guns and found that the fuzzy wuzzy heroes of
the game are indeed in need of your immediate
assistance. So what are you waiting for?**



scolding levels. The journey takes him over hills and valleys, through underground passages and try-solder-nathan-pools, along roaring rivers and down extremely dangerous waterfalls.

As if the language wasn't terrifying enough, Clyde also has to combat a vast range of demonic minions — birds that drop bombs from balloons, splitting stone heads, giant maggots, mutant cats and just about every other thing you could imagine. (The most is saved until last... sorry, level.)



(Yes) Clyde takes a break and goes shopping... for Broogly's? (AFF) Beware the Bob Slapping Ballon of Doom! Alternatively, Move it away



ends with a brookish monst which Clyde needs all his leaping and shooting skills to defeat.

There is some consolation, though: our furry friend occasionally comes across floating Mega Petrol Creatures (MPCs); if he collects enough, he can use them at the end-of-level shop. This is run by a friendly witch with a Furzy fetish; she exchanges the

If you look up into the sky tonight and direct your gaze to the far right corner of the Milky Way, you might just see a faint star. Dubbing this star to be a tiny, insignificant planet named Rod, it's a pretty place, but the inhabitants never had being referred to as "Rodians" — so they built a crude space ship, renamed themselves "Fuzzy Wuzzies", and headed for deep space.

Would you believe it? Only yesterday they crash-landed on Earth. Fortunately for

them they splashed down in the Pacific Ocean, next to an uninhabited island; they soon ashore, built a village, and called it The Happiest Place in the Finest Universe.

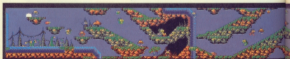
Little did they know that on the other side of the island lived a group of bad-tempered Demons (Dressed by Fuzzy Wuzzies making "fuzzy" sounds, they hatched a plot, having invited the Fuzzies to a party, the bad-dies. When a red-teen Bush and named them off to the before shambles.

All except one. His name is Clyde Ababil, and he's resolved to exterminate All The Unfriendly, Repulsive, Earth-ridden Slime-junks it out. Resolving his dreams into the delectably Demonic is no easy task.

Clyde's adventure is split up into stages, each one divided into two right-to-left



Here's a reconnaissance photo of the land of the Fuzzy Wuzzies, taken over the Pacific Ocean. (Actually it's a map of level 1.1 - Ed)



Now, we've been terribly clever and bolted several screens together so you can see just what poor old Clyde has to go through. At the end of this

Game	Creatures
Publisher	Thalamus
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Passwords would have saved time

100
91%

...AND THE UPPERS

- Huge levels to negotiate - and you don't get sent back to the start when you die
- Brilliant battle screens
- Colourful and beautifully drawn backgrounds and a whole host of cute and silly creatures
- Lots of different weapons
- Loads of nice touches, such as the diving gear
- A choice of music and/or sound effects
- Non-use collision detection
- The end-of-level bonuses provide plenty of challenge
- Slightly greater difficulty in later all maps but gets very tough later on



(Above) **Intuition**
Clyde throws water in the wind as he rides a fly and down the rapids. **(Right)** That last, says it all... Clyde's not going a step further!

MPCs for players which allow our chum to choose a more flexible range of weapons (see box). So you can get through the game without fear help but it would be unwise to try if he completes an entire stage. Clyde is stretched off to a Torture Chamber. This is a single screen consisting of puzzles which he must solve within a strict time limit or forfeit a life. He can buy clues from the witch in the shop, but they're very expensive. If he loses



his fly-based, Clyde is rewarded with more magic potions.

What this all adds up to is a very cute, very silly and very enjoyable platform and puzzle game. All the basic elements of a great game are there: the collision detection is spot-on, the enemies get gradually more intelligent and the whole design makes for a compelling challenge rather than unrelenting frustration.

As you can see from the screenshots, the graphics are superb: the backgrounds in particular are varied, colourful and imaginative; but it's the range of creatures and what happens to them which make the game so much fun. Each has its own character, and they vary from level to level so that you never quite know what they'll do next. Added to this are some wacky tunes, excellent sound effects, and loads of mini-puzzles - all combining to make one hell of a good game. You'd be left to miss it.



Some screens seem to offer alternative routes but only one perilous path leads to the end of the level



One of Clyde's abilities gets a good working in one of the Torture screens. He... maybe 'Torture' isn't the right word. Try 'Blast'!



of the... (far right) there's a nasty end of level when

Clyde Radcliff and his amazing gadgets

There are times when every furry fan ball needs assistance: the times below are just a selection of the weapons and gizmos which any self-respecting furry warfarer would wish to use.

CLYDE
This is Clyde: his body is his tool. He can adapt to most environments simply by walking and jumping - but occasionally, just a feet, desperate measure, he can kill opponents by leaping at them. However, use this option with care - it forfeits half a life.



POWERS
Cuddly Clyde's standard-issue weapon is the fireball. By collecting magic potions he can configure this to fly in eight different ways:



a flame thrower, one straight and two dropping forward when, a curly whirler, a wiggly line, an upward spin, and a scissor ball, which explodes a short time after release.

BAD BREATH

Halloos was an enter-cassumed to the Furry Waffles on their home planet, making parties a rare occasion. In Earth's atmosphere it's a great advantage: a deep inhalation followed by a quick exhalation flames over the toughest enemies.



LIFT BOAT

Clyde isn't a great swimmer, so an oversize boat works out the nearest fix. Whipping out his portable outboard motor, he can sail back and forth along the deepest rivers - though he can't travel back up waterfalls with it.



DIVING GEAR

His Furry leaver home allowed his diving helmet. It is invaluable in situations where there is no other option but to swim for it. Unfortunately, it has a limited air supply, so get a move on!



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MIDNIGHT**10**

RESISTANCE Atari
Fight King Crimson and his Crimson Corps in this scathing satirical and steamy war!

Description	Price	Order No.
Midnight R Cass	\$8.99	CA179
Midnight R Disk	\$11.99	CA178

HOLLYWOOD**11**

COLLECTION Atari
Take a trip to the past with this exciting collection of movie hits, including Indiana and Batman.

Description	Price	Order No.
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TOTAL RECALL Share

5 Taken from the blockbuster movie, play this brilliant game with almost 50 characters on screen trying to discover the secrets.

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IRETRACK

ELECTRIC DREAMS

Released: April 1987

Availability: Deleted

This never really took off at the time of release, which is a shame since it's still one of the best 64 loaders around. It featured colour schemes similar to a Beatles album cover, but was packed with masses of sophisticated alien formations and ground installations, adding up to heaps of fast, furious and totally frenetic action. An original product to add to your list so long as you're not stuck on progressive nostalgia — Firetrack ain't got none.

FURTHER ADVENTURES OF ALICE IN VIDEO LAND

SUG BYTE

Released: October 1987

Availability: Deleted

Get an aspect. Since neither a copy of the original Alice in Videoland disk, version and the so-called 'further' adventures on tape. Well, if this person refuses any difference, send for a doctor immediately. Alice in Videoland wasn't a technological masterpiece: little Al slipped along a jelly pathway dodging monsters and the odd flying foot out on its annual rampage. After that she did it again, in her Further Adventures she only does it once; the tape program keeps trying to access further levels from disk and eventually crashes (by far the best bit of the game). If someone offers to give you Alice in Videoland for free, look them where it hurts. Also when they set up in a snail, winning ball, kick them again.



GAUNTLET

US GOLD

Released: February 1987

Availability: None (2.29)

Once upon a time there was a huge four-player coin-op and it did really well. US Gold managed to bag this lucrative licence, produced a 2-player conversion and that did really well. Then they brought out Gauntlet: The Dungeon (arguably it did quite well), after which they had a go at converting Gauntlet (which did pretty well) and at this very moment they're programming Gauntlet 3D (which should do well). Not only has Gauntlet

Welcome to chapter three in the epic history of the best, the greatest and the worst games ever produced for the 64. Today's episode comes to you courtesy of the letters F, G, H and I, not to mention Gordon Houghton



GRIBBLY'S SPECIAL DAY OUT

NEWSON

Released: March 1986

Availability: Back-4 (2.99)

Stakes and fender of the things you enter into the latest happen adventures to risk running the Standard. It's all part of the appeal, so they tell me...

made a lot of people very rich, it's also a cracking good maze-game crammed with labyrinthine passageways, ghost, ponies, boys and poems — and there are over a hundred levels of it. Graphically it's still as impressive as it ever was (just look at all those sprites on screen) and, as an added bonus, the soundtrack is short and sweet, for the price it should not be missed.

Grizzly is a creature with only one foot who lives on the planet Mabojo — a happy kind of place until the evil mutant boom starts kidnapping all the fun-loving grizzlies and taking them in a clam. Clearly the cat isn't acceptable behaviour so, naturally, a second set of legs, legs out, and they look for them. He did this in 1986, Grizzly's Special Day Out is the improved version but in five years he's barely aged a bit. Programmed by 64 impressive programmer, the guy who brought you the excellent Grizzly Under the Snow (another Grizzly-themed classic) cute platform action and a first-class fun.

GHOSTS 'N' GOBLINS

ELITE

Released: September 1986

Availability: 1.99 (2.99)

There are all sorts of interesting things you can do with a lot of brain, imagination, imagination, for example, but ghost hunting is probably the best reason to. How about the fact of being stuck in a maze with a ghost? In the maze of the game, surrounded by furious ghosts, goblins, ghouls, and unidentifiable zombies, you're being hit by a magic dagger and a laser beam out of armour (invited to M&M's gins under direct attack to your name!) In the considerable success of Elite's conversion of Capcom's Ghosts 'n' Goblins, there is something to go by, you'd probably find it quite a lot. Few long, very unidentifiable bits of platform and shoot 'em up in the maze of the all-time conversion great. Never has a wonderful experience been seen so much fun.

GUNSHIP

MICROPROSE

Released: April 1987

Availability: Microprose (14.95 cassette, £18.95 disk)

If an unbranded idiot (like me) was over it once on the Hughes AH-64 Apache helicopter they'd last about as long as a choc ice in the Sahara. So it's come as a great relief to know that one of the best flight sims ever lets you pilot one of these gunning jobbies without ever having to get the sick bag out (well, not if you really want).

What you don't do is have a good fight and without loads of ammo — and you name it, Gunship's got it, a whole bunch of weapons on which to hone your skills, three difficulty levels and four reality settings. Sensitive controls, a huge selection of arms, maps and mission briefings make this a vital purchase for flying fans — but only on disk. Cassette versions have less options and a cruddy loading system.

What makes the opposition into a cocked hat? COMMODORE FORMAT 6, March 1991



HEAD OVER HEELS

OCEAN

Released: August 1987

Availability: MSX Equipped £2.99

Clips aren't just good for bad breath and showing your T-shirt slippers, you know — Head and Heels are canine spies who (for some reason nobody's ever fully explained) are used to traveling about on each other's shoulders. The dastardly Blacktooths have handcuffed them into two different cells at either side of an impenetrable wall in the middle of their somewhat 90-degree — and left them to rot. It's your job to get them together, battle your way through Blacktooth's puzzles and join the dimwit's henchman using a combination of flying doughnuts, co-operation, trampolines, pushy zappy platforms and jigg skills. There are five different worlds each packed with puzzles, cute graphics and some of the most addictive gameplay you've ever likely to see. It was fun three years ago and it's still fun today.



Great graphics but a great game, not dissimilar from Ocean's earlier *Rotator*. Fun, and I thought isometrics were overdone.

HERCULES

ALPHA OMEGA

Released: September 1986

Availability: Deleted

It looks crap, it sounds crap and it feels it is... well actually it's not what you think — it's a sparklingly good platform game. Even when it was first released, Hercules didn't look much like the Mona Lisa; but looks aren't everything, take your dad's Hercules may be ugly but it's also fast, furious and a whole lot more fun than a game in the eye with a Greek javelin. What you can't tell from the screenshot is how addictive and frenetic the whole thing is — so you'll just have to go out and buy a copy yourself.



It just goes to show that you shouldn't be fooled by appearances. Well, it's less late now. Hercules has remained late beyond

HOWARD THE DUCK

ACTIVISION

Released: February 1987

Availability: Deleted

Check, remember Howard? He was an overweight, crazy kind of duckling, teased for a life of stamion except for the fact that the movie eventually flopped. Activision's licensed version was just as successful. Four levels of featherly mischief came up trumped with heady drawn slime, a bunch of thimble villains and flight learning so exciting it made you want to kiss your monitor in. If you see anyone who tells you this game is fun, avoid them — they're quackers.



Howard the Duck duck... Attacking the crystal office Hunter's Moon style. Check out Roger Fromme the month because it's just come out on budget.

HUNTER'S MOON

THALAMUS

Released: February 1988

Availability: Thalamos's The rifts compilation which also features Delta, Senator, Goddess, Kitekeeper and Animate. Also on the Kitee label, £2.99

If you fell through a black hole you'd probably scream a bit. After that you'd start thinking up ways to get back — and getting back from another dimension is what Hunter's Moon is all about. Basically this involves whizzing round loads of different star systems, and collecting (or flashing star-calls without looking like, left or trousers in the process). The space is one of the most original and imaginative about 100 years ever released for the 64. The presentation is brilliant, the sound effects create an exceptional atmosphere, and the clever design combines action with logic of puzzles and reason. It's psychedelic, it's unusual and if you like a good/blast you shouldn't miss it.



INTERNATIONAL KARATE+

SYSTEM 3

Released: November 1987

Availability: Deleted

Don a set of white pyjamas, watch fish leaping out of rippling water, make your opponent's trousers come tumbling down around their ankles and (more!) sit+ hunkered itself in the top of the best 'ere you market with 14 spectacular different karate moves, a

two-player game, two simultaneous computer opponents and a very nifty ball deflection bonus routine.

It looks good, it sounds great and it will play like a martial art's wet dream (please, take yourself — I'd — so it doesn't really matter that there's actually nothing international about it.



Just about the best there is when it comes to lots of controlled violence. Play it against the computer — or someone you don't like much.

INTERNATIONAL SOCCER

COMMODORE/CRL

Released: 1983

Availability: CRL £2.99 cassette

£14.95 disk

For ages it was the only decent footy game available for the 64. The side-on graphics don't look too hot now and the gameplay's fairly unrefined (in comparison with, say, Monopole Soccer, but it's got loads of skill levels, it's very easy to get into and the gameplay's still surprisingly zippy. No-tilt footy action.

INTO THE EAGLE'S NEST

PANDORA

Released: May 1987

Availability: Players £2.99

Your mission is to rescue the prisoners held in the German jail at Eagle's Nest, before blowing the fortress up. This is a good excuse for a maze game, complete with dangerous German troops, barrels of treasure and chests bursting with guns, keys and ammo. Dead hard graphics, excellent puzzles and a few realistic sound effects — a Gauntlet clone with a rilly accent and knobs on.

IMPOSSIBLE MISSION II

EPYX/US GOLD

Released: June 1986

Availability: Also £2.99

Agent 4125 faces eight more towers of treacherous 88 shafts, and suspicious rooms positively seaming with pesky sentries in a desperate attempt to find the components of a vital nuclear sequence. Not only did Impossible Mission II feature the brilliant main character animation and sampled speech of its predecessor, it also offered even greater puzzlecraft and depth.



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THE

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PACK

The world of *DragonStrike* unfolds on a 3D. But are pleasing presentation graphics enough to keep the adventure coming when the meat of the game is in danger of going off?



DRAGONSTRIKE

The nasty black dragons and the nice white dragons are having a war. Again. So runs the plot in this latest Dragonianese game from B&B. Anyway, according to this newly aging storyline, things haven't been going too well for the goodie goblins. While they were busy making patchwork quilts and lighting other people's cigarettes, the badies sneaked up on them, moved into their homeland, Anseston, and banished the lot.

The upshot is that the crops are trampled, the people are harassed and Anseston's about to be lost. You're a knight employed at the only goodly outpost still untraged. Your only chance is to climb on the back of a dragon, guide it into battle, and blast all anything with a big pile of wings and charcoal on its breath.

It takes exactly 25 death-defying missions, and six dragons to win your kingdom



back. Each mount has differently colored climbing, turning and acceleration abilities and two-pound wing different types of breath-

weapons (including lightning, fire and chlorine gas). There's a height and pitch bar to show you where you're going and a power indicator to let you know when to stop for a rest. Health problems and other handy objects can be scooped up and utilized as you go along.

A quick look

into your crystal ball reader tells you where the bad guys are. These dragons, enemies, sleek dragons and mistresses are so rotten they eat battles for breakfast and fete laughing their teeth. Let

them get close and they'll give you a nasty nip or scratch, so it helps if you can fly their feet. Just remember, puff a in stout tippy — once you've run out you'll need a few seconds to get your breath back.

Sounds exciting? What it's not. The 3D is bland and unimpressive, conveying about as great an impression of speed as a bubble leaving a small village. And as for that exhilarating experience of riding on a giant monster's back... it might just as well be a rusty bike or a Sopwith Camel for all the atmospheric dragon graphics and sound effects you get. It all comes over suspiciously as if

the Commodore is trying to do something it wasn't designed for.

None of this is fast or complex enough to live up to B&B's promise of typical 40960 strategy. All the big talk about flying obstacles and huge wars being waged don't amount to very much when the game plots along at this tedious rate.

In the end all you really get for your 25 quid is some nice packaging, neat presentation, obligatory flying, a few shining horses and a lot of get shots at badly drawn birds. For action, excitement and adventure, watch *Highway* instead.

RAT



Game	DragonStrike
Publisher	B&B US Gold
Cassette	not available
Disk	£24.99

POWER RATING

THE DOWNERS...

- Very expensive for what you get
- Gameplay is bland and lacks all-important challenge
- Not complex enough to live up to the B&B standard of strategy
- Out sound effects are life sure
- Unimpressive, slow-moving 3D graphics fail to convey a decent sensation of movement or speed
- Falls to far short in the way of a good flight simulator
- Lacks the flexibility of other C64ST titles

100

41%

- Option to pick your own equipment and design your own battle
- Attractive but shallow-level presentation screens
- Packaging contains eight colour film related dragon cards

...AND THE UPPERS



An enemy system comes into play that your dragon's best defence is to catch the (highly informative) breath as well as to fly up

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Multicolored madness awaits you on this level. While the eggs do you no harm whatsoever, all the other items do you in a trust



When eye contact is all very healthy with perspective platforms, this beauty takes great pleasure out... well... murders you

Remember Turrican from back in the dim and distant past of last year? Remember what a frustration-inducing game it was? Remember the day after your 21st birthday when you got mind-numbingly drunk and threw up all over... (Ah!p, keep it relevant - lol). Turrican 2 is here and proves all the people who said the game couldn't be improved upon wrong. After defeating Morgul in his last adventure, Turrican now receives a

You just can't keep a good game down. The man in the metal skin is back, and he's more heavily armed than ever before. Our reviewer comes over all gyoscopic and delves into the massive sequel to last year's smash hit game from Rainbow Arts

TURRICAN

gifts from the people of the planet Lumbria who are under threat from a tyrant calling himself The Machine. Time to don your enhanced battle suit and look ass.

Allow me to start by telling you a little bit about the levels in Turrican 2. The size is particular. Well, huge, monstrous, gargantuan all these would be suitable words to describe each and every level. Not only that but there are 12 of these stinkers to romp through. It isn't some of the levels are so huge you can

start off, then ten minutes later you're still ploughing through uncharted territory thinking,

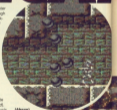
'Oh my God, if this tank comes on I'll have to fire a nortaboo!'

That well known phrase 'big is beautiful' also

applies here. Each level is stunning to look at, the graphics are colorful, detailed and technically astounding. Parallax scrolling appears all over the place and even within that the patterned background subtiles and swirls in a host of elaborate visuals catch your eye, you're wibbling foot - Ee!

Of the 12 levels, two take place on the planet's surface, one dives underwater, and the remainder explore a series of cavernous mazes. There are even horizontally and vertically scrolling shoot 'em up sections thrown in for good measure, making the game an original progression from Turrican and not just a rehash of an old idea.

It's a corker!



(Above) You've got to hand it to the Machine, he's got balls. Blood, guts and nasty outer orbital ones

(Right) The moment our level ends in this large edged double which stems into the platform, shoots massive energy bolts and then sends a large mechanical claw. In this instance, Turrican was just a tad too smart



Here's one of the newer (and) cool-off-features, doing a line impression of 800-800. Turrican's giving him a taste of his rapid fire laser, which can be rotated through 360° (best to stick to 90° for the time being)

Well, look, do you're The Machines and I know, never thought you'd be quite so, um, large. Fancy a quiet drink or... er... something?



ing a laser weapon activated by pressing fire, a very powerful repeating laser, a super weapon, and a mega weapon, which has to be seen to be believed. Turbo can turn into a little ball while dodging or separate beams and missiles fly about, randomly filling the whole screen with its deadly potential.

Throughout the game you also have the strange ability to transform into a many-spiked wheel, allowing you to enter narrow tunnels that would otherwise be inaccessible. Sounds like more than enough weaponry doesn't it? But it doesn't end there, oh no. You can collect additional armaments along the way by either shooting grey diamond shaped things, or looting an invisible stock, and destroying it. In doing this, various coloured blocks should appear which when collected embellish you with said objects of desire. There is a laser booster, three-way and five-way firing and finally huge blob lasers and shields which give you temporary immunity from the enemy.

The technical and visual excellence of the game, not to mention the superb playability throughout the whole of this vast title, can't be praised too highly. The variety in each level and the terrifying power and size of each end of level guardian are forever worth looking forward to. Truly 'tis a triumph of programming, everything a sequel should be and more. Turbo 2 is proof positive that you can teach an old 84-year trick. It only remains for me to say, 'It's A Conquer'!



Game	Turrican
Publisher	Rainbow Arts
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Jamboree rigger, nothing crucial

96%

- Good (and I mean good) basis for long term playability
- Even more weaponry and collectibles than Turrican
- Bonus of enemies, traps and well level and armaments make it more of a challenge than it's predecessor
- The graphics are stunning
- Multi-level graphics, beautiful defined sprites and excellent animation
- Many secrets, especially when hunting against an end of level guardian
- Surface levels, caverns, lovely abstract ops, under water scenarios... oh, the list goes on and on...

...AND THE UPERS

TURBO 2

The number of different opponents in Turrican 2 must be nearing infinity in an attempt at exaggeration metrics - *ick*. There are far too many to list but in my usual helpful fashion I will what your appetites with a taste of the juicer beasts featured. Small cock roaches fly at speed above your head and release a lethal payload, jumping spiders leap onto your armor and clamp themselves to you causing a rapid reduction in energy. On the planet surface cloudy fish drop down from spectacular waterfalls to the pools below where they try to strangle you. And certain levels contain large numbers of tiny black bats which pummel you to death. The only way to beat out what the rest are is to buy the game.

Despite the terrifying array of enemy firepower, Turrican is pretty well kitted out himself. Cuffe apart from his thermal underwear, long johns, woolly hat and scarf and the packed suit's breast prepared by his silver haired old Man, he also comes armed with the follow-

Six shooters...



The Turbo and Wescoo (WescooMan), the one armed with this from the outset and can shoot it through 250.



The Burning Midway level, a repeat action, but being lower info that Turbo saves stacks of items out of the repeating firelines.



The Total Destruction, this year has some side up. Comes with built in digital score clock radio and coffee percolator.



The Total Super Deluxe Turrican, similar to the standard market that often comes in turbo gear, creamy beige or pink.



The Raincoat level with a wall of doom. Give your enemies in heavy rain coats and your enemies a bloody raincoat.



And finally, the Bonks (Bonks) can be death zone with built in camera screen clearing agent. Oh, yes, and MP Turbo.

EXTREME

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88% Crash

"Extreme-ly good!"

88% C + VG



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