

NOVEMBER 1989
AN EMAP PUBLICATION

£1.30
HFL 7.50
DM 7.00
345 pta
THE No1 AMIGA MAG

CU

AMIGA-64



INTERPHASE



**BLUEPRINT
FOR
DISASTER**

**DAMOCLES
NOVAGEN'S
BRAVE
NEW
WORLDS**

**REALITY
HACKING**

**ALTERNATIVE
GAMING
REALITY**

**TEN PAGES
OF TIPS**



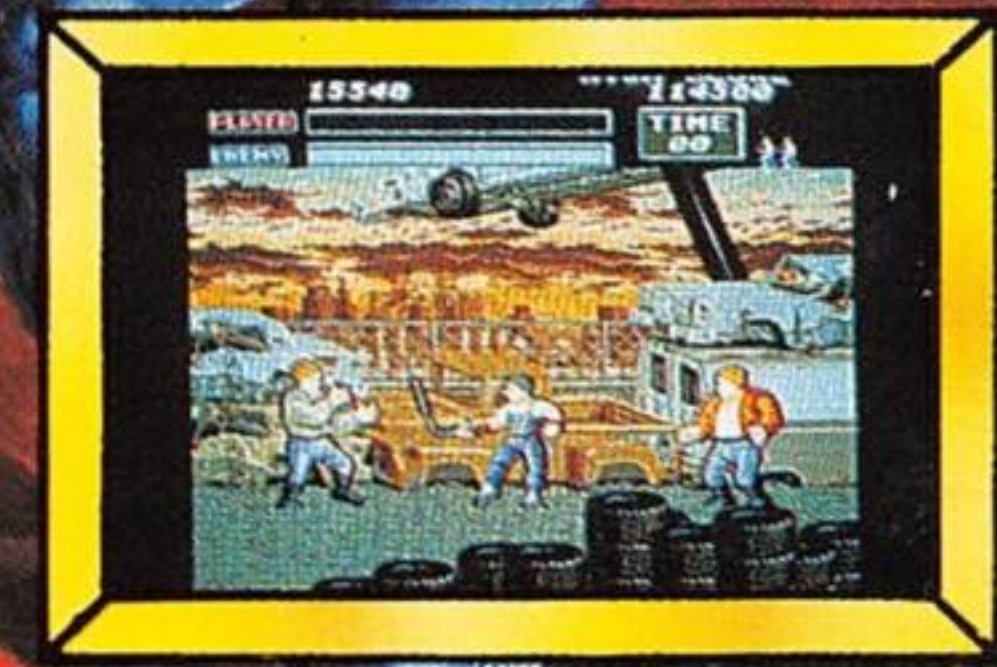


FORGOTTEN WORLDS™



Available on: CBM 64/128,
SPECTRUM 48/128K & AMSTRAD
- Tape & Disk. ATARI ST, CBM
AMIGA & IBM PC - Disk.

CHART SMASHING FROM U.S. GOLD



VIGILANTE™



Available on: CBM 64/128,
SPECTRUM 48/128K & AMSTRAD
- Tape & Disk. ATARI ST, CBM
AMIGA & IBM PC - Disk.



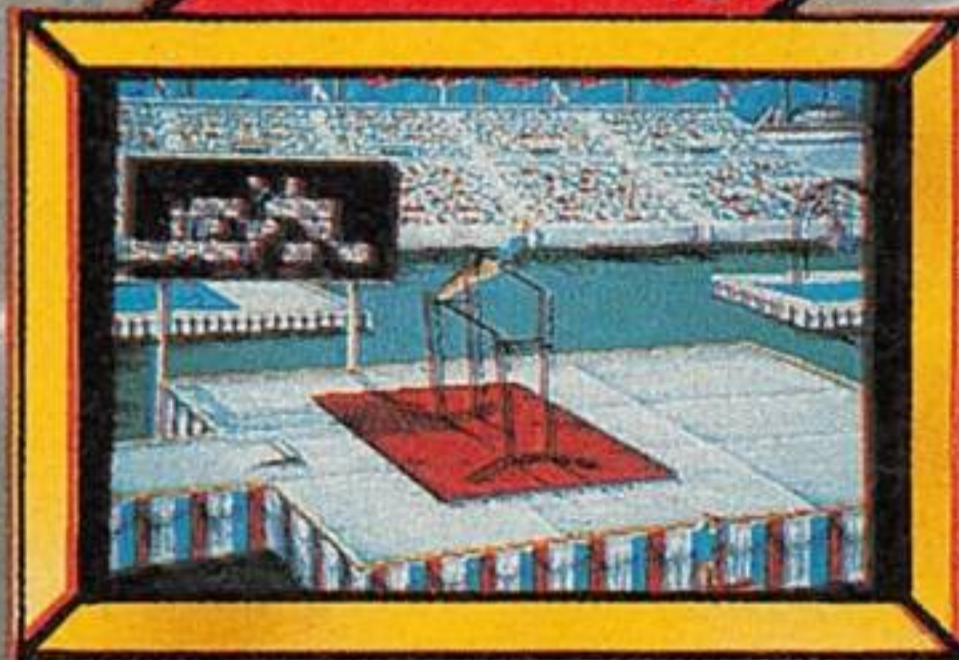
4 CHART SMASHING FOR THE U.S. GOLD

U.S. GOLD LTD., Units 2/3 Holford Way, Holford,

WASHERS .S.GOLD



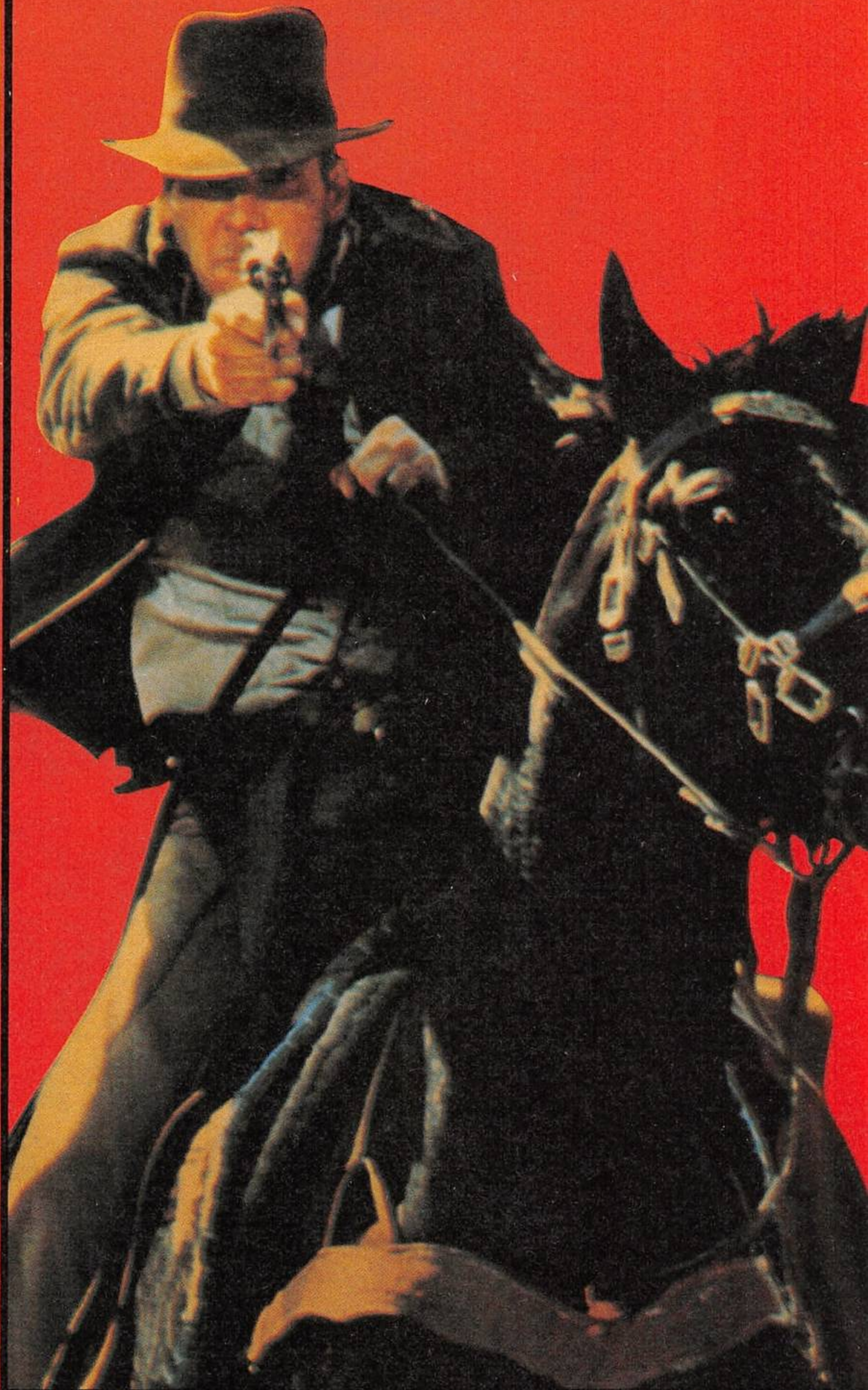
ATARI ST &
AMIGA
OUT NOW



THE GAMES SUMMER EDITION™

EPYX

Available on: CBM 64/128,
SPECTRUM 48/128K & AMSTRAD
- Tape & Disk.
IBM PC - Disk.



STAI



INDY™ - The Action Game

LUCASFILM
GAMES

Available on: CBM 64/128,
SPECTRUM 48/128K & AMSTRAD
- Tape & Disk. ATARI ST, CBM
AMIGA & IBM PC - Disk.

Screen shots from various systems.

**G GAMES DESTINED
D HALL OF FAME!!**



BLADE WARRIORTM



The beast was present in the land and from tower to tower the sorcerers voice called upon him. As night encroached and set the sun to flight, so his legions made ready to conceal the tablets that would see daylight banished forever.



So, as the same last bloody light drained from east to west, the paladin came forth, ready to do battle against the legions of the night, using all his might and skill in this tale of swords and sorcery.



Screenshots from Amiga version



Atari ST, Amiga, IBM
PC and compatibles.

Mirrorsoft Limited Irwin House 118 Southwark Street London SE1 0SW Telephone 01 928 1454



SPECIALS

20 COVER PROMO

Info and instructions on how to use your front cover gift and where to send if you couldn't get hold of one.

22 OVERSEAS READER COMPO

Due to the enormous cost of disks and tapes we can't make our front cover tapes and disks available to overseas readers. But we haven't forgotten you, there's a competition to win £500 of software that's open to you and nobody else.

104 BECOMING THE ANGEL

There's a future to gaming that used to be pure fiction. Not any more. Virtual Reality is under development and soon you'll be able to plunge into cyberspace and submerge yourself in an alternate world.



REGULARS

- 6 BUZZ
- 14 CHARTS
- 16 DEMOS
- 79 CHEAPOS
- 85 LETTERS
- 86 ADVENTURES
- 90 PLAY TO WIN
- 110 ARCADES
- 116 TOMMY'S TIPS
- 120 OUTER LIMITS
- 122 THE LAST WORD

It's the real thing

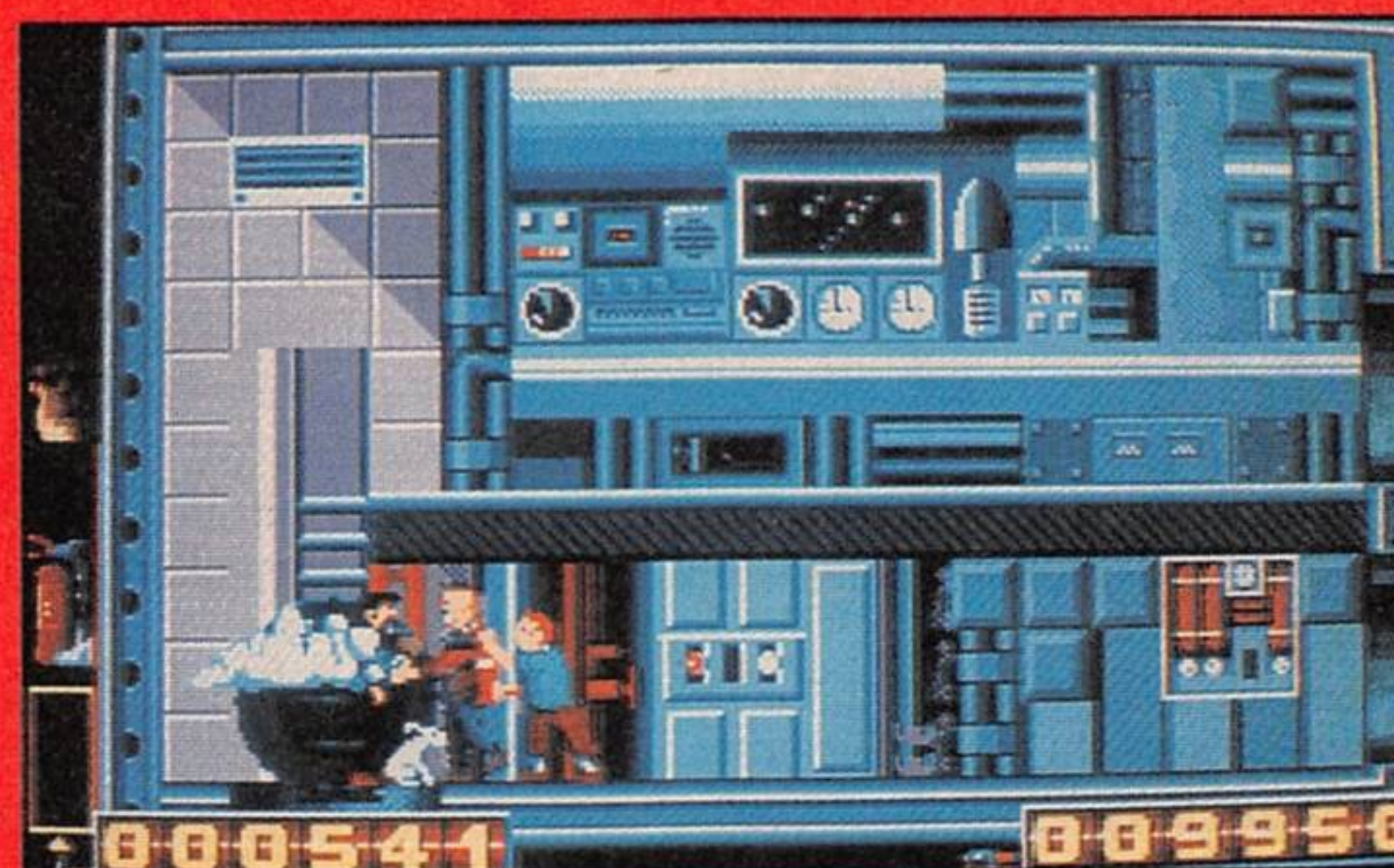
CU NOVEMBER CONTENTS



Interphase



Batman — The Movie.



Tin Tin On The Moon.



APB.

REVIEWS



Power Drift.

- 24 DAMOCLES
- 31 DRAGON SPIRIT
- 33 NORTH AND SOUTH
- 36 POWER DRIFT
- 41 PHARAOH
- 43 CABAL
- 47 DOGS OF WAR
- 49 XENOPHOBE
- 52 TIN TIN ON THE MOON
- 55 BATMAN
- 58 APB
- 60 KICK OFF
- 62 INTERPHASE
- 65 Pictionary
- 67 GAMES SUMMER EDITION
- 69 LASER SQUAD
- 71 SWORDS OF TWILIGHT
- 73 STAR COMMAND
- 77 BUSHIDO



Nor' 'n' Sarf.

Phil Jude/Science Photo Library.

Editor — Mike Pattenden; Deputy Editor — Steve James; Staff Writer — Mark Patterson; Art Editor — Elaine Bishop; Art Assistant — Osmond Browne; Advertising Manager — Tom Glenister; Senior Sales Exec — Fiona McMahon; Classified/Copy Control — Venessa Bysouth; Publisher — Clive Pembridge; Editorial/Advertising — 01-251 6222;

Distribution — EMAP Frontline Limited, Park House, 117 Park Road, Peterborough PE1 2TR Tel: 0733 555161; Back Issues — PO Box 500, Leicester, LE99 0AA; Subscriptions — PO Box 500, Leicester LE99 0AA Tel: 0858 410510; Annual Subs. (UK) £17.99; Europe — £29; World — £50.

Registered Offices: Priory Court 30-32 Farringdon Lane, London EC1R 3AU. ISS 0265-721X.

72,892
July-Dec 1988



Member of the Audit Bureau of Circulation

B

U

Z

Z

Z



DEAD SMART

Gore movies have a difficult press. Lambasted for their violence, they are often the subject of the outraged howls of politicians and of the peek-a-boo mentality of the tabloid press. At the one end of the spectrum there are, of course, splatter movies full of gratuitous junk; but now and again, at the classier end of the scale, a cult film emerges from the slime — and to considerably wider acclaim.

One such movie, and the inspiration behind Ubisoft's forthcoming *Zombi*, was "Dawn of the Dead".

You and your merry band of helicopterists have landed on the roof of an out-of-town shopping mall in desperate search for fuel and supplies. In the meantime, hordes of zombies are running amok in the foodstore, dissing the TV dinners and in search of human flesh. To add to your problems, the petrol station's wrecked and the only way to get

fuel is to syphon the tanks of the Harley Davidsons in the parking lot (a chapter of homicidal Hell's Angels have turned up as well).

Zombi sounds bizarre. If a colleague gets bitten you'll have to drag him to the freezer before rigor mortis sets in. But if you get bitten, your only way out is to take your own life.

By all accounts *Zombi* will be a blackly hilarious game, and what seems set to be a successful licence is softshop-bound, on all formats, towards the end of the year.

DAS BOOT (THE GAME?)

OK, we're telling a little porky pie here. Alas, the excellent TV series, "The Boat", is not up for licence, but it has been a treat to watch the recent rerun on BBC Two — and by way of an immensely fantastic coincidence, this neatly allows the Buzzboys to make a tenuous link with a software deal.

Wolfpack will be out soon on the Amiga, as a result of the recently confirmed contract between Mirrorsoft and Novalogic Inc.

Claim Mirrorsoft, *Wolfpack* aims to be one step ahead of yer average WWII submarine war game. Move about from ship to ship, as you establish individual command centres; withdraw and activate overall battle strategies, or use the construction element to shape parts of the game from scratch. All of this with the intention of simulating the battles between Allied surface vessels and the Nazi *Wolfpack* submarine fleet.

Scheduled for a Winter release, there'll be more on this watery epic in a none-too-distant issue.



TIN POT DICTATORS

In some other time, in some other place an iron curtain is descending on the galaxy. Hordes of robomonsters are massing up there in preparation for an all-out attack on the Earth. *Escape from the Planet of the Robot Monsters* has been doing the rounds of the software press of late in the form of arcades reviews.

But within a smidgen of its release, Atari's new coin-op has been snapped up by the Domark

label, Tengen.

Arcadesters and strategy fans will be able to join in with the galactic palaver and beam down to rescue human slaves who are imprisoned on Planet X.

Escape from the Planet of the Robot Monsters is set to follow fellow Tengen games, *Toobin* and *Dragon Spirit*, shortly after the turn of the year. Cute and campy arcade adventures look set to become flavour of the month right now. Let's hope that this one's a cracking example.





USG AT 4 O'CLOCK

Just down your flying jacket and polish the flaps on your little leather hat. Hard on the tail of CRL's *Lancaster* comes the latest WWII flight sim. Lucasfilm's forthcoming *Their Finest Hour: The Battle of Britain* promises as stirring a combat simulator as you're likely to find this side of a British banger — or a knockwurst, for that matter.

Take to the skies as a pilot for the Luftwaffe — or for His Majesty's RAF — and do battle. Choose yourself a name like Algernon, Pirrip or Max and handle such flying myths as the Supermarine Spitfire, the Junkers 87 (Stuka), the Hawker Hurricane or the Messerschmitt 110. From what we're told, *Their Finest Hour* will have photographic realism, smoke, flak and the rat-a-tat-tat of a jolly good dog fight.

If you turn out to be a fighter ace, you'll get the chance to win the Victoria Cross or its German equivalent. Our patriotic ad man here, Wing Commander Thomas Glenister, has been drooling about the prospect, not to mention the Spitfire flight at USG's forthcoming launch: "Dammit, lads," he's told CU Towers, "I'm really going to fly!"

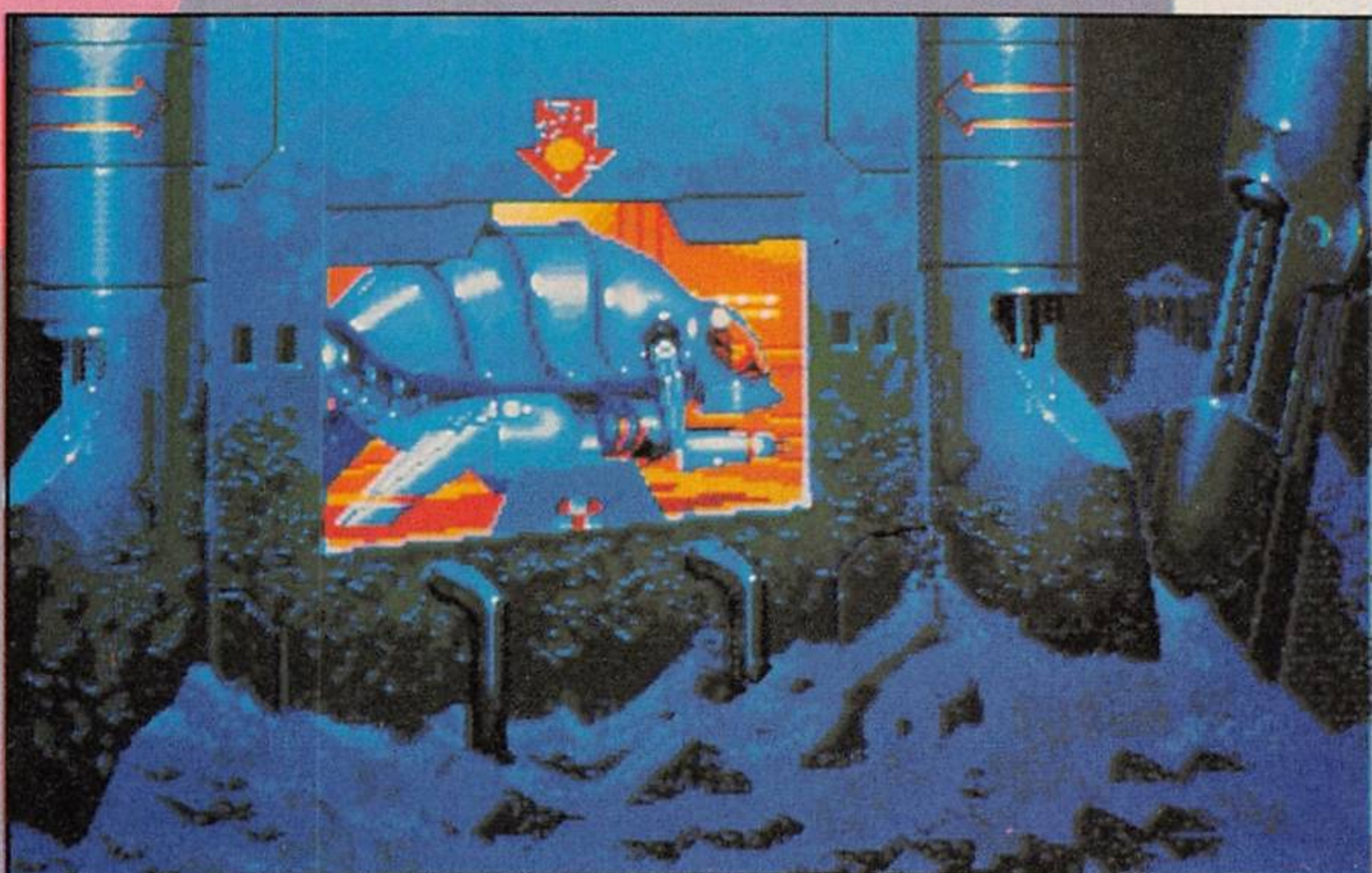
But for those of you whose thrills come disk-shaped, *Their Finest Hour: The Battle of Britain* will be available, we're reliably informed, to pop into your Christmas sock.



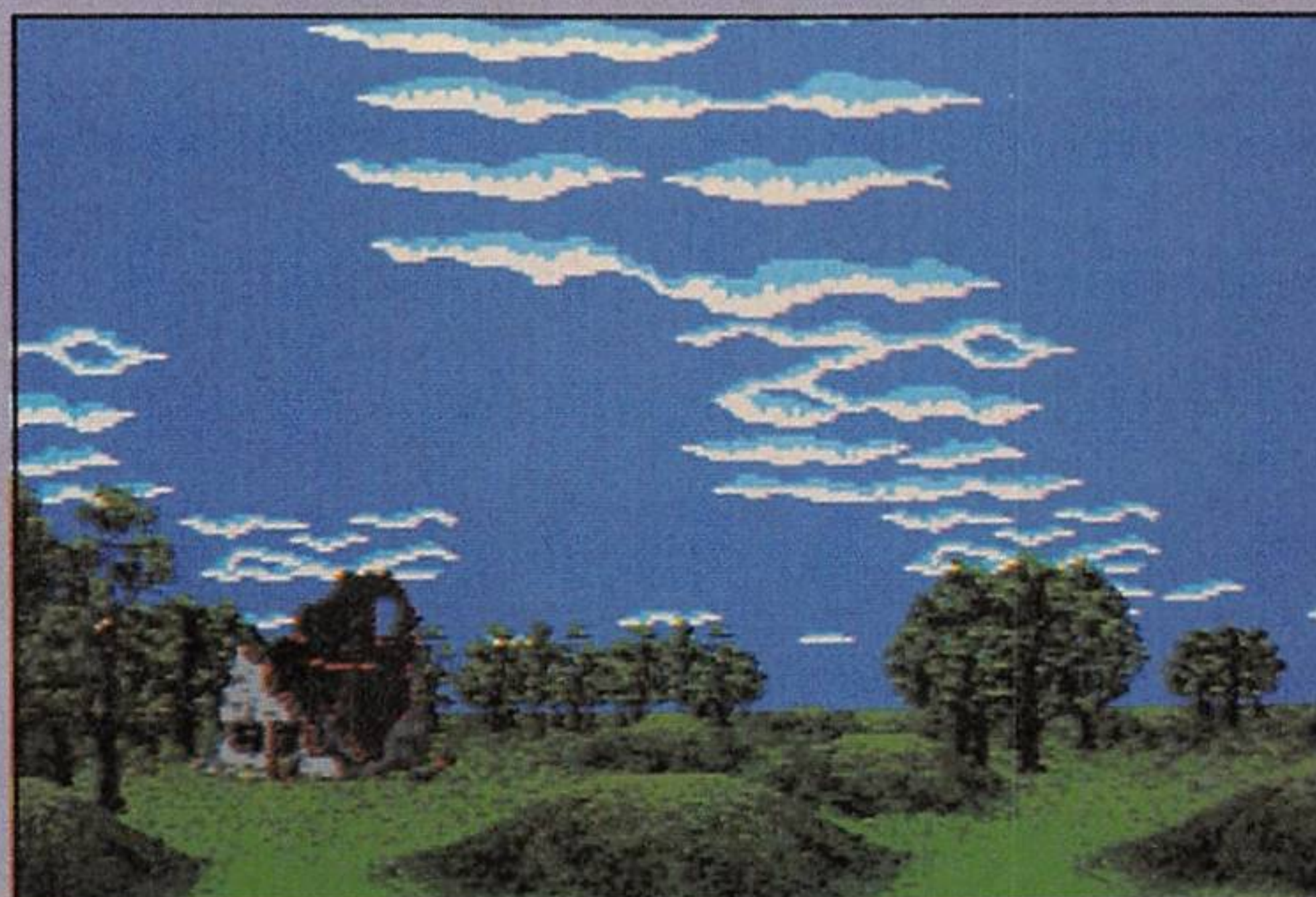
X-OUT

They came from the outer regions of Alpha Centauri, built their stations deep under the water and then they attacked the Earth . . . Subaqua jiggy pokery will be onscreen for the festive season with *X-OUT*, Rainbow Arts' latest shoot 'em up.

The superpowers have scraped together their pennies to produce Project Deep Star, a monster submarine with the firepower to send the nasties to their watery dooms. Expect loads of power-ups, extra weapons and very pretty pictures.



THE SEARCH FOR SHARLA



Reminds you of the summer, eh? Thalamus' *The Search for Sharla* takes place, in fact, above a planet which does seem to have an extraordinarily bright sun and twelve moons which reflect its light to boot.

Go a-journeying over the surfaces of the twelve, and underneath them too amongst dungeons and caverns. Each moon boasts a mighty five-hundred-and-twelve characters, which, for those of you of an arcade adventure frame of mind, should make for some in-depth gameplay.

One of the moons, apparently, has pink skies, fluffy clouds and an 'ice environment'. So it's hello ice, hello sky and hello Sharla, when you find whoever Sharla may be.

SKIDOO

"Drive your snow scooter at speeds of up to 180km! Venture through snow forests with mountains! Travel along the snow course which passes through twenty-five villages! Try out the many different courses on your snow scooter. Kill Bambi . . ."

Hold on. It doesn't mention that last bit in our press release, but judging from this screenshot we're all agog as to what the true plot actually is to Coktel Vision's *Skidoo*. "Watch out for hazards along the way . . . It's a matter of skill to survive." The plot thickens.

Will Santa's reindeers be slayed? Find out, perhaps, in CU's Crimble issue.



TONGUE OF THE FATMAN

Now this brings a whole new meaning to fighting the flab. Mondu-the-fat is the none-too-charming host of the Fight Palace, a stadium where all of the oddballs in the Universe slug it out for mammoth amounts of money.

Make no mistake, Mondo

may be twice as wide as a London bus, but he's cruel, sharp and you'll have to take him on if you defeat the rest of your opponents.

Tongue of the Fatman will be the first of the new crop of releases from Activision's American publishing arm, and will be out on the Amiga early next year.

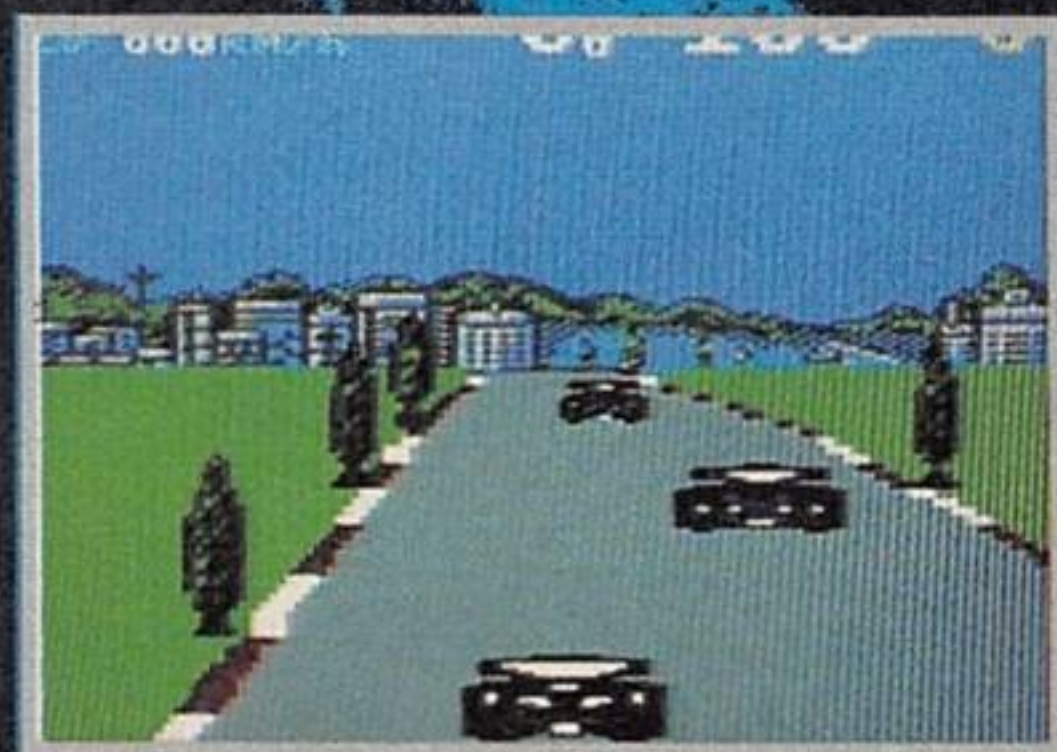
CONTINENTAL CIRCUS



AMIGA



ATARI ST



CBM64/128



SPECTRUM



AMSTRAD



Prove to the racing world that you have the guts and determination to become a Formula One Driver. Take the challenge of the CONTINENTAL CIRCUS, consisting of eight races in eight different countries. YOU MUST NOT FAIL!

available on

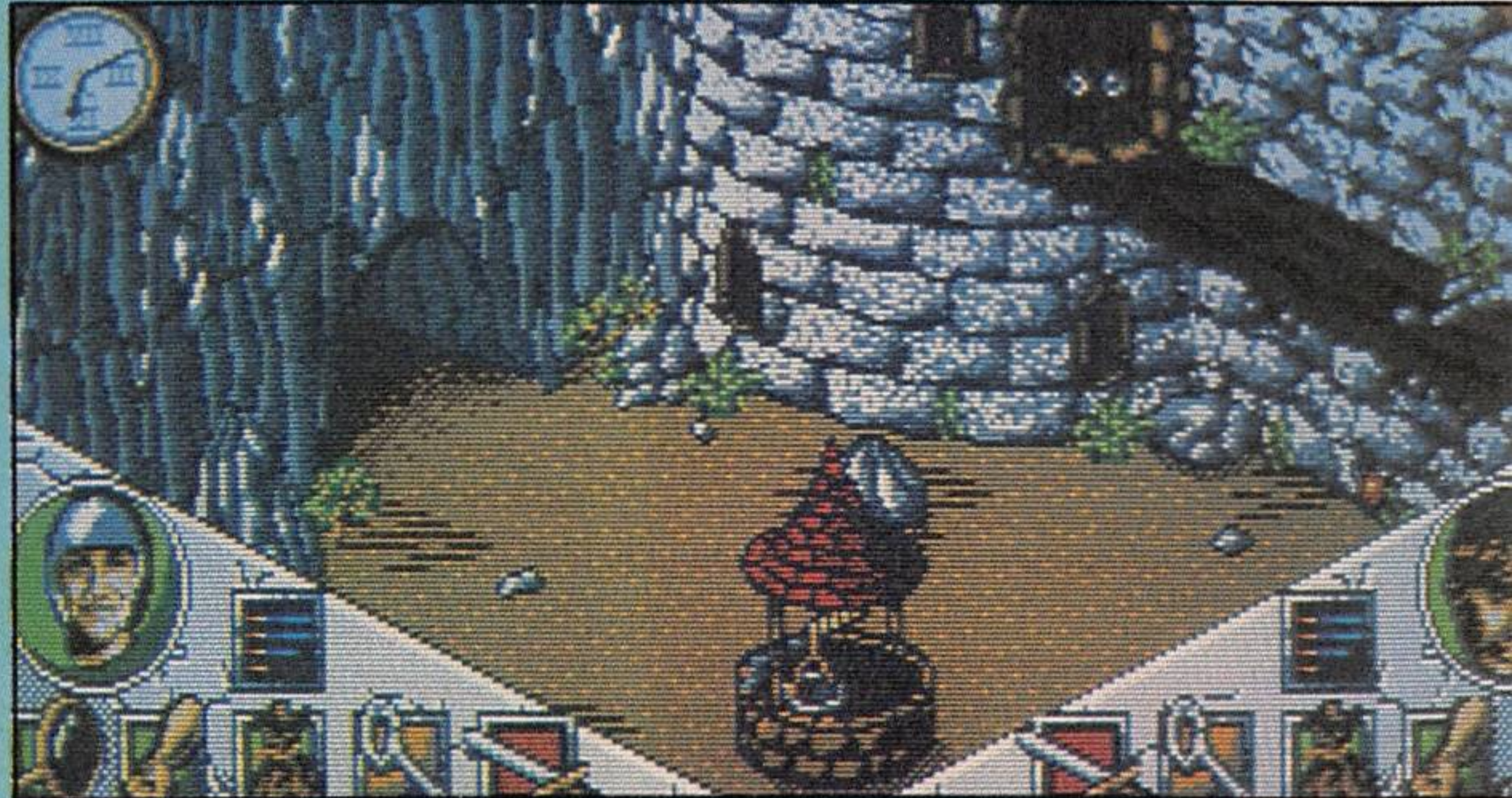
- AMIGA £19.99
- ATARI ST £19.99
- C64 CASS £9.99
- C64 DISC £14.99
- SPECTRUM £9.99
- SPECTRUM +3 £14.99
- AMSTRAD CASS £9.99
- AMSTRAD DISC £14.99

B U Z Z

THE FINAL BATTLE

The Final Battle is the follow up to *The Legend of the Sword*. Free the hero from the cell, rescue your colleagues and go in search of the wizard who you once imprisoned in a tiny tear drop(!).

From thereon your progress will be assisted or hindered by whichever climate the computer happens to choose. Whether or not this means that you have to equip your adventurer with a barometer, as well as the usual broadsword, the publishers aren't letting on.



EUROPEAN SUPERLEAGUE



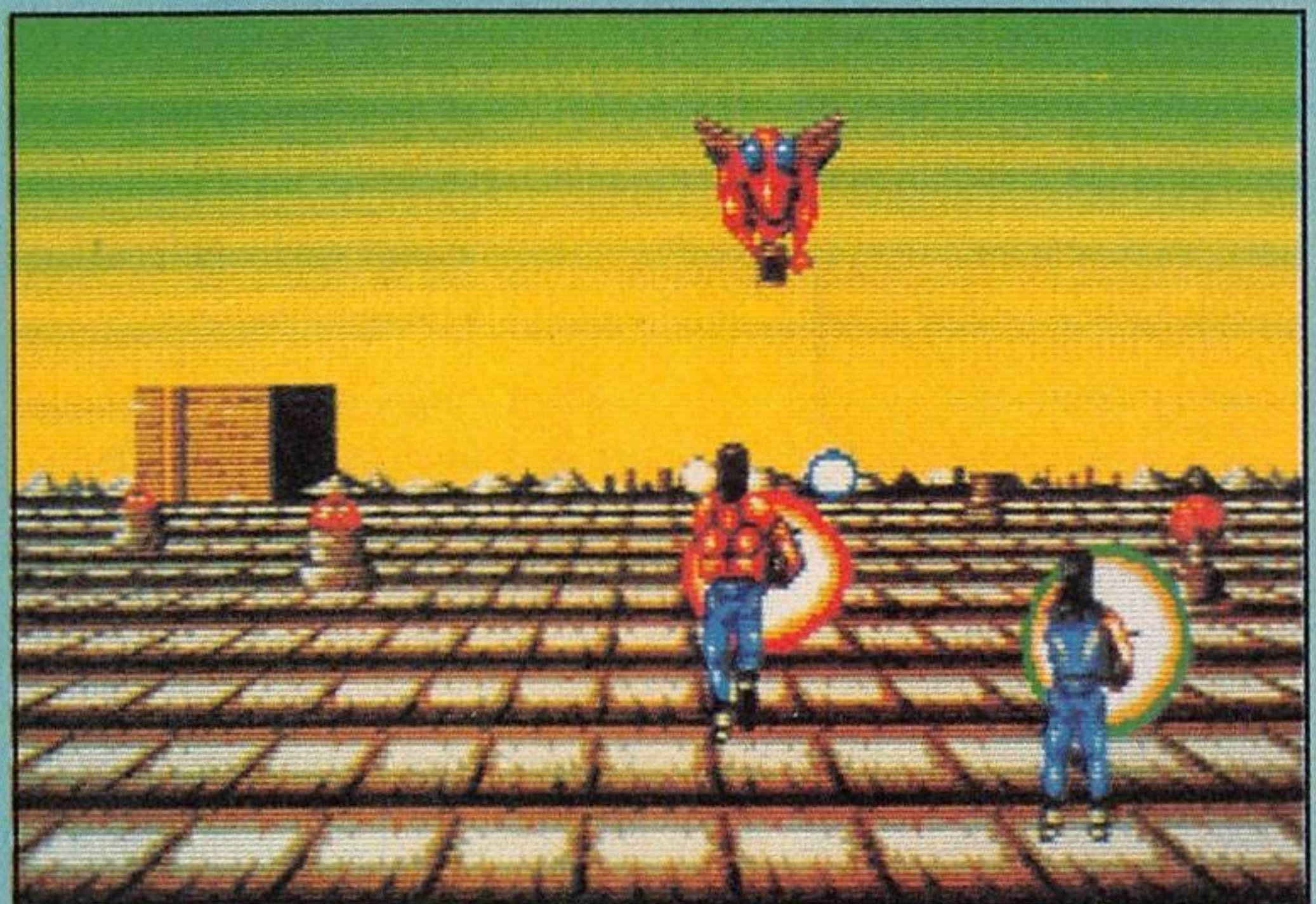
Now this isn't a game for the slight of mind. Those of you who'll be playing this game are going to have to balance training schedules, bolster squad morale and confidence, contend with boardroom politics, a fickle press coverage AND still have to cope with seven other stubborn, opinionated managers. The only people you're not up against are those who don't play football.

European Superleague, from CDS, will be with you shortly on both 16 and 8-bit.

BAD COMPANY

Looks, perhaps, like *Space Harrier*? You, your sidekick and wave upon wave of insectoid enemies have just one thing in mind — the complete destruction of every human being they set their nasty little bug eyes on. You know how to deal with the situation — if it's alien, kill it! Sure beats using man repellent.

This game sounds as subtle as a prod with a pitchfork. And it should be out on the Amiga before you can say — well — 'insectocutor'.



DRAKKHEN

The world was created and sustained by the powerful forces of The Great Dragons. With the death of the last of them came the end of the old world and the dawning of the new. In his agony, the dragon cried out: "Anhak Drakkhen Agnahir Hurd!"

Verily, the plot may be stuff and nonsense but, judging from the preview at the PC Show, the actual game does seem ever so good.

And you'll be able to judge for yourself when Infograme's *Drakkhen* is released on the Amiga.



B U Z



MIRROR TO THE FUTURE

Mirrorsoft have an original game that's full of madness, mayhem and magical malarky. *Theme Park Mystery* is a whodunnit-style arcade adventure set in and around the four zones at a Gothic playland.

Somewhere in Future Land, Yesterday Land, Dream Land or Dragon Land lies the answer to

the mystery of why the theme park's ex-owner, your grand daddy, has completely lost his marbles. You should have realised. If you inherit a land full of fortune tellers then something decidedly spooky will happen.

Theme Park Mystery, published on the Imageworks label, will be available this winter for the Amiga.

WET WET WET

Three Suty Satellites have been launched to Create the Sutafield, a protective barrier for the ozone layer. The satellites have been launched from the Fissionchip Science Multiplex. Frogmen use Addictive breathable gas, and meanwhile, The Prism Intelligence Agency are tracking the skies for signs of aliens, who, naturally, are nowhere near as peacable as us Earthlings.

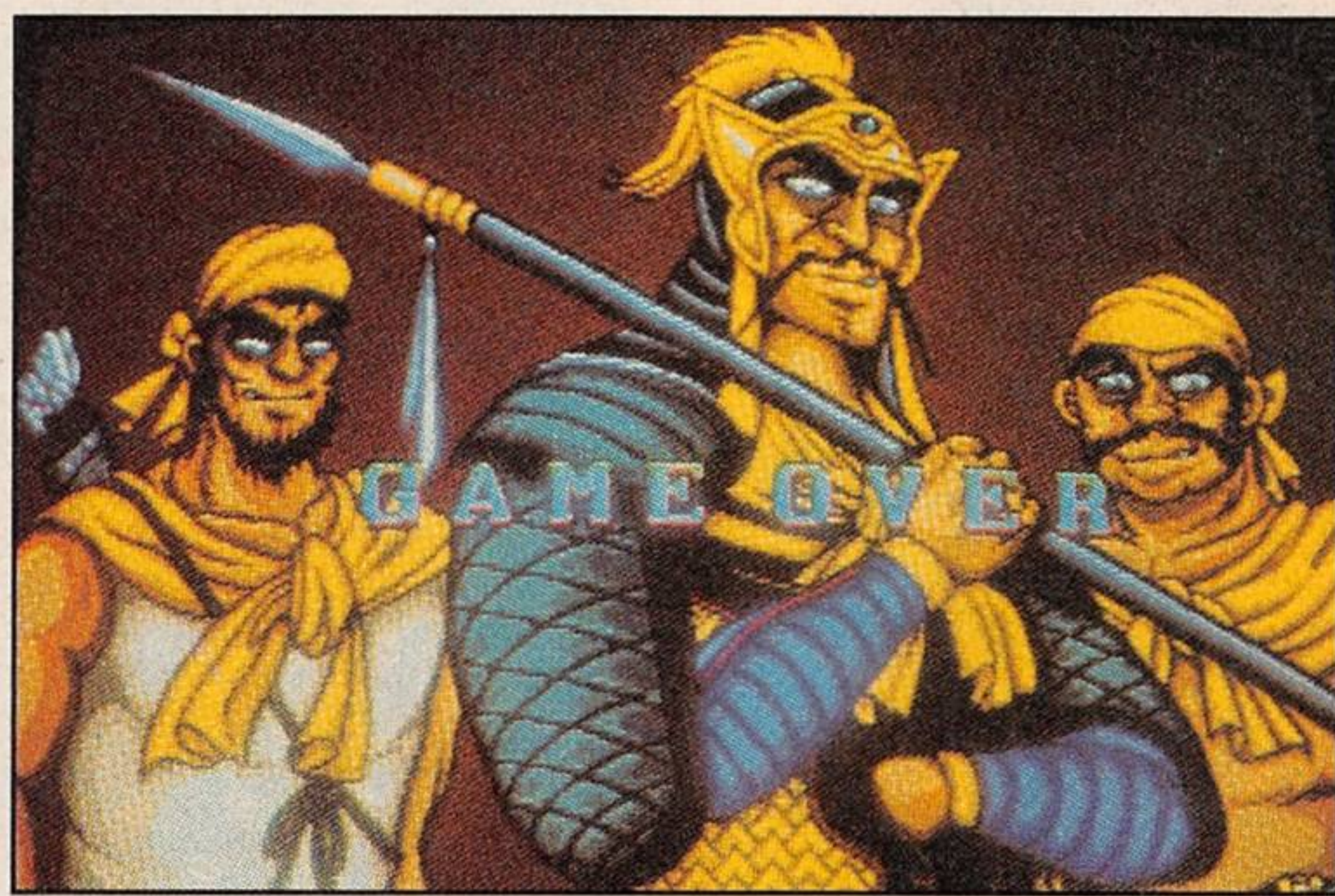
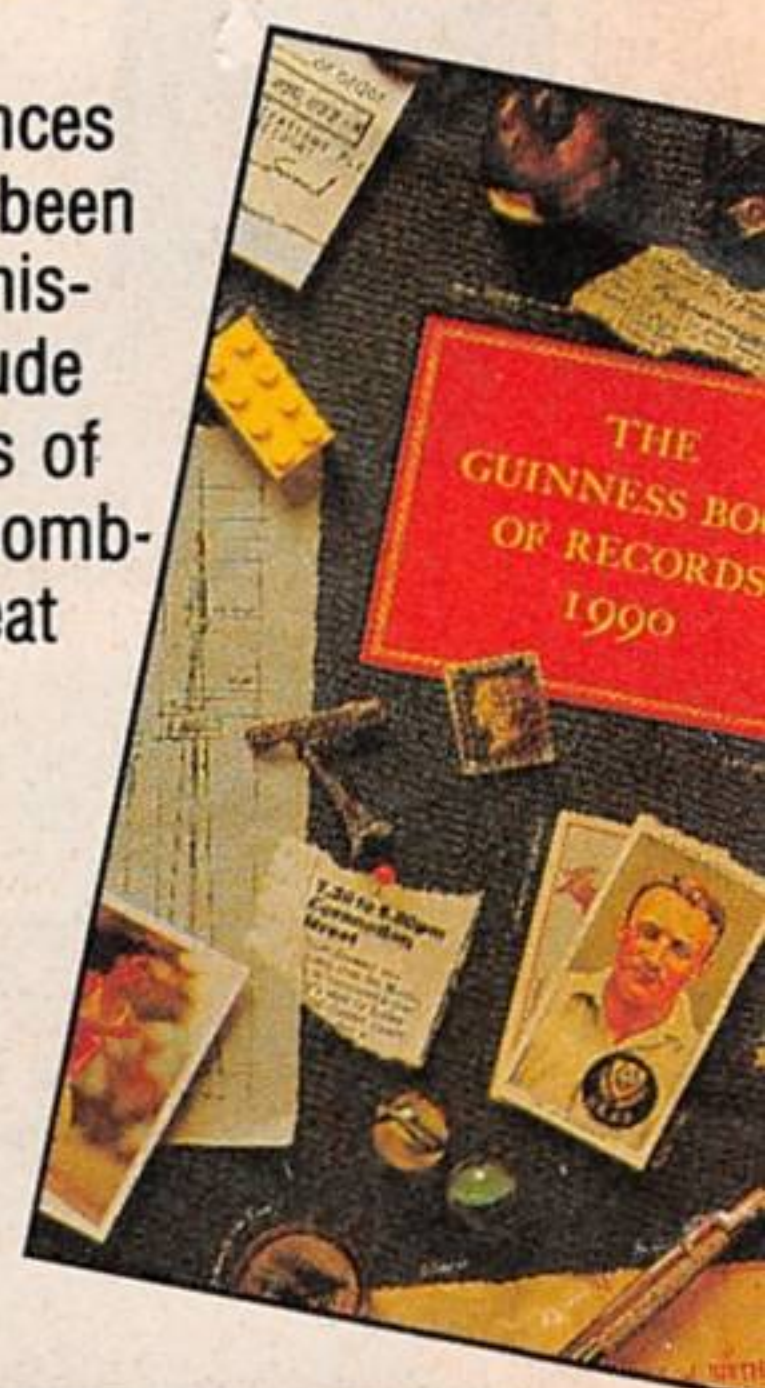
Aquanaut, which is the follow-up to the hugely successful, *The Kirstal*, has been 'co-ordinated' by Michael Sutin, programmed by Fissionchip Software Ltd and is published by Prism Leisure through their Addictive label. Will the manual contain an in joke, we ask?

Let's hope, however, that, this time round, Fissionchip Software won't deem it necessary to program in a soft porn subtext, as one shocked CU journo discovered had happened when he was invited to a preview of *The Kristal*.

BOOK OF RECORDS LICENCED

Robert Maxwell-owned softhouse, Compact Solutions, has signed up the rights to *The Guinness Book of Records*. The edition will contain the complete fifteen thousand entries plus animated sequences and sound. *The Guinness Book of Records* will initially be available on Apple CD Rom only, but Compact Solution claim that an Amiga version may be a future possibility.

The 1990 edition of the book includes three thousand new entries and Compact Solution has include them all as well as the colour photos. The animated sequences and sound have been especially commissioned and include cartoon versions of the Hiroshima bombing and The Great Plague and the sound of the longest belch on record. Wonder who they sampled that one from?



COIN-OP DEAL

USG have signed another crop of coin-op conversions. Starting off with Capcom's *Dynasty Wars*, the Brummie softcos have a number of licences to work on, including Sega's excellent *Crackdown*.

And so the first of these games will see you facing the myriad hordes of Chinese, feudal Robber Barons. *Dynasty Wars* is one of

Capcom's more recent coin-ops and has been an arcade hit since its release.

Crackdown will be programmed by the *Forgotten Worlds* development team, Arc. The game is progressing well, we're informed and should see the light of day at the end of December. Both *Forgotten Worlds* and *Crackdown* will be available for the Amiga and the 64.

INTELLIGENT LIFE

The Intelligence Men are the newly formed development team who take their name from one of the two Morecombe and Wise movies of the 1960s.

Now it has to be said that the film in question was nowhere near as popular as its small screen equivalent, but that hasn't deterred the embryonic softcos: "It's one of my favourite films," admitted Chief of Intelligence, the plucky Andy Craven. The Intelligence Men seem set to sign their first game *Twenty-first Century Fast Food Blues* to a major software house.

Twenty First Century Fast Food Blues is set in a time when the only building that remains in the City of a Thousand Cheeseburgers is the chain of fast food restaurants owned by the infamous B McGrub, overweight controllers of the Planet.

You play one of the last vegetarians on Earth through a variety of scenarios. Your ultimate aim is to hijack a chopper and lob a double thick clotted cream bomb into the nuclear oven of the Fries Building. Far too many games have a very thin storyline, but the emphasis here is fat, fat, fat.

This gourmand's game may be coming your way. The Intelligence Men are part of the successful Vektor Graphics group.

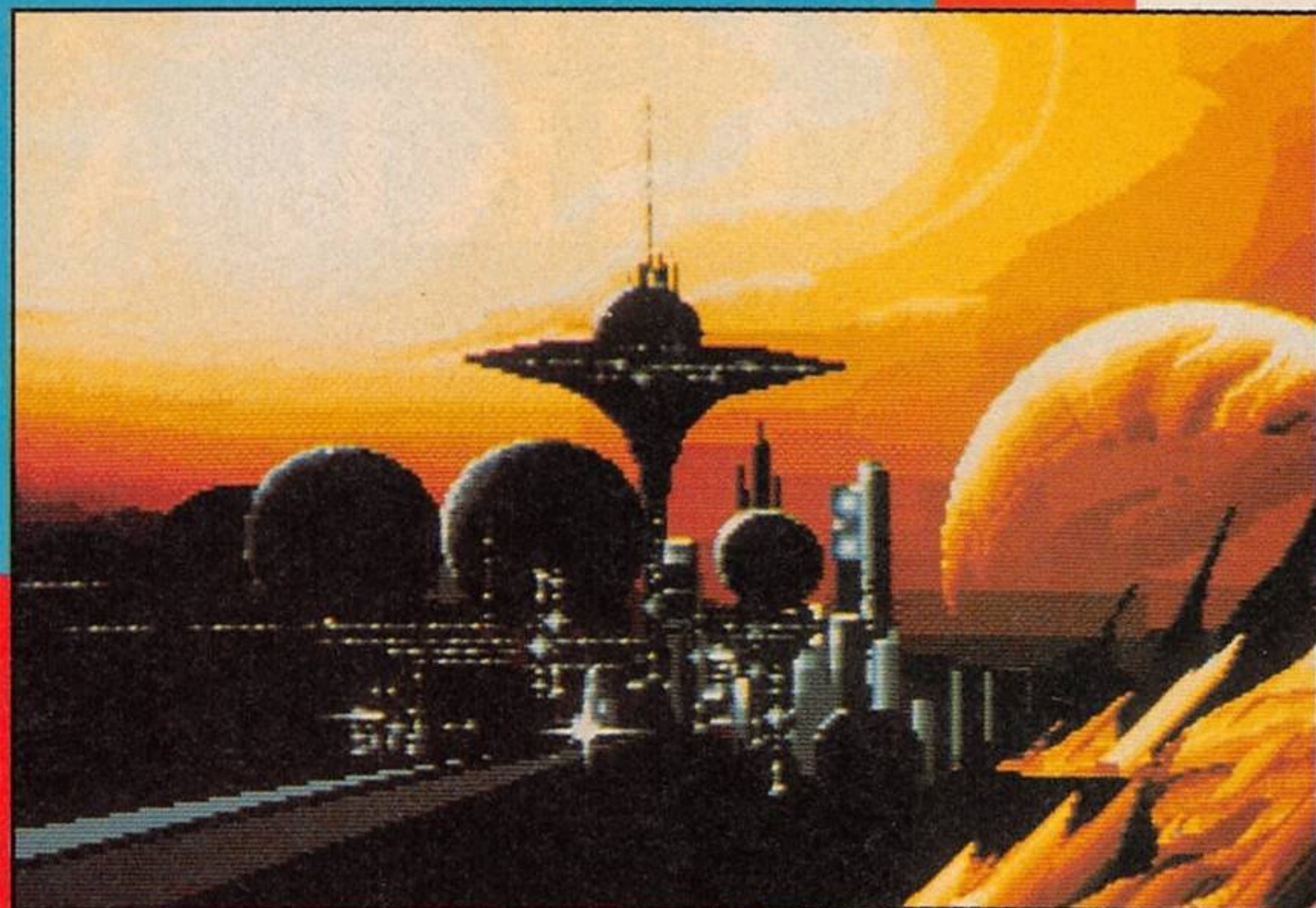


GOLDRUNNER 3D

Microdeal are claiming that this game's revolutionary. Humans are fleeing from an imminent supernova and, as the pilot of Goldrunner 3, you have to protect them.

Claim Microdeal: "The lead programmer, Russell Payne, spent several months creating the 3D graphics, which incorporates such algorithms as Bresenham's Line and Circle drawing functions and Cohen-Sutherland clipping procedures and is based around a Homogenous Cartesian spacial coordinate system".

So now you know why it's going to be good . . .



HIGHWAY PATROL 2



After *Outrun Turbo*, *Vette* and *Hard Drivin'* comes the sim. *Highway Patrol 2* is a 3D driving simulator from France-based Infogrames. The plot is pretty basic stuff — you play a cop and you have to catch up with the bad guys' getaway car. You do, however, have the aid of a map, which although isn't something you'd especially associate with a high speed cop, logically is something you'd need.

Highway Patrol 2 will be a multi-perspective game and will be available on all 16-bit formats — to scorch its way into the softshop soon.

SKIDZ

Go down to the streets and take on the town, on either your BMX or skateboard. Your aim is to be the wildest kid in town and the fastest.

The game is played over seven levels and seven days, through the streets, park, canal way, China Town, construction site, beach/boardwalk and the final day's race.

The influences are obvious, but some of the obstacles are new. Take on thugs, muggers, cats and dogs, grannies, pigeons, road workers, skateboards, cyclists, tramps, joggers, plus many more.



RANDOLPH THE ROBOT

OK, so we've heard of Robbie Meyer. We've heard that one the Robot from "Lost in Space", but who the hell is sneak preview here at CU Towers the game ain't half the word of Softspeak, he is "a bad."

Special Agent, programmed to think as well as blast his way through whatever the growing force of Cyber-Evil will pit against him". We've heard that one before.

"Very few games offer both high technical quality and long lasting playability," claims its games designer, Thorsten

Randolph the Robot will come out as a two-disk Amiga game in Spring 1990 and is the current project from Hidden Treasures, a new-ish German software group, in whose camp are the guys who worked on many of Logotron's games, *Starray* and *Prospector in the Mazes of MOR*.



PLAY CRIBBAGE LIKE A KING...



- World's strongest Cribbage-playing algorithms.
- Play Two-handed, Four-handed, or Five-card Cribbage.
- Seven distinctive computer opponents.
- Ask for advice from any computer opponent.
- Use Setup Mode to devise scenarios for analysis.
- Play "duplicate" Cribbage. Replay later using the same cards.
- Special setup allows computer players to compete against each other.



MINDSCAPE

For further information on Mindscape Products and your local dealer contact:
 Mindscape International Limited, PO Box 1019, Lewes, East Sussex BN8 4DW. Tel. (044 486) 545/547

PLAY GIN LIKE A MASTER...

- World's strongest Gin-playing algorithms.
- Play Standard Gin or Oklahoma Gin.
- Seven unique computer personalities.
- Ask for advice from any computer player and receive hints and analysis in easy, conversational sentences.
- Use Setup-Mode to formulate scenarios for analysis.
- Play "Duplicate" Gin. Play again later with the same cards.
- Set up "Computer Play" games where computer personalities play against each other.



B U Z Z Z



OUTRUN TURBO

US Gold's *Outrun Turbo* is set to join *Powerdrift*, *Vette* and *Chase HQ* in the race for the Crimble topspot. Predictably, we're told, it will be arcade perfect and very, very fast.

Certainly, the coin-op was a very slick affair and represented an upgrading of its predecessor by adding 3D and turbo and by changing the route from East Coast USA to The West.

The two main development teams, Glasgow-based Ice for the Amiga, and Probe for the 64, have been working on the game since June 24th this year. The key figures in the Scottish group have been Ian Morrison, who did the conversion of the original *Outrun*, and Martin Caine, who works solely on the

Amiga. *Outrun Turbo* will be Martin's first major project.

The game itself has sixteen stages, each of which uses sixteen colours. A number of the special sequences have been taken from the coin-op, amongst them the game over and congratulations screens. The sound, too, has been sampled with the exception of one of the two end-of-game jingles, which Ice describe as originally being "too noisy".

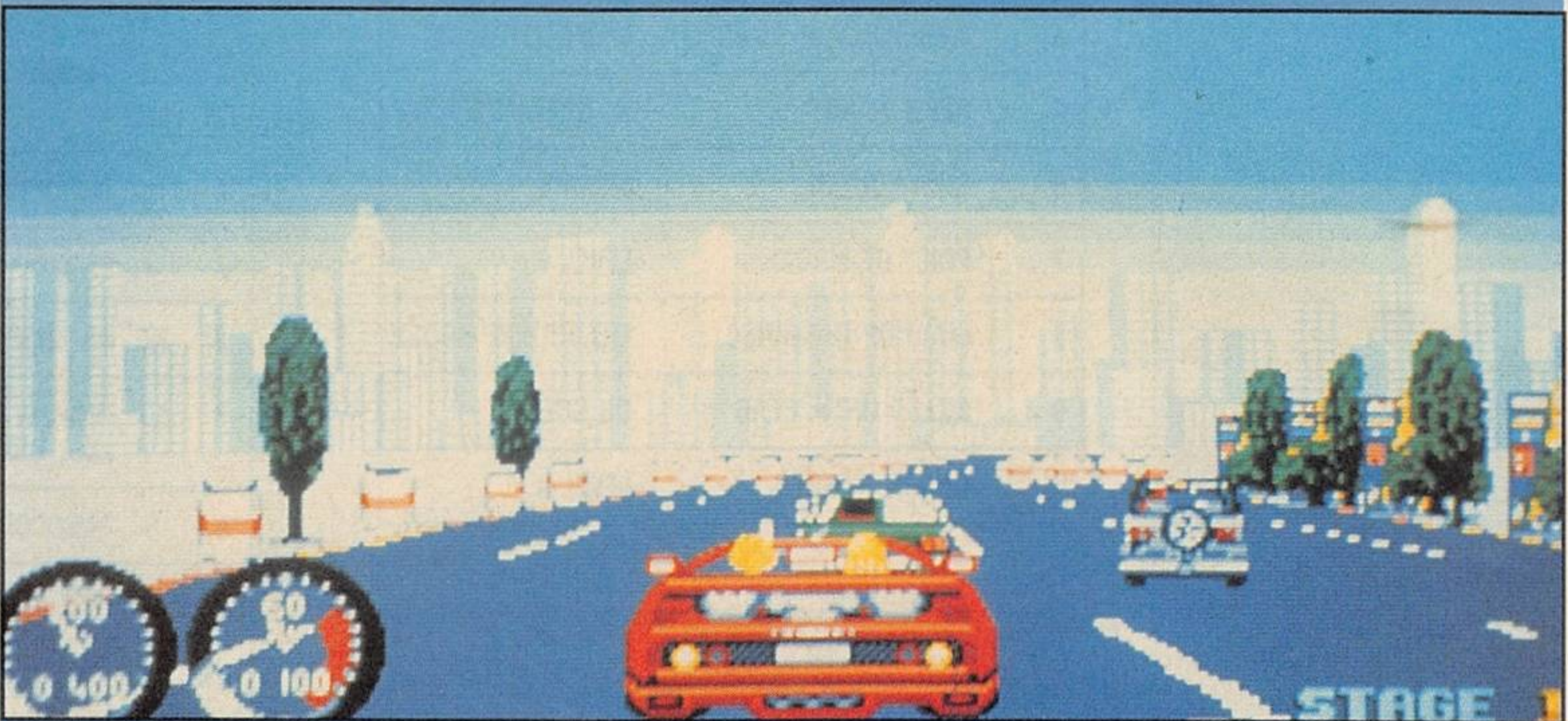
Ice Software haven't been around for too long, but claim that they're already making a name for themselves as being a quick and efficient outfit. They are splinter group formed partly from Probe and prides itself on the principles of quality production and scientific

management.

"We have worked closely with Probe," claims Ice's general manager, David Smallwood. "It's in both of our interest to see that our products reflect well on each other. We started out by mapping and screenshotting the coin-op then made all of the material available to Probe."

The Amiga version of *Outrun Turbo* will be available in December and everyone involved is confident that they're come up with the goods. "With the exception of the frame rate, it's hard to tell the difference from the arcade."

CU will find out whether this claim is true. The Amiga version of *Outrun Turbo* will be out in December.



As with the coin-op, the scenery changes from state to state and from night to day.



CHARTS

REVIEWERS CHOICE

Mike Pattenden: *Tintin (Amiga), Interphase (Amiga), Kick Off (Amiga).*

Steve James: *Damocles (Amiga), Batman (Amiga), North and South (Amiga).*

Mark Patterson: *Dogs of War (Amiga), Batman (Amiga), Star Command (Amiga).*

ADVENTURE CHART

TM		
1	WAR IN MIDDLE EARTH	MELBOURNE HOUSE
2	BARD'S TALE	ELECTRONIC ARTS
3	HILLSFAR	US GOLD
4	WEREWOLF OF LONDON	V/MASTERTRONIC
5	REBEL PLANT	AD'SOFT/US GOLD
6	SNOW QUEEN	MOSAIC
7	PRICE OF MAGIC	LEVEL 9
8	LORD OF THE RINGS	MELBOURNE HOUSE
9	KILLED UNTIL DEAD	US GOLD
10	GNOME RANGER	LEVEL 9

TEN FOREIGN COUNTRIES WHICH RATHER LIKE CU

1)	AUSTRALIA
2)	NORWAY
3)	SWEDEN
4)	HOLLAND
5)	ITALY
6)	SPAIN
7)	WEST GERMANY
8)	DENMARK
9)	SWITZERLAND
10)	BELGIUM

AMIGA CHART

TM	LM	
1	NE XENON 2	MIRRORSOFT
2	NE POPULOUS — PROMISED LANDS	ELECTRONIC ARTS
3	NE F16 COMBAT PILOT	DIGITAL INTEGRATION
4	NE BLOODWYCH	MIRRORSOFT
5	1 NEW ZEALAND STORY	OCEAN
6	4 POPULOUS	ELECTRONIC ARTS
7	2 ROBOCOP	OCEAN
8	5 KICK OFF	ANCO
9	3 FALCON MISSION 1	MIRRORSOFT
10	15 HONDA RVF	MICROPROSE
11	8 FALCON	MIRRORSOFT
12	NE SHADOW OF THE BEAST	PSYGNOSIS
13	7 TEST DRIVE 2	ACCOLADE
14	10 RICK DANGEROUS	RAINBIRD
15	NE PASSING SHOT	MIRRORSOFT
16	11 INDIANA JONES — LAST CRUSADE	US GOLD
17	NE VIGILANTE	US GOLD
18	6 LOMBARD RAC RALLY	DATABASE/MANDARIN
19	9 GRAND PRIX CIRCUIT	ACCOLADE
20	14 FORGOTTEN WORLDS	US GOLD

C64 CHART

TM	LM	
1	1 CRAZY CARS	HIT SQUAD
2	3 PITSTOP 2	KIXX
3	NE BATMAN — THE MOVIE	OCEAN
4	11 INDIANA JONES — LAST CRUSADE	US GOLD
5	5 ROBOCOP	OCEAN
6	9 NEW ZEALAND STORY	OCEAN
7	4 YIE AR KUNG FU	HIT SQUAD
8	8 SUMMER GAMES	KIXX
9	6 ENDURO RACER	HIT SQUAD
10	2 GREEN BERET	HIT SQUAD
11	NE BATMAN — '88	OCEAN
12	20 SPITFIRE 40	ALTERNATIVE
13	NE RICK DANGEROUS	RAINBIRD
14	17 DRAGON NINJA	OCEAN
15	NE APB	DOMARK
16	10 1942	ENCORE
17	NE TOP GUN	HIT SQUAD
18	NE TREBLE CHAMPIONS	CHALLENGE S/WARE
19	7 SCOOBY DOO	ENCORE
20	NE EMLYN HUGHES INTERNATIONAL SOCCER	AUDIOGENIC

BUSHIDO

THE WAY OF THE WARRIOR



Bushido, the Way of the Warrior, is a new action strategy game set in feudal Japan. The leader of one of the largest clans has entrenched himself in a well guarded fortress. Large scale attack has already failed and it is your task to infiltrate this fortress with a single man and thus regain control of the area.

At your disposal are several characters, ranging from a monk to a Samurai warrior. Each has his

own special qualities, from sheer strength in hand-to-hand combat, to guile and cunning. Your warrior does, however, have a magical belt which can transport him back to base and safety if his life is severely endangered. Once there he can re-train the extra skills needed and attempt another assault on the fortress.

Available for Commodore 64 cassette at £9.99 and disk at £12.99

**MARVEL
COMICS**

**MARVEL COMICS® & PARAGON SOFTWARE®
PRESENT**



the **AMAZING
SPIDER-MAN**

and

**CAPTAIN
AMERICA**

IN



Free Marvel comic book destined to become a collector's item, available by return.

DR. DOOM'S™ REVENGE!

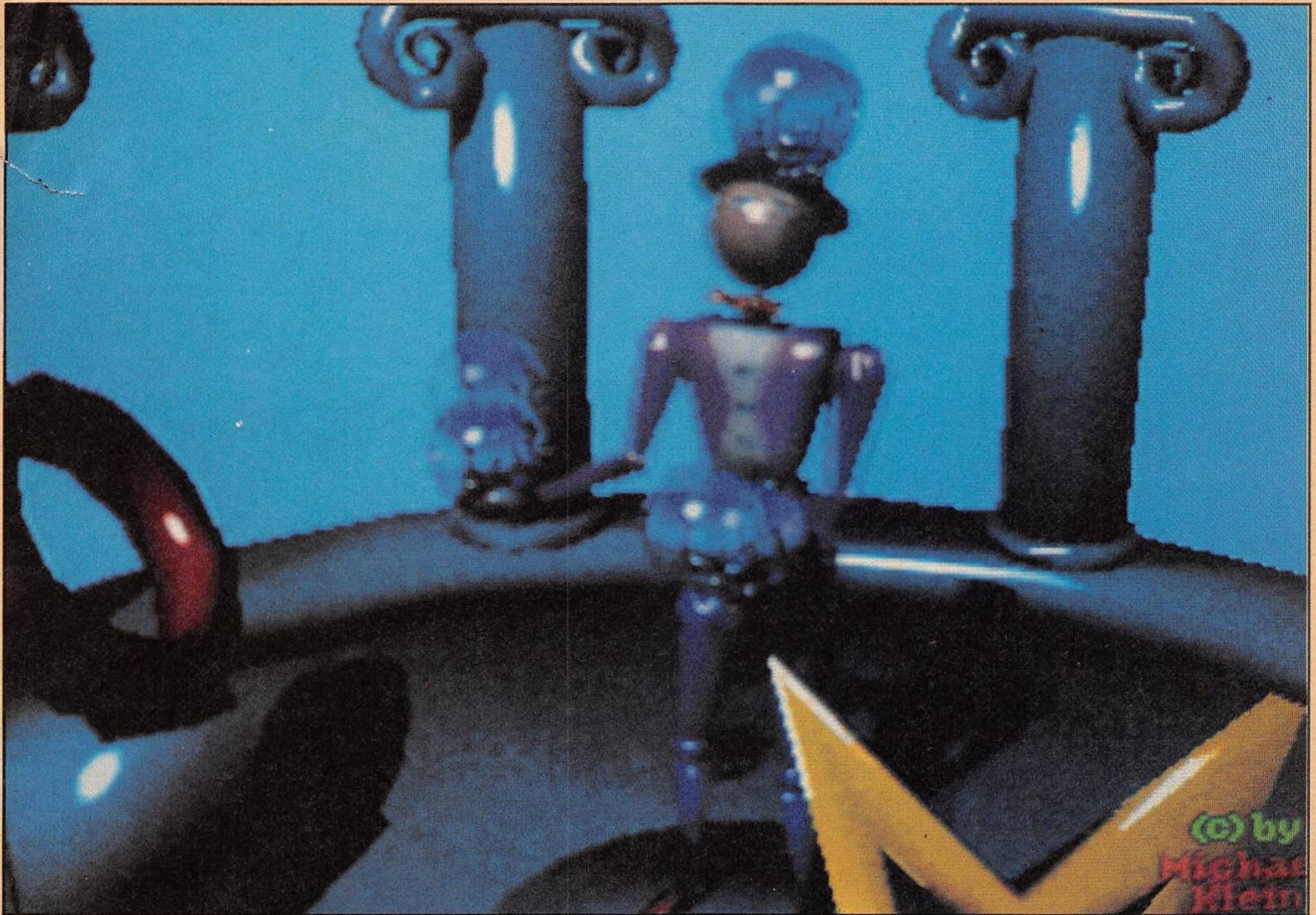
Available for SPECTRUM, AMSTRAD, C64, AMIGA,
ATARI ST, PC and Compatibles.



EMPIRE SOFTWARE · 4 THE STANNETTS · LAINDON NORTH TRADE CENTRE
BASILDON · ESSEX · SS15 6DJ · PHONE (0268) 541126

Copyright © 1991 Marvel Entertainment Group, Inc. All Rights Reserved. Marvel, Spider-Man, Captain America, Dr. Doom and the distinctive likenesses thereof are trademarks of the Marvel Entertainment Group, Inc. and are used with their permission. The AMAZING SPIDER-MAN AND CAPTAIN AMERICA IN DR. DOOM'S REVENGE is produced under license from the Marvel Entertainment Group.

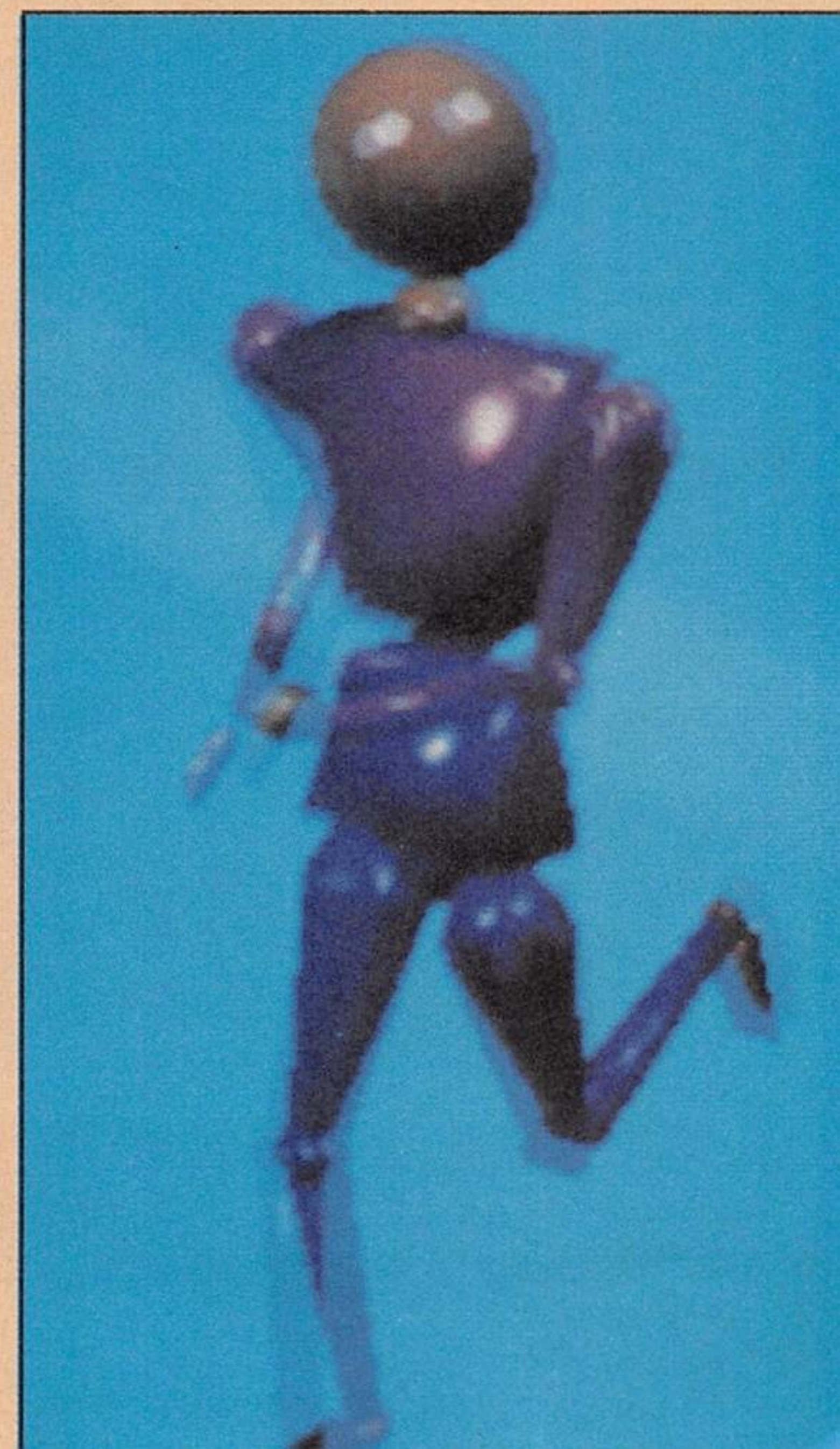
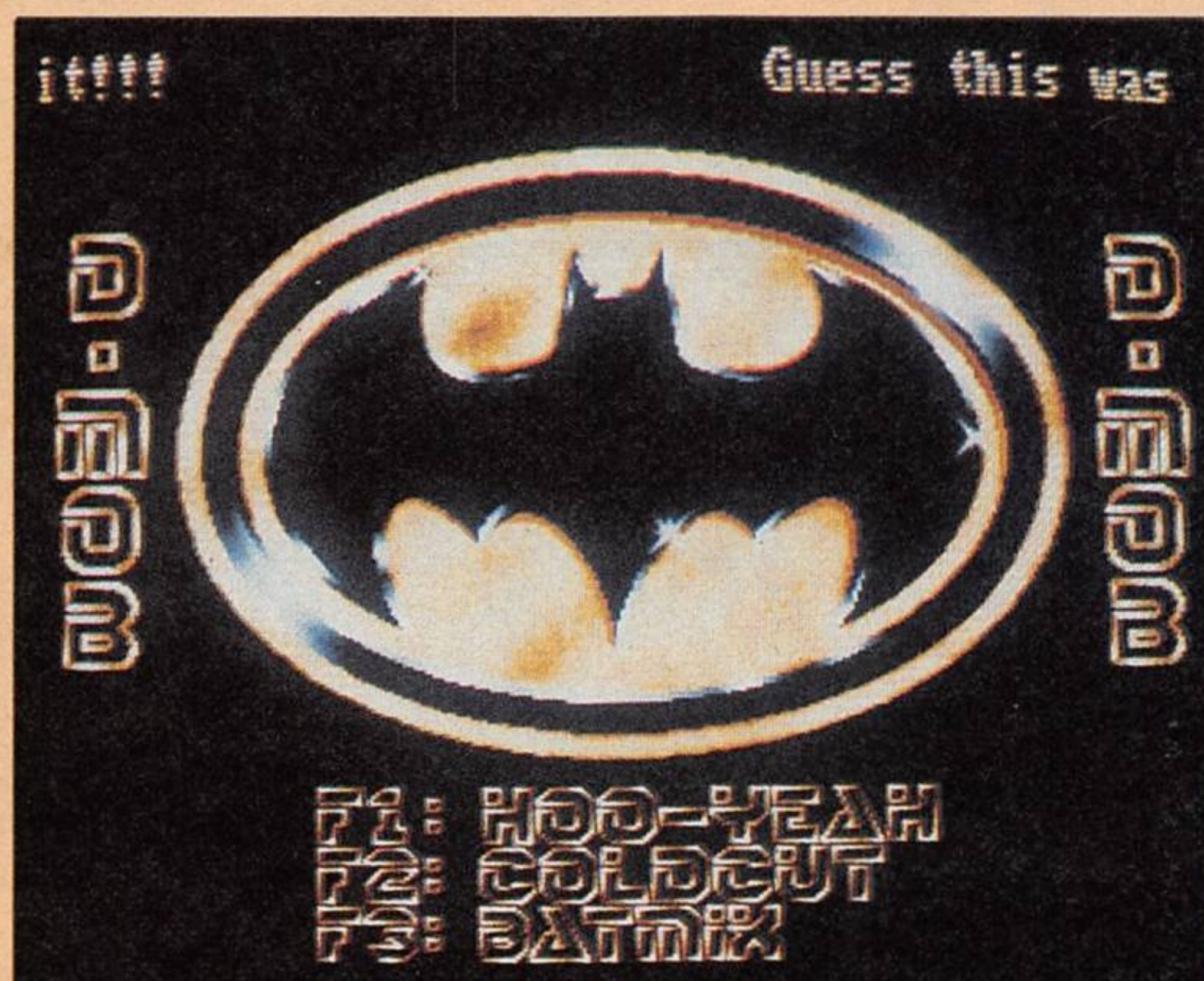
DEMOS

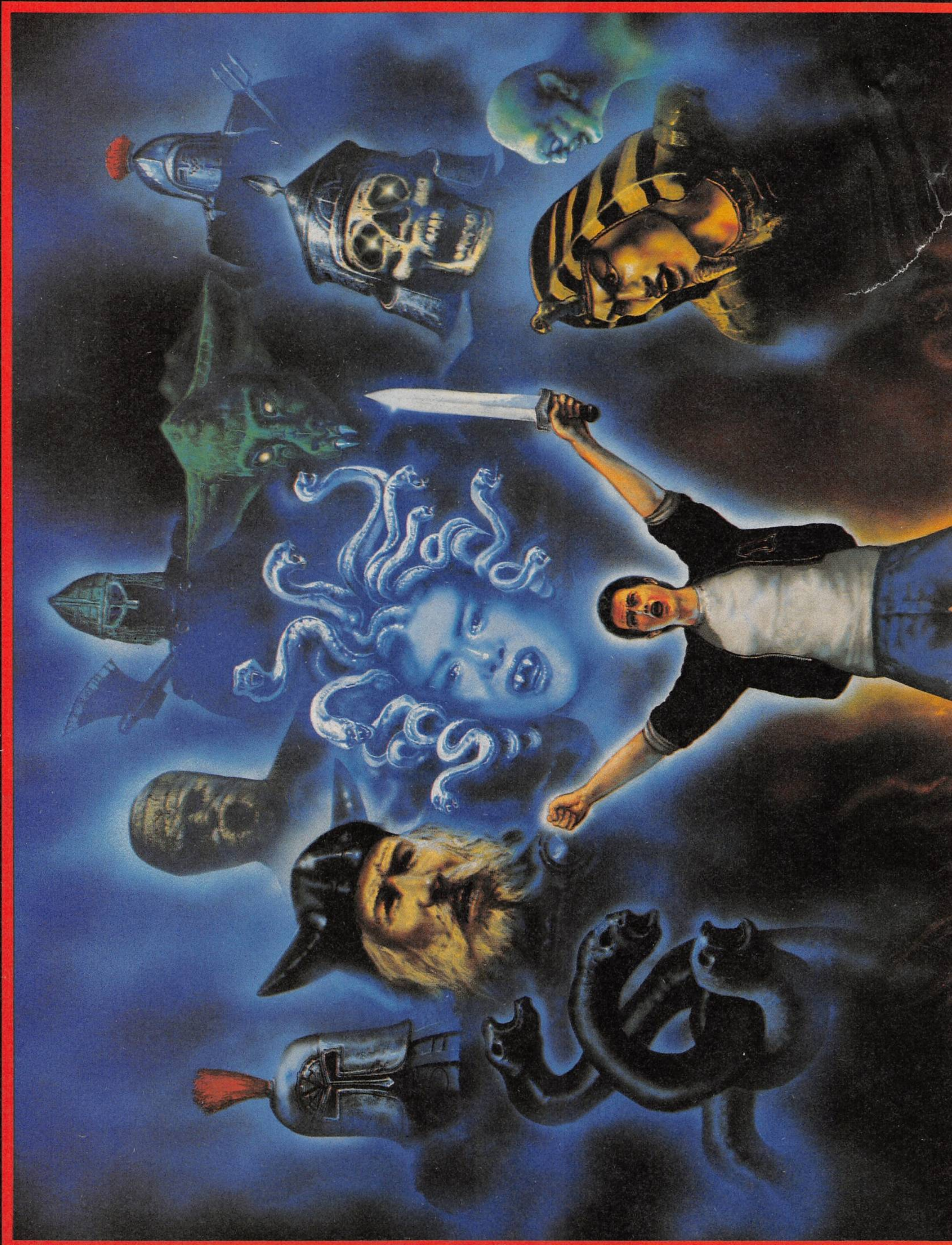


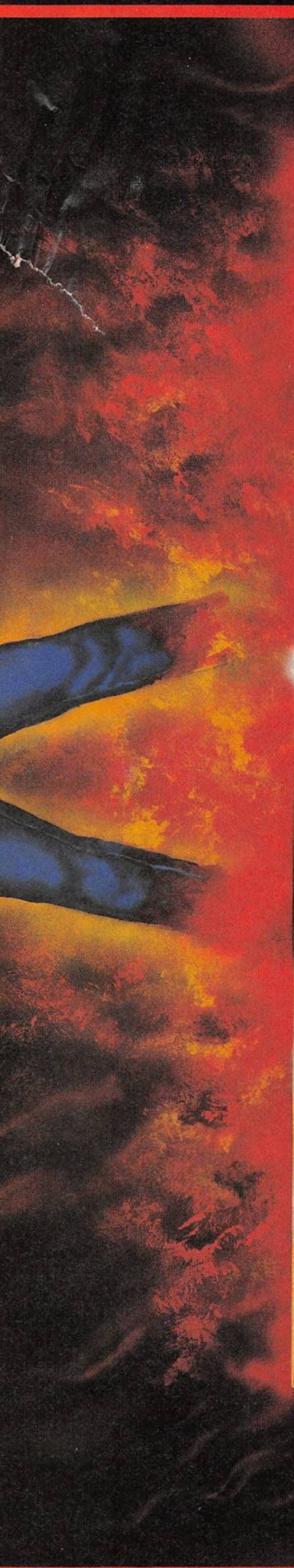
Not enough happening out there in cracking land to warrant a double page again this month. We can't believe that especially with the PC Show just past and the Commodore Show to come. Are you scared of a slagging or what? Thanks to Seventeen Bit for the juggler demo. If you want to see your work printed send your disks to Demos, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. A pause option is dead handy for screen shots too. There's a prize for Demo Of The Month if it's send direct.

JUGGLER: A variation on the old Amiga theme, drawn by Michael Kline and coded by Eric Graham using Byte By Byte's Sculpt 3D package. The juggler (below right) uses the same technique.

BATMAN: The first and only batdemo so far. This one's from Sweden's D MOB and it's a music mix. There's got to be more.



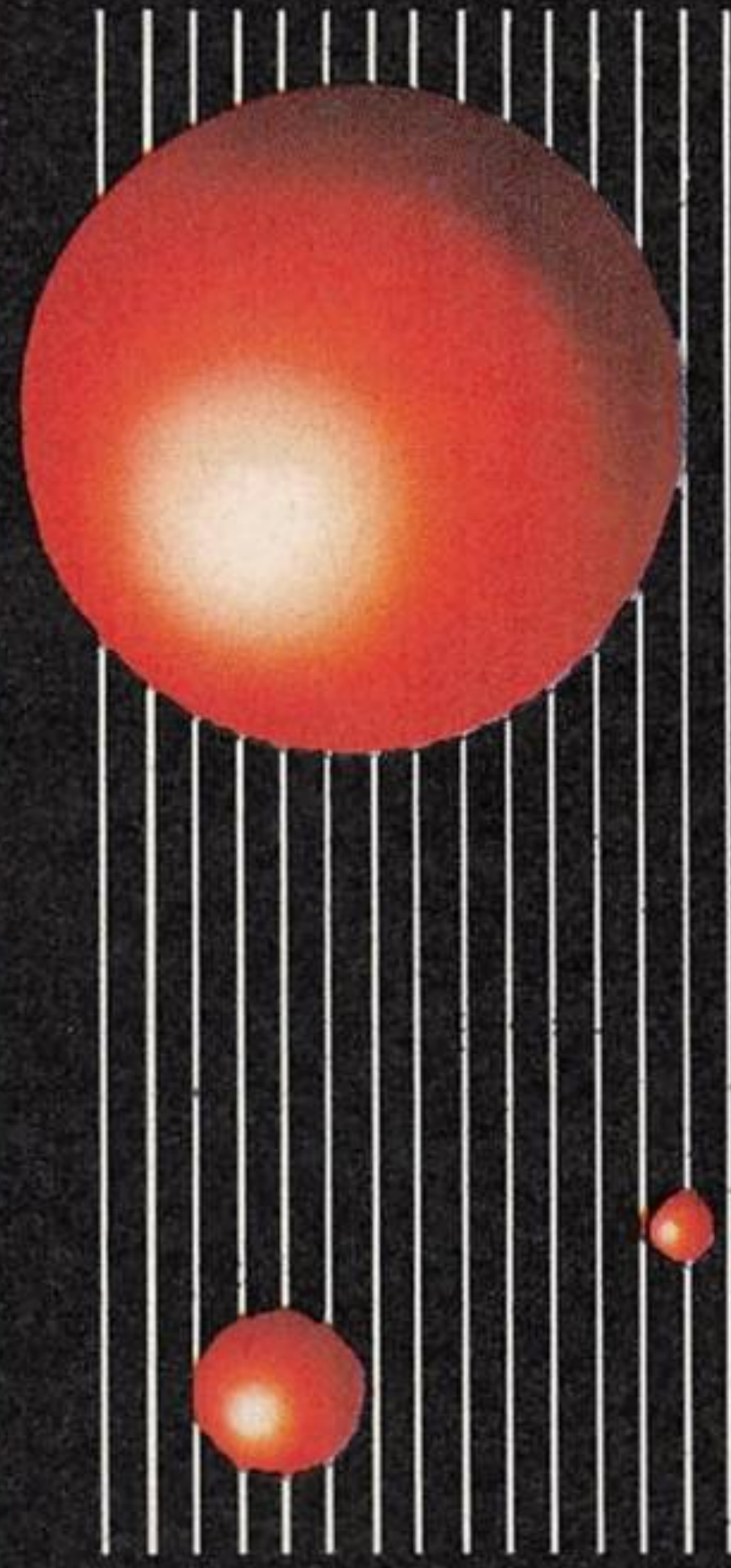
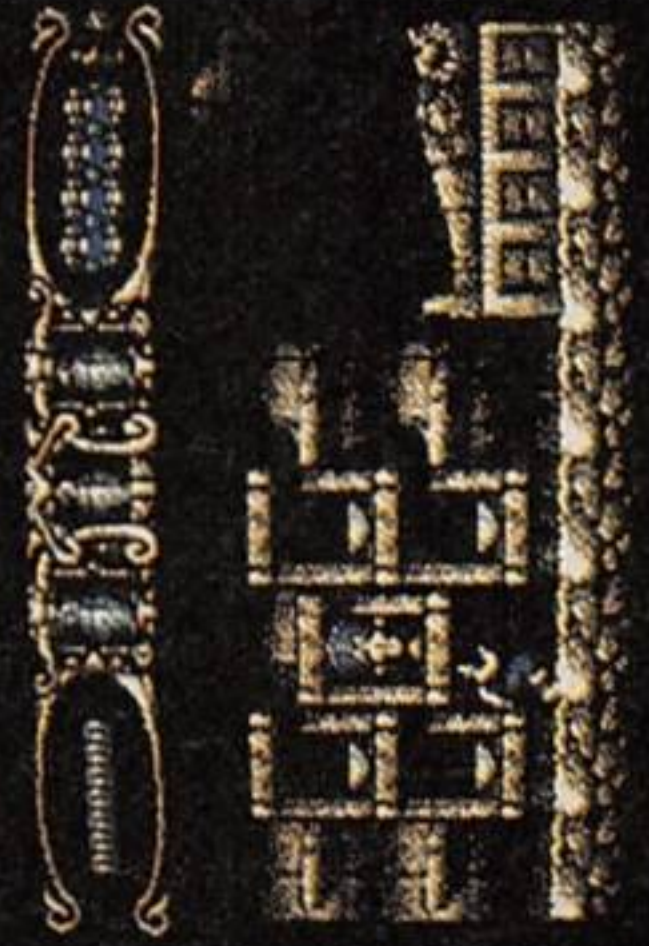




ATARI

HISTORY IN THE MAKING

Actual C.64 Screenshots



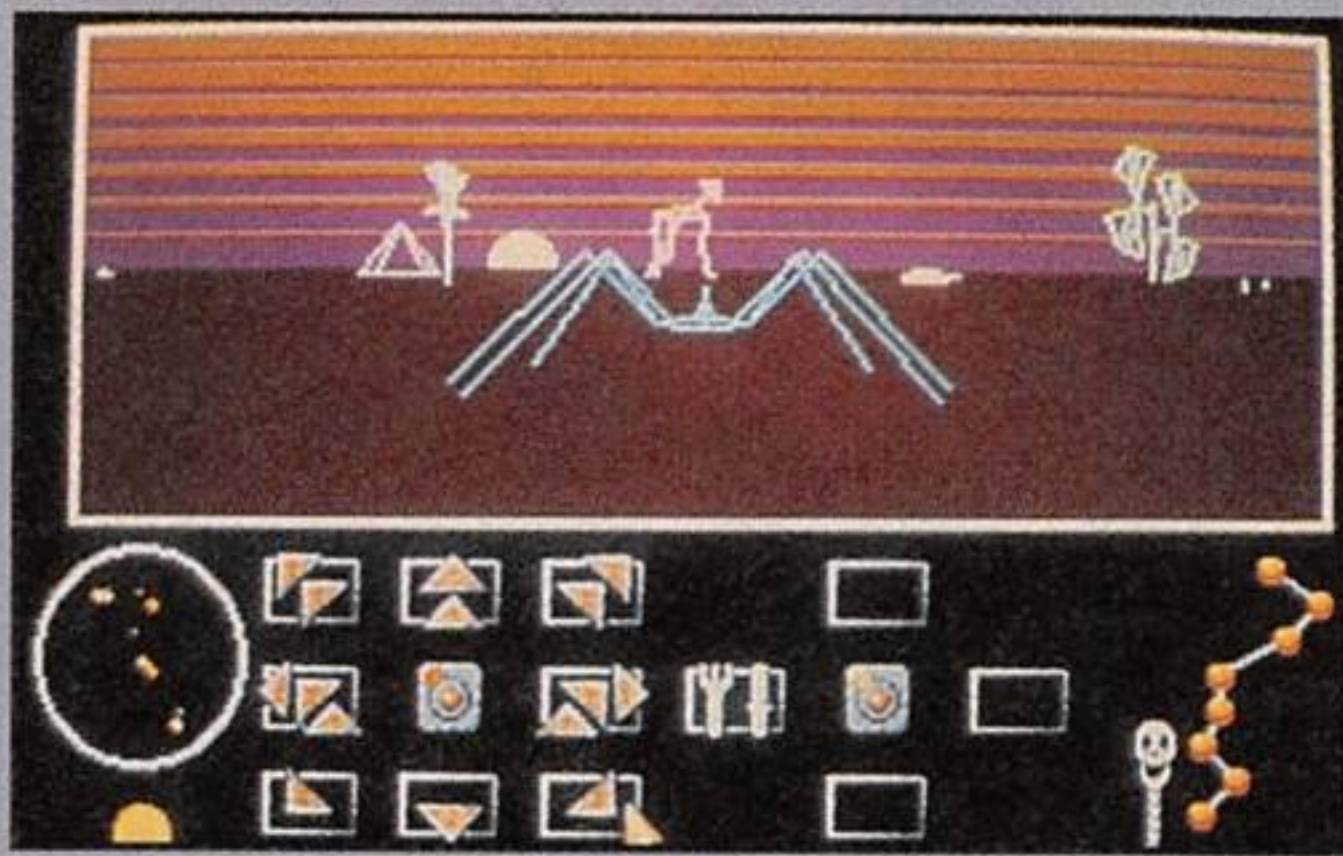
S Y S T E M . 3

SYSTEM 3 SOFTWARE, BLENHEIM HOUSE, 1 ASH HILL DRIVE, PINNER, MIDDLESEX HA5 2AG
Telephone: 01 866 5692 FAX: 01 866 8584

AVAILABLE ON SPECTRUM AMSTRAD CPC C.64 AMIGA ATARI ST

CU DEMO

AMIGA



ECO

Ocean's first 16 bit release offered gamers one of the biggest challenges they've ever faced. It simulated an entire 3D ecosphere and then asked them to evolve from the lowest form of life to the most intelligent. Now you can play the game of evolution free with CU.

INSTRUCTIONS

Each game of *Eco* is different. The computer randomly selects a world from a vast range of planets with different populations and weather. You begin with a simple insect creature.

The first priority is to find food to sustain the insect's energy. This allows it to mature and grow. Once it has matured it can find a mate to reproduce. The result is an offspring which is also genetically different from its parent. It has moved a stage up the ecological ladder. Each stage of reproduction allows the player to unlock a gene. Unlocking eight genes allows the player to evolve to the highest level of all.

CONTROLS

The game is controlled via mouse or keyboard. The creature can be controlled using the joystick or by activating the joystick control icons with the mouse. When the creature dies and decays the simulation continues until one of the skill icons is selected. Well life does go on doesn't it?

MENU

A set of icons are displayed at the beginning of each game: HELP — displays keyboard functions; WORLD ICON — creates a world and begins the game; MUSIC — selects music; SOUND — selects sound.

GAME SCREEN

The view of your creature can be modified using the following keys: UP ARROW: moves view closer; DOWN ARROW: moves away; LEFT ARROW: rotates view left; RIGHT ARROW: rotates view right; F1: moves view up; F2: moves view down; DEL: rotates angle of view behind the creature.

The bottom half of the screen shows from left to right: RADAR: shows proximity of other creatures; CLIMATE INDICATOR: shows current weather conditions; JOYSTICK: shows functions available with joystick; JOYSTICK AND FIRE: shows features available with joystick and fire depressed; FOOD: this sends you in search of food; REPRODUCTION: this only displays once you are fully grown and legally able to have sex with other consenting insects; AGE: skull height indicates expected lifespan. Flame height indicates expected lifespan. Flame burns quick when more work is done. When flames reach the skull the creature is dead; GENETIC CODE: shows in greek letters the creature's genetic code.

GENE DESIGN SCREEN

When the player reproduces the main screen is replaced by the gene designer. This displays an enlarged version of the genetic code indicator, three different views of the offspring, an information box, and several icons.

Eight genes control the appearance and behaviour of all the organisms in *Eco*. Many of the genes interact and effect each other in complex ways. The genes that can be altered are indicated by a small key symbol. To change a gene point at it with the mouse, hold down the left button and drag it to a new position, or select the dice icon which selects a unlocked gene at random. An exit icon at the bottom of the screen switches play back with the new infant creature installed.

THE LOST PATROL (PLAYABLE DEMO)

With the idea of interactive movies firmly installed in everyone's imagination, the games buying public is hungry for more. We've seen Kurosawa epics, heard about B movie beasties, but what better topic for the treatment than Vietnam. Already a movie genre in its own right with a mass of films ranging from John Wayne's propaganda shlock 'Green Beret' to classics like 'The Deerhunter', and 'Apocalypse Now'. More latterly there's been 'Platoon', 'Full Metal Jacket' and an endless string of made for video pulp. *The Lost Patrol* aims to be the first 16 bit 'Nam movie, and Ocean's demo is a chance for you to see the trailer and get a taste of the action.

Gameplay hinges on your leadership qualities plus your ability to deal with the pressures of jungle warfare. You have to learn the techniques used in fighting a war often waged against an unseen enemy.

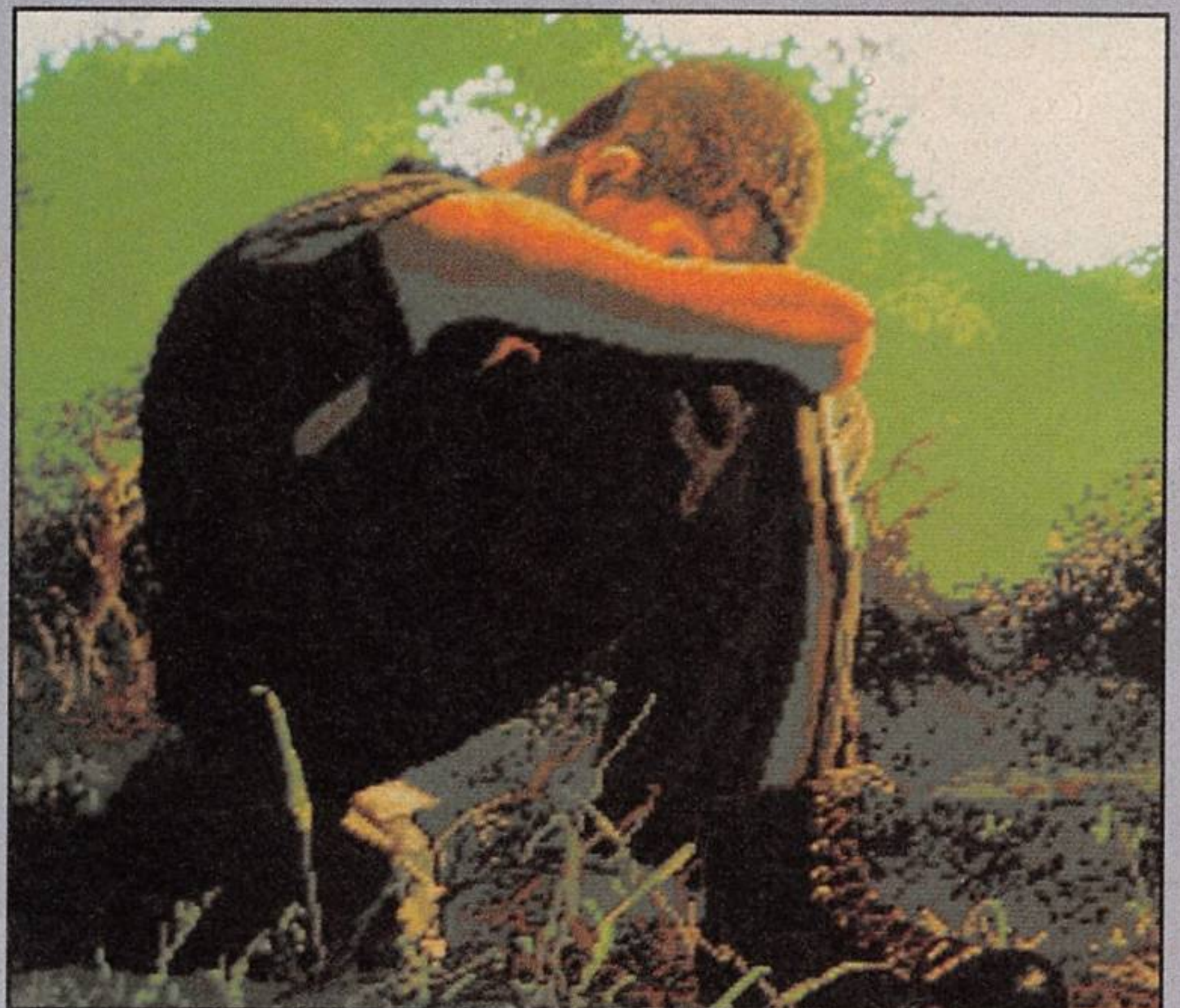
Programmed by Shadow Development, the game has been nine months in development. It's unearthed a brilliant new graphics artist in Ian Harling, since this is his first project.

ICONS

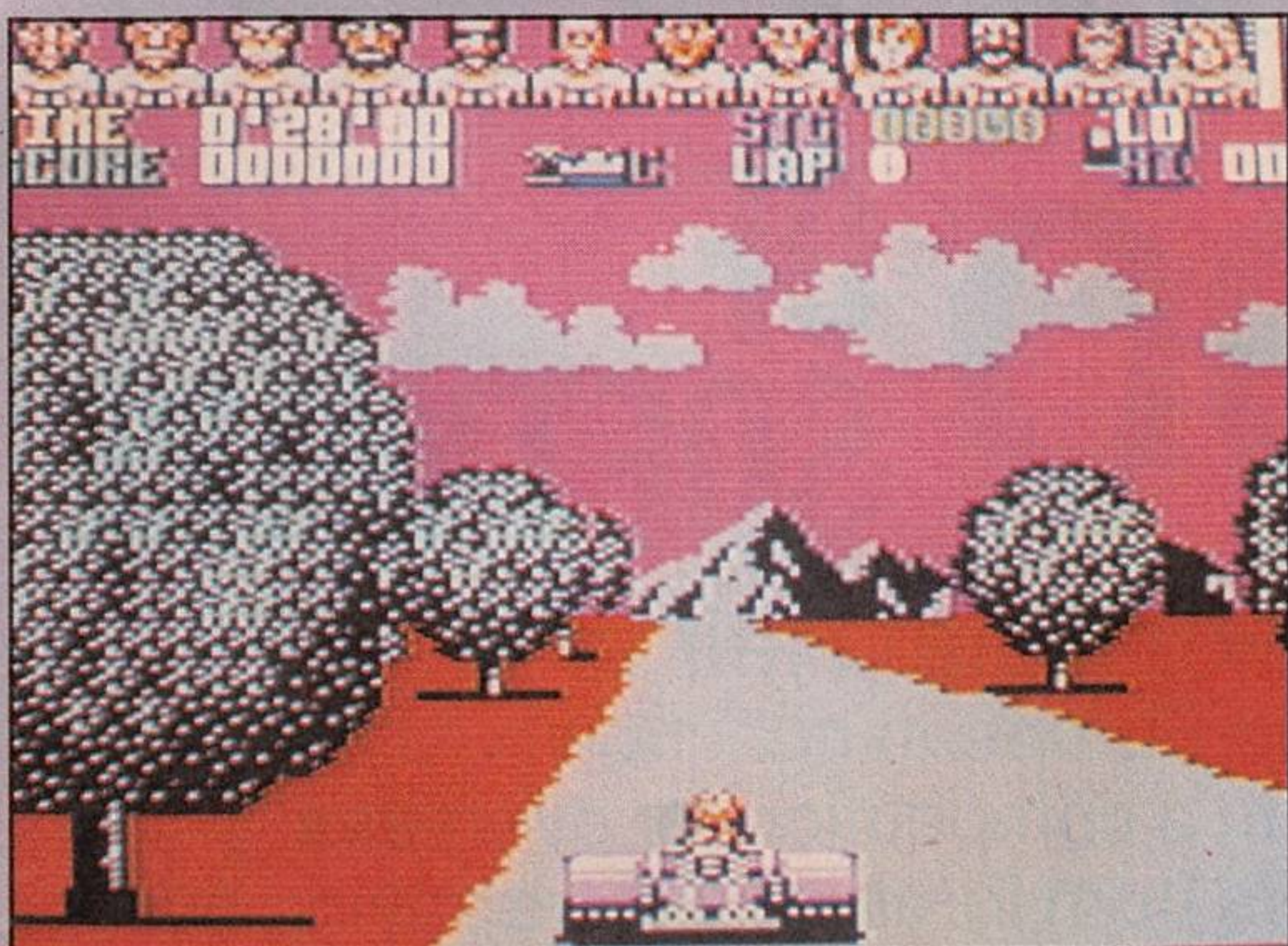
1. The grid icon is used to show the visible terrain around your position.
2. "M" icon takes you to the morale screen where the strength, injuries and morale is detailed. Scouts (or pointmen) and lead men can also be set from the screen.
3. The compass icon is used to move your team in whichever direction you decide; clicking up on the centre of this icon reveals a menu and you decide the speed at which to move. Examine the terrain closely!
4. Scroll map using arrow keys. Release from this mode using the left mouse button.
5. Various actions can be accessed by using the right mouse button on the menu bar above the text slot at the bottom of the controls. The food you issue to your men and whether you rest, dig-in, or merely search the area will be governed from here.

GRENADE ARCADE SECTION

You are pinned down by machine gun fire! Use grenades to destroy the enemy's position.



COLLISION



POWER DRIFT — (PLAYABLE DEMO)

Undoubtedly one of the biggest arcade hits this year has been Power Drift. It's a classic mix of off-road racing and, ahem, hard driving.

The game lets you choose from among twelve drivers over five courses. Each driver has his own personality. There's Jason the skinhead who's given to making offensive gestures as he overtakes, or a Mr T lookalike who shakes his fist, a sultry blonde and a yuppie.

Where most racing games tend to be set in grand prix-like courses, *Power Drift* transports the competitors to a bizarre wooden roller coaster contraption. The effect of racing at high speed is much like a funfair ride after several pints of cream soda and five hot dogs.

The 64 version is being programmed by Chris Butler who was responsible for major hits like *Space Harrier*, *720°* and *Thunderblade*. Chris' trademark is high speed scrolling and this is probably his fastest game yet.

INSTRUCTIONS

Load the cassette as normal. When game has loaded you can race through one section of the game. Use joystick to steer left and right. Forward and back to speed up and slow down. Fire changes to high and low gear. Well no surprises there, so off you go . . .



Two great games and two great demos. Not bad, eh? But now that you possess them you'll need some instructions . . .

II

C64

RAMPAGE

One of the better coin-op conversions over the years, *Rampage* was a CU Screen Star when it appeared in the Christmas of '87 and now it's yours free with this month's issue.

INSTRUCTIONS

The concept behind *Rampage* shines with beautiful simplicity: destroy everything. In the best Hollywood monster tradition you (and two other players) can take control of huge beasts and run amok through 50 American cities.

The idea is simply to inflict as much damage as possible whilst sustaining as little. Eating inedible items such as toasters and TVs will inflict damage as will being shot by troops. Damage is indicated by the energy bars at the top of the screen. Leap off buildings before they collapse, being caught in the masonry will result in further energy loss.

CONTROLS

Players with joysticks use the four directions and the fire buttons. A third player can use the keyboard (see table below). Left and right enable the monsters to walk across the screen or rooftops and up and down allows them to climb and descend buildings. Pressing fire on its own makes the monster jump. Pressing fire whilst pointing in a direction throws a punch or makes a monster grab.

KEYBOARD: LEFT < RIGHT ? UP @ DOWN : FIRE =

If you couldn't get a copy of the mag with a disk on just cut out this coupon (no photocopies, please) and send it together with £1.00 to: CU ECO Disk, EMAP Premium Sales, 14 Holkham Road, Orton, Southgate, Peterborough, PE2 0UF. Deliveries should take 28 days, but those who have problems should phone 0733 237111. Please don't phone CU! UK Offer only.

Please send me the ECO disk for the Amiga.

Name: _____

Address: _____

Method of payment

cheque postal order Access/Visa
(delete as appropriate) Number: _____

Overseas Readers

WIN £500 OF SOFTWARE

Salut! Wie geht es? Gdday! Ciao! Hola! Hëir är läget? Never mind 1992, we Brits are ready to go European right now! CU is breaking down those national barriers with a competition for overseas readers only. We frequently receive letters from foreign readers saying our competitions aren't open long enough for them to take part. Well this one's for you!

We're offering you the chance to win £500 of free software just by answering a few easy Euro flavoured questions. The money is divided up into sections: 1st prize = £250, 2nd prize = £150, 3rd prize = £100. That's software at UK prices too!



How do you win? Just answer three of our typically easy questions:

- 1 What artificial language was designed in 1887 to allow people of all nations to communicate?
- 2 Where is the European Court of Human rights?
- 3 Who won the European Cup (soccer) last season?

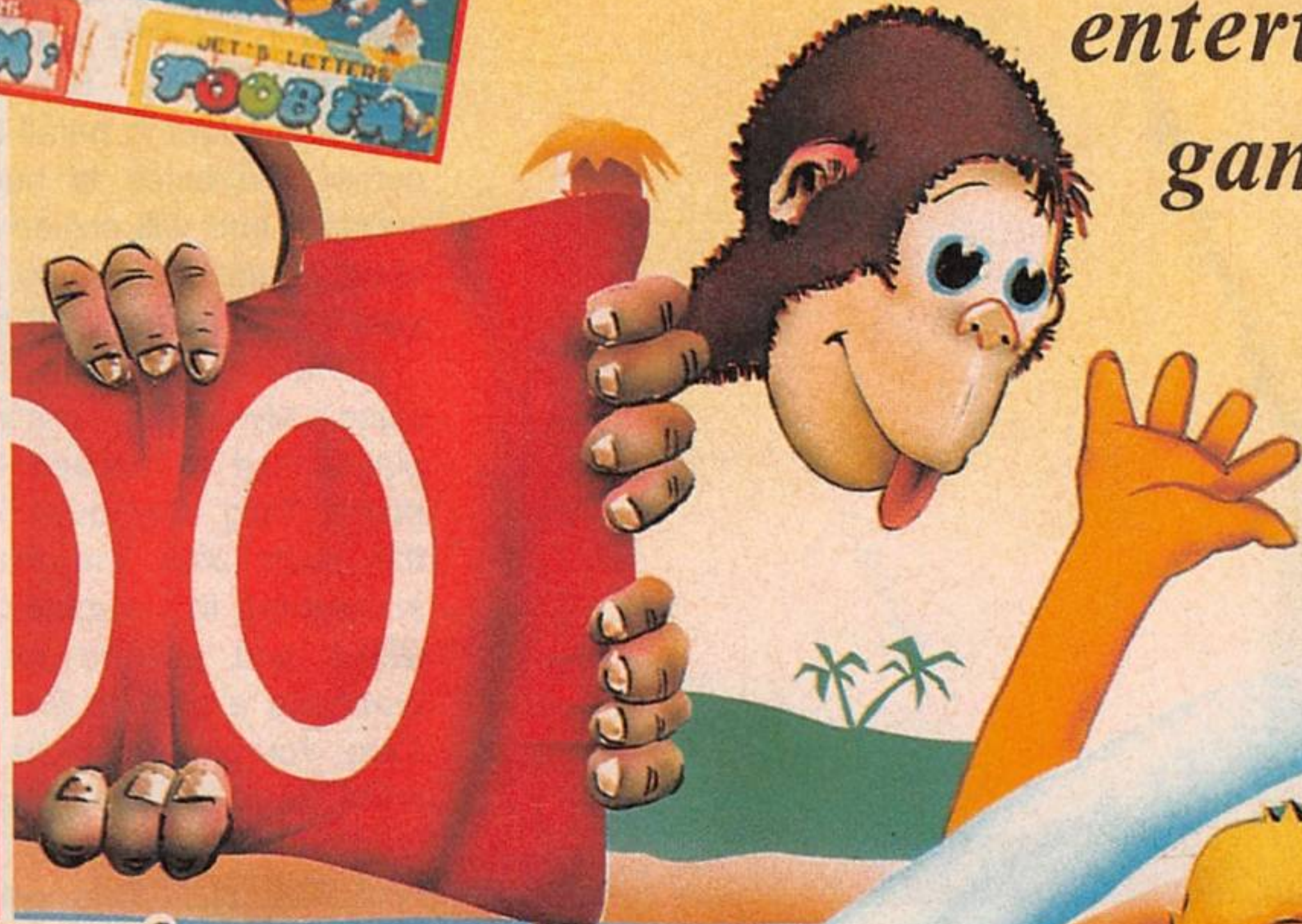
Send your entries, together with your name and address, stating your age, and the computer you own to CU Euro Compo, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, England. This competition is only open to overseas readers. To qualify you must have an address outside the *United Kingdom*. The competition closes on January 1st to give everybody between here and Oz a chance to receive the mag and return their entry.

LET'S GO

TOOBIN'

THE WORLD'S FIRST INNER-TUBE RACE!
The major coin-op arcade game of the year!

*Toobin' is the wackiest,
funniest and most
entertaining
game ever!*



© 1989, 1988 Tengen Inc. All rights reserved.
TM Tengen Inc. TM Atari Games Corporation.
Programmed by Teque Software Developments Ltd.

TENGEN

The New Name in Coin-Op Conversions.

DOMARK

Published by DOMARK LTD, FERRY HOUSE, 51-57 LACY ROAD, LONDON SW15. TEL: 01-780 2224

Available for: IBM PC, Atari ST, Amiga, Commodore 64 Cassette & Disc, Amstrad Cassette & Disc, Spectrum + 3, Spectrum 48/128.



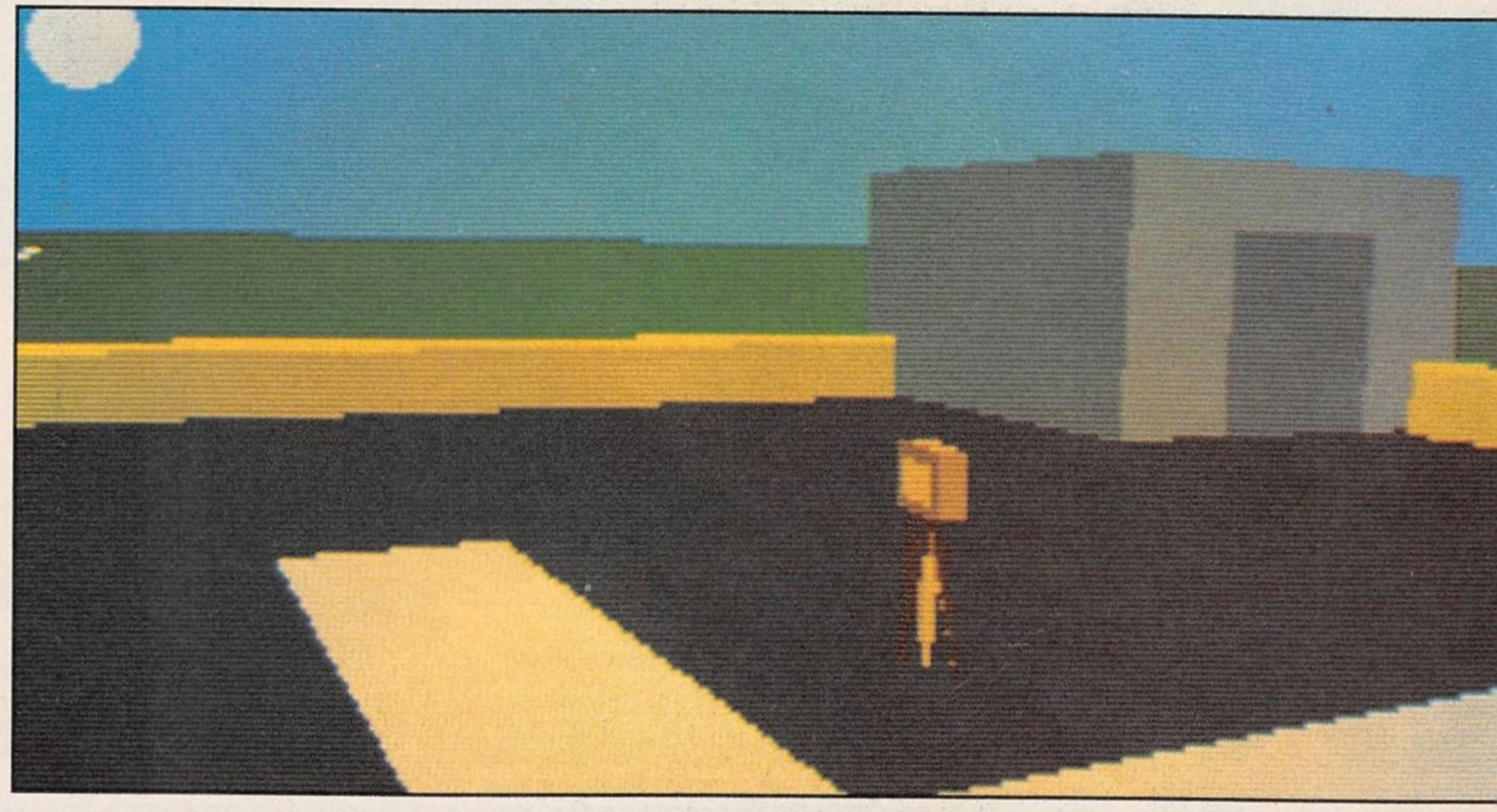
When the sun Dialis slips out of sight on the far side of the planet Eris — an unsuspecting Erisian could be forgiven for believing that all was well with the universe — such is the beauty of the spectacle. The Oceanic world of Eris is populated by nine islands with the inhabitants living in single city states. Almost all of its surface is water — making it glow like a giant sapphire as it resides in the fifth position in the Gamma Galaxy. But a catastrophe is about to befall Eris. The comet Damocles is hurtling towards it and will collide in a few short hours unless you can prevent it from doing so. But how?

Damocles is the sequel to the classic *Mercenary* — in which the player had to escape from the planet Targ. *Damocles* takes up the story after the player has succeeded in completing all the tasks and earned enough to purchase a ship to escape from Targ. You can enter this achievement, and anything you brought

DAMOCLES

A camera sits atop the Parliament building — but what is it looking at?

Novagen
Price: £24.95



with you from Targ, into the sequel and continue with the adventure. If not, don't worry, as the game stands alone.

One thing *Mercenary* veterans will be ecstatic about is that Benson is back. Benson is a Ninth Generation PC, a helmet-mounted computer, who soon becomes more of a companion than a mere computer as you explore the nine planets and the nineteen moons that surround the star Dialis. Benson has a wry wit, but is no mere joker as he will provide you with lots of clues as to where to find certain objects that you will need to complete the mission.

Although, superficially, *Damocles* resembles the Amiga version of *Mercenary* — in the gameplay department it is very much more sophisticated. This has been greatly improved by the control you have over the objects that you can collect. You can actually use them to carry out tasks — rather than just placing them in the correct location, as you did in *Mercenary*. When you select an item it appears in the Damocles

window at the centre of the control panel — together with instructions on how to use it. Novagen are not giving much away about these objects, as their selection and use is central to the main task of stopping that comet — by whatever method you can. One of the items, however, is the camera. One of the neatest bits of design that this increasingly popular type of Amiga game has seen in a long time. You can control certain objects remotely. This means if you cannot prevent the comet crashing into Eris — stick a camera on one of its moons and watch the fireworks. Similarly if there is anything else you want to keep an eye on — you should go get the camera and set it up. A spin-off benefit that has resulted from the work that went into developing the camera is that you can also take remote control of the ship. There is no major benefit in terms of the overall objective of the game — but it sure is fun. Fly around buildings — under bridges — take a few pops at things, it makes for excellent light relief

The sun sets on Icarus as the energy-giving windmill slowly turns. You can go inside the windmill to see how it works and see what you can find in there.

from the main business of attempting to prevent the demise of Eris. You can take remote control of the various land vehicles — speeding down the road networks in the Damocles cities. Again, not quite in the *Continental Circus* league — but as incidental entertainment it is unrivalled.

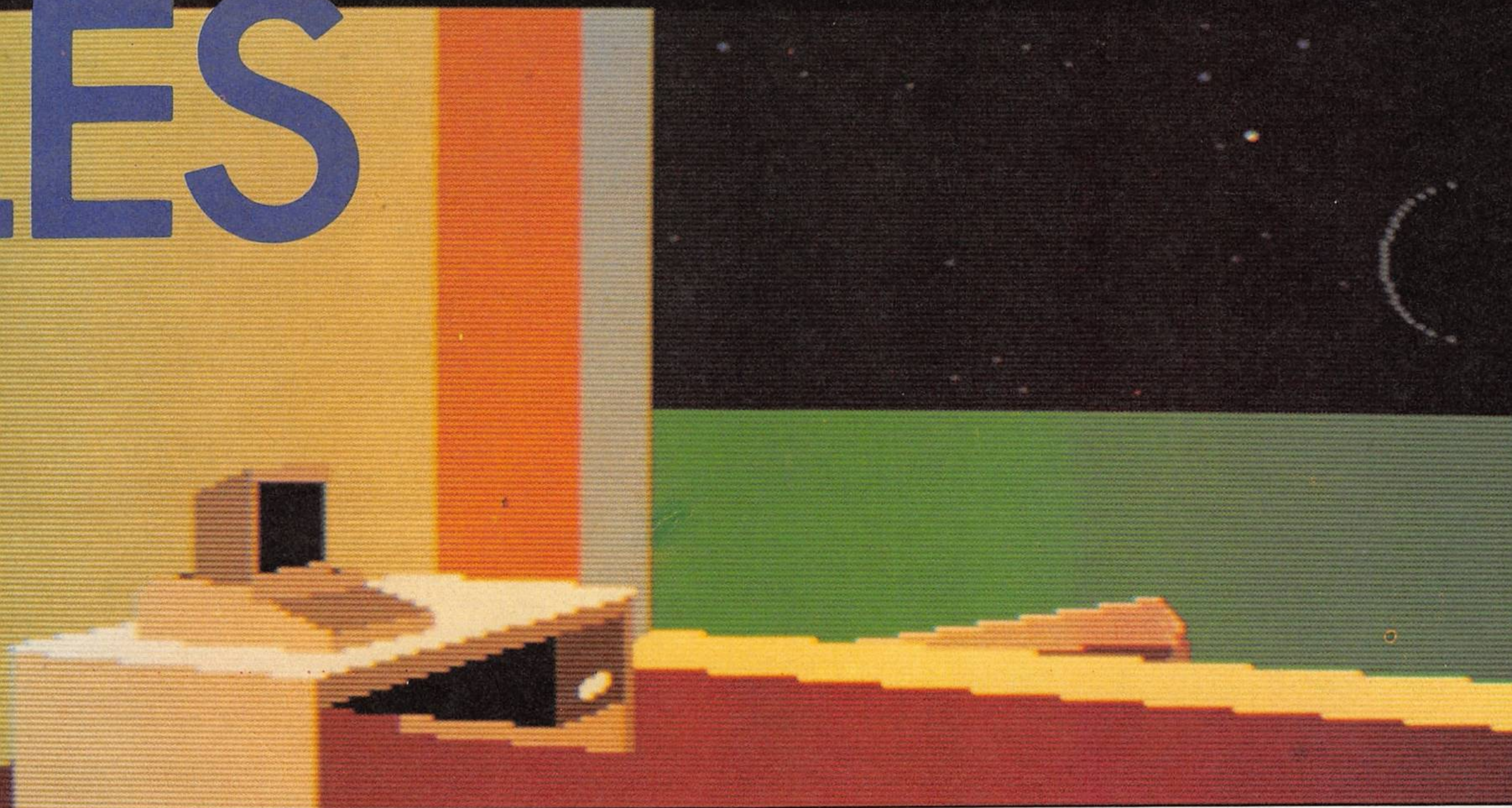
Intelligent life is found on all of the planets in the Gamma Solar System — and you will have to visit them all, and explore all of the cities, searching buildings for useful objects if you are to save Eris. Again these structures represent another great improvement on *Mercenary*. Many of them are vast, like the Space Station, Parliament building, Lawson's Bank (I kid you not, they charge 15% interest), or Hathaway's Wine Bar. A map room will provide useful information on getting around them but it doesn't tell you everything, and there is lots of good 'ol exploring for you to do. One of the neatest buildings is the shop where you can place an item in the shop window, walk out of the shop, around to the front and see



that same object exactly where you left it in the window. Knowing the value of commodities is crucial in *Damocles* as trading is just as vital to success as it was in *Mercenary*. Don't expect to find everything you need — some things have to be paid for in hard cash.

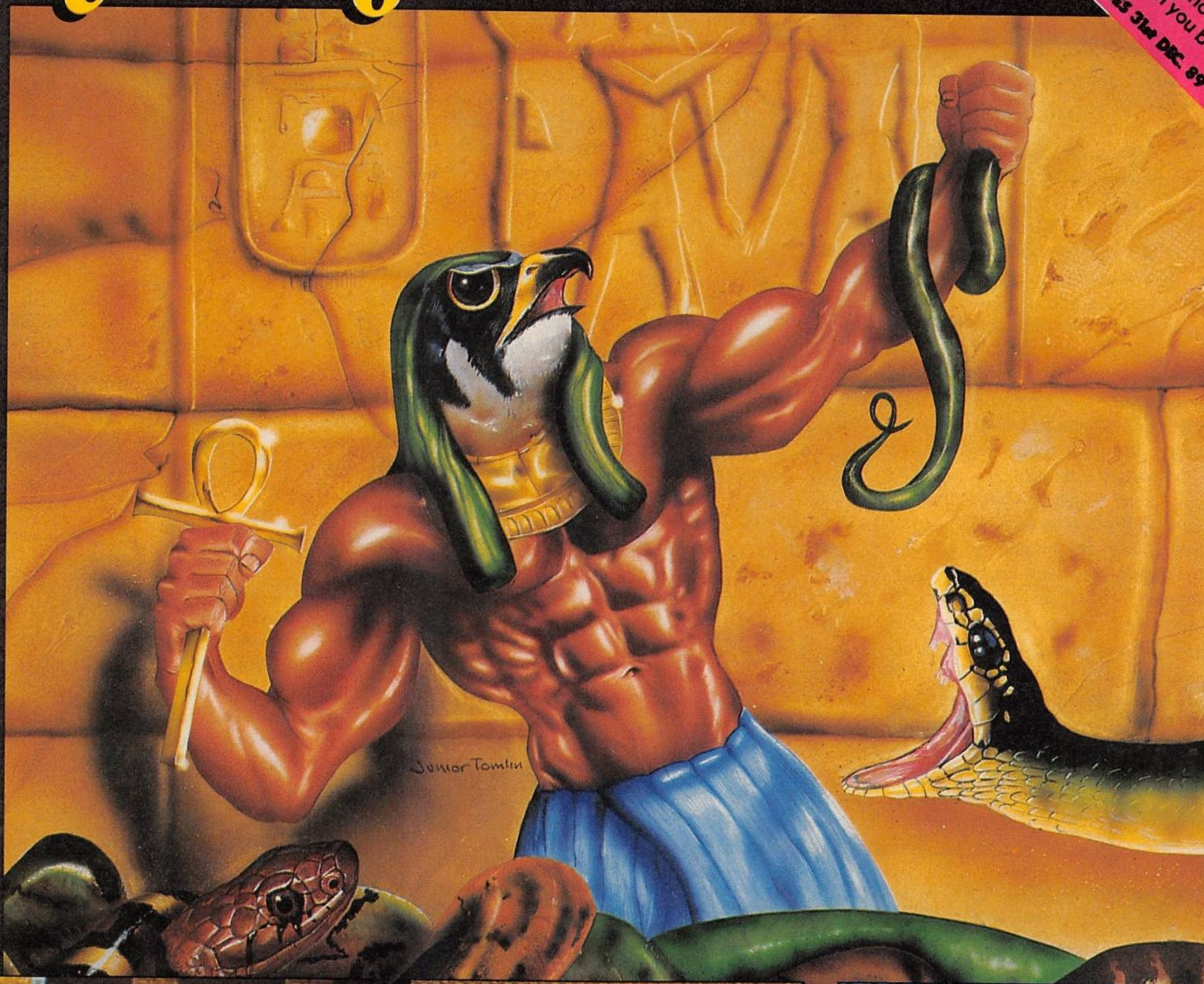
Would you trade a pressure suit for a computer?

LES



Eye of Horus

WIN A HOLIDAY IN EGYPT FOR TWO
 Runner-up prizes - 5 sets of the Ancient Egyptian Treasure Chest
 An entry form in every box when you buy Eye of Horus
COMPETITION CLOSING 31st DEC. 89



Atari ST Screen Shot



Atari ST Screen Shot



Atari ST Screen Shot

Walk Like An Egyptian... Fly Like A Bird

You are Horus, the hawk-headed God that embodied all that is light and good to the Ancient Egyptians. Now, in the labyrinths of a burial chamber, you must relive the struggle that is the myth of Horus.

Eye of Horus synthesises adventure with frenetic arcade action- Adventure that is faithful to the Myth of Horus, as told in the Egyptian Book of the Dead -

- stunning Egyptian graphics
- 44-location adventure area
- over 30 collectables with unique properties
- self-mapping

Arcade power from state-of-the-art techniques-

- 5 types of firepower
- over 50 types of hieroglyphic attack wave
- arcade scoring and high-score table



LOGOTRON

Logotron, Chancery House, 107 St. Pauls Road, Islington, London. N1 2NA

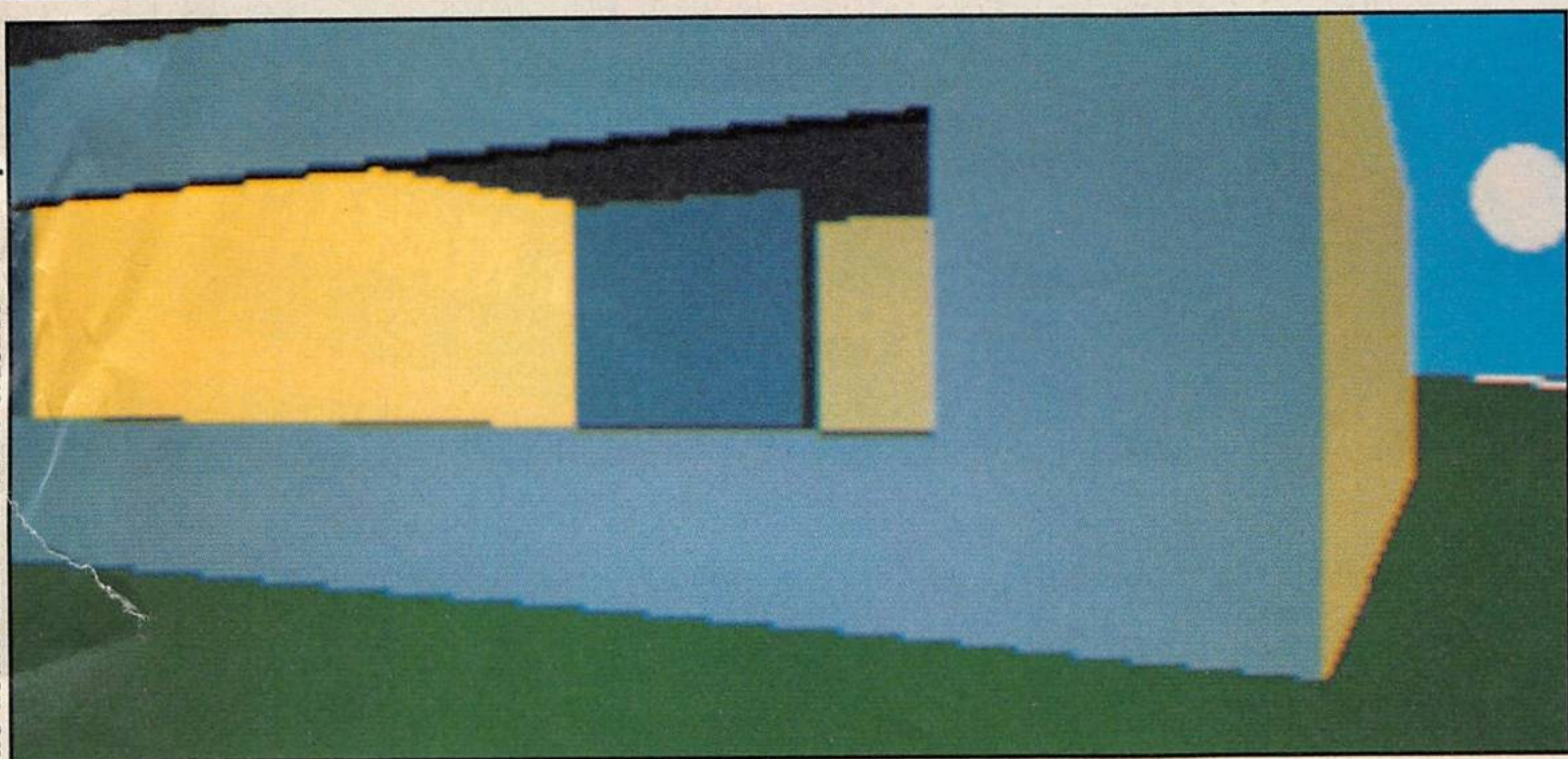
This competition is not open to employees or business associates of Logotron or Mirrorsoft or their families
 Minimum age for entry 18

AMIGA

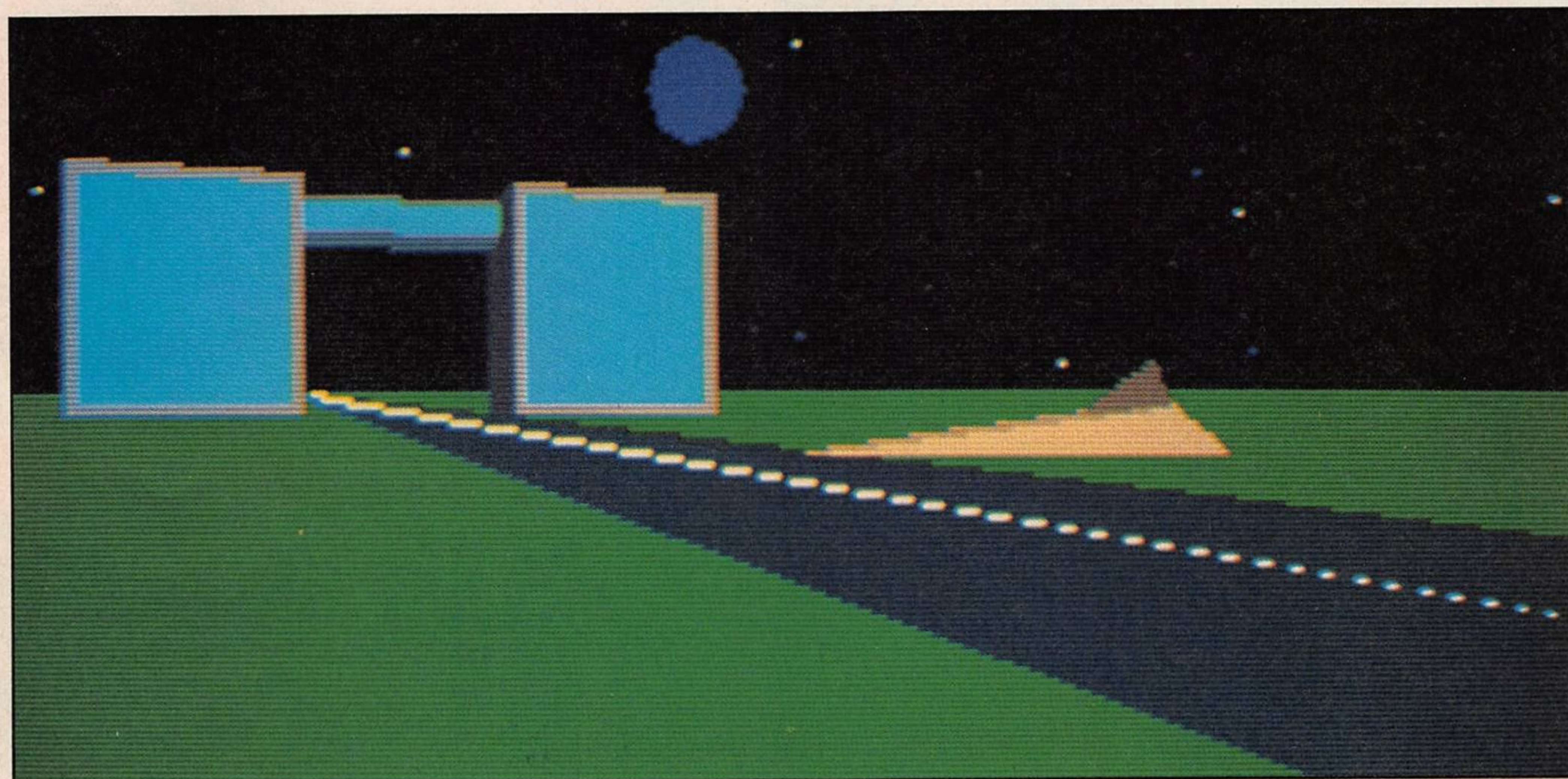
Screen
Scene



Just two hours until Damocles crashes into the planet Eris.



DAMOCLES



Park your ship outside the building before exploring it on foot. You can look out from the windows to make sure its OK.

A good deal of puzzling is required to destroy the comet — as is a close eye on the various timer controls. There is a lot to do to win, and not an awful lot of time in

which to do it. A good deal of thought has gone into the timing in *Damocles* — which adds to the overall feel of the challenge. Novagen have weighted the various speeds of travel (near-light speed between planets) against the real-time clock which is ticking down all the time the game plays. Real time on the control planet clock represents the time left before the comet crashes into Eris. Just a few short hours. This doesn't mean you have to play the game for hours on end. There is a useful quit game and save option to let you pause and then restart whenever you like.

The heart of the gameplay in *Damocles* is in the puzzle element — the challenge of trying to prevent the catastrophe. Just as in *Mercenary*, any player worth his salt won't want to quit until they have escaped from Targ. The same is true of *Damocles* — but again just like *Mercenary*, there is stacks of fun to be had along the way, in exploring, using objects, and travelling through the graphically delightful Gamma Solar System. The sunsets on a variety of planets are splendid — and as well as this they are all performing mathematically accurate in terms of their geographical relationships

to each other. This all contributes to creating a world which is entirely plausible from which ever angle you choose to explore it. Sure this has been done before — in things like *Dark Side* and, to a lesser extent in *Star Glider II*, but it has not yet been done as well.

Amiga gaming at its very best.
Eugene Lacey

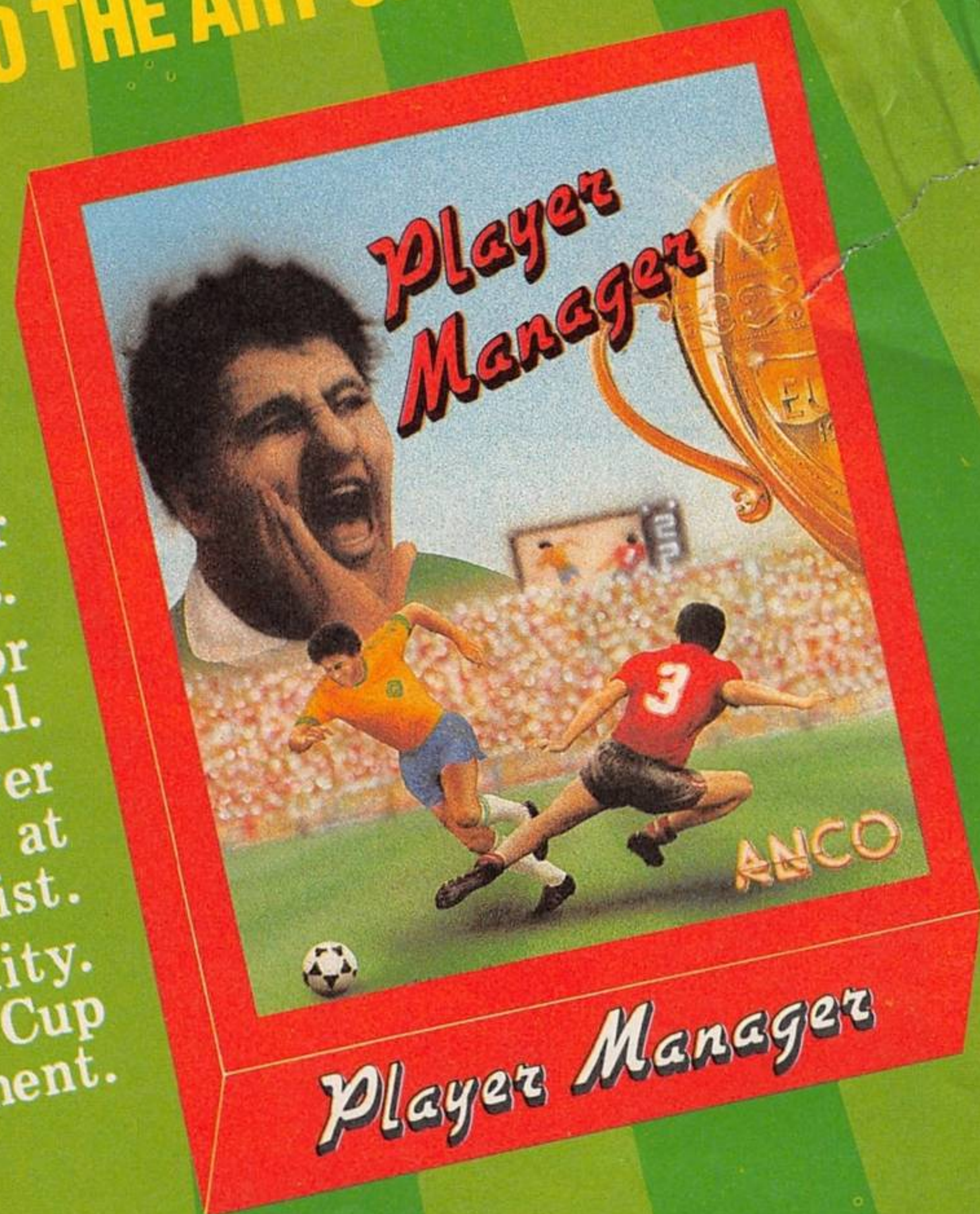
SOUND 89%
GRAPHICS 93%
PLAYABILITY 93%
LASTABILITY 94%

94%

Player Manager

BRINGS THE QUALITY OF 'KICK OFF' TO THE ART OF MANAGEMENT

- * Play the BEST soccer simulation. Blistering Pace - Pixel Perfect Passing.
- * Unique facility to design your own TACTICS.
 - * Train your squad and watch them put the new tactics in action.
- * Over 1000 players in the league. Each player with a unique combination of attributes.
 - * A lively transfer market. Haggle or barter for the best deal.
- * Facility to focus camera on any player on the field. Have a hard look at a player on the transfer list.
- * Load and Save game facility. League and Cup tournament.



Bring Back The Glory Days. That's the brief of the newly appointed PLAYER MANAGER, an international class player, as he takes charge of a third division club. His success depends on four distinct aspects of the game.

PLAYING SKILLS OF THE MANAGER

This part of the game is a refined version of the KICK OFF, retaining it's pace, flavour and the universally acclaimed game play. Play in your position or control the nearest player. The first option combined with a tailor made tactics can play havoc in the opposition goal mouth.

MANAGERIAL SKILLS

Devising winning tactics, acquiring players with right skills from the Transfer market and selecting a team with the right balance is the test of the Managerial skills. He must aim to get promotion as quickly as possible while he can still influence the results as a player and before the age starts to effect his pace and stamina. When to hang his boots up is the toughest decision he has to make.

TACTICS

Four well proven tactics are provided to suit most situations but you can design your own tactics. The pitch is divided in blocks. Place the ball in a block and move the players to the required position. Repeat the process for each block. See the tactics in action using the Ray Trace facility.

THE PLAYERS

Over a thousand players in the four division league. Each player with a unique combination of the following attributes: SHOOTING ACCURACY, PASSING ACCURACY, PACE, STAMINA, APPLICATION, AGGRESSION, HEIGHT and TACKLING SKILL. These attributes are influenced by the player's Age, Mental and Physical Dexterity, Quality of Experience, Weight, Temperament and Morale. There are several other factors such as injury, disciplinary points, unsuitable playing position which influence a player's performance.

Hosts of other factors like referees, injuries, disciplinary problems, team morale etc. can lay to waste the best laid plans of a manager. The PLAYER MANAGER brings everyday realities of a Manager's life, his talents as a manager and a player into a sharp FOCUS. THE FOCUS IS ON YOU.

AMIGA - ATARI ST £19.95

CBM 64 - SPECTRUM - AMSTRAD £9.95 (Cassette) £14.95 (Disc) **SOON**

ANCO

ANCO SOFTWARE LTD., UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT. Mail Order by Cheque, Postal Order, ACCESS or VISA. Telephone No.: 0322 92513/92518. FAX No.: 0322 93422.

CU Compo CU

You can take some pretty spectacular pictures with the camera in *Damocles*.

Well, Novagen, the publishers of the game, have come up with the goods and are giving away a camera — and pretty spectacular it is, too.

The Olympus AX-300 Super Zoom camera has been awarded the prestigious accolade of European Compact Camera of the Year. It power zooms in and power zooms out — automatically. Great for taking panning shots.

So it's back into space for this month's questions:

Which famous horror actor played the Doctor in the two Dr Who movies? Was it

- A) Christopher Lee?
- B) Peter Cushing?
- C) Boris Karloff?

Star Trek's Engineer Scott often witters on about certain types of energy crystals. Is he referring to...

- A) Dilithium crystals?
- B) Titanium crystals?
- C) Sub-plutonic crystals?

Who or what were the Clangers?

- A) The clips you see in "It'll be alright on the Night"?
- B) Bellringers from Mars?
- C) Puppet space creatures who whistle like the Deputy Editor?

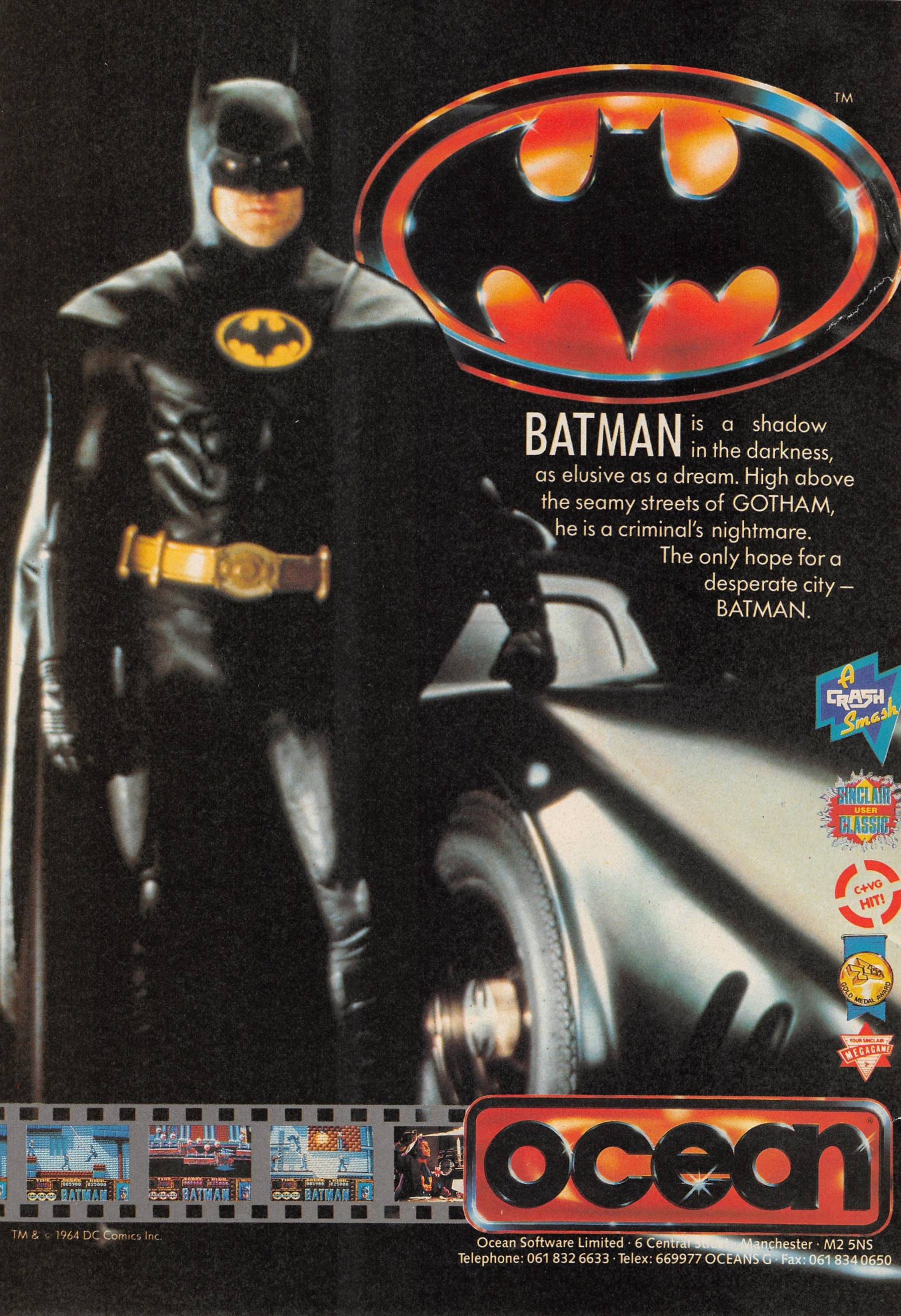
And, finally, this one's topical.

What is the name of the Soviet news agency which recently gave confirmation to a UFO sighting in Russia?

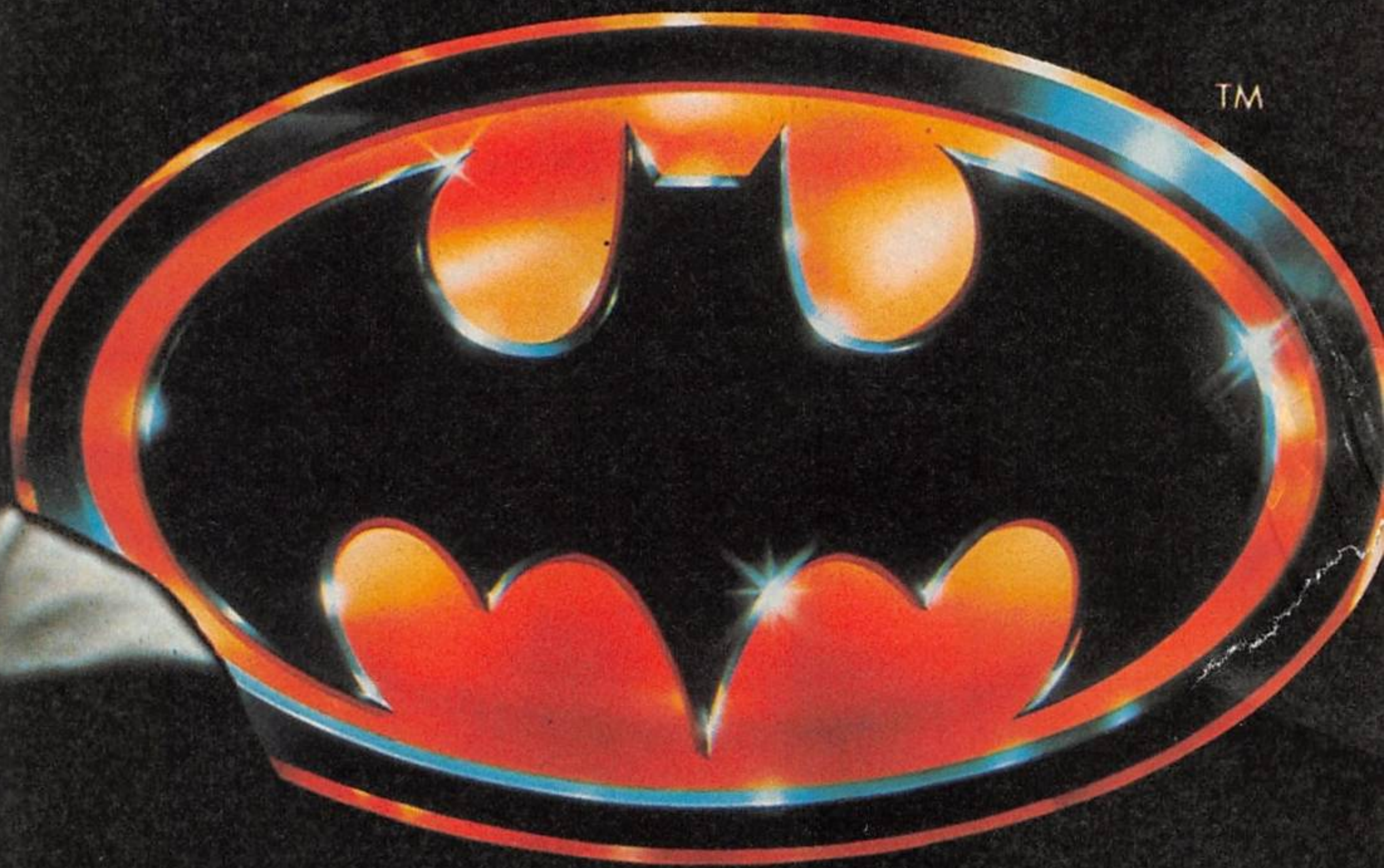
Answers to arrive no later than 24th November to: CU Camera Compo, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Twenty runners up will each win a Novagen sweatshirt.

WIN THE CAMERA OF THE YEAR!

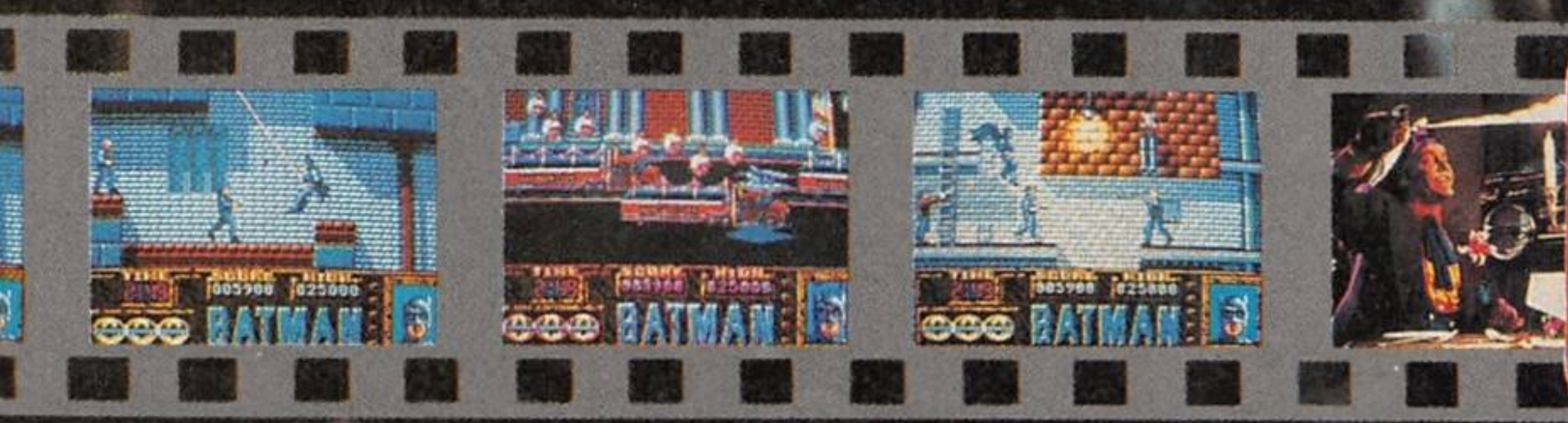




TM



BATMAN is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city – **BATMAN.**

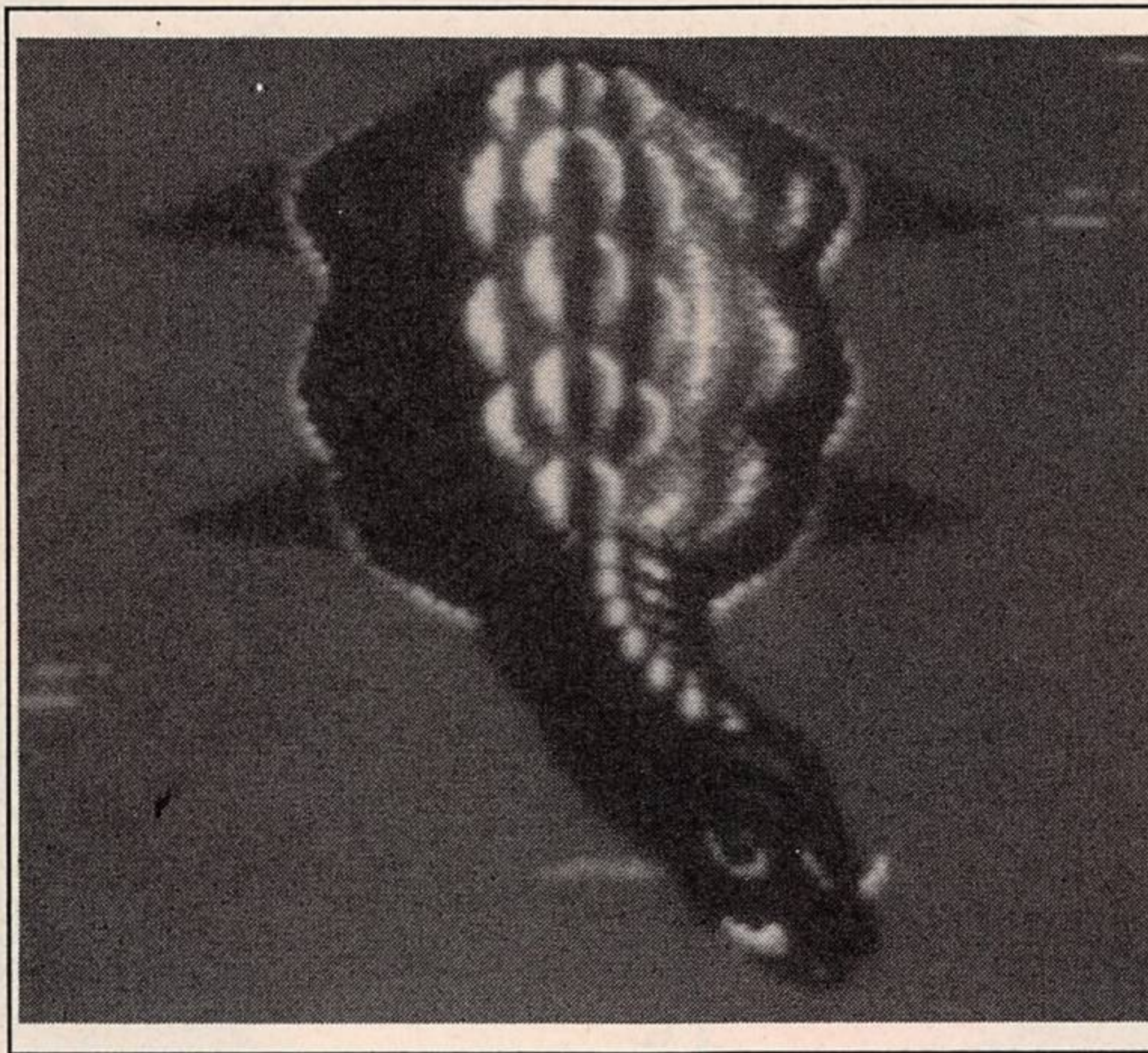


TM & © 1964 DC Comics Inc.

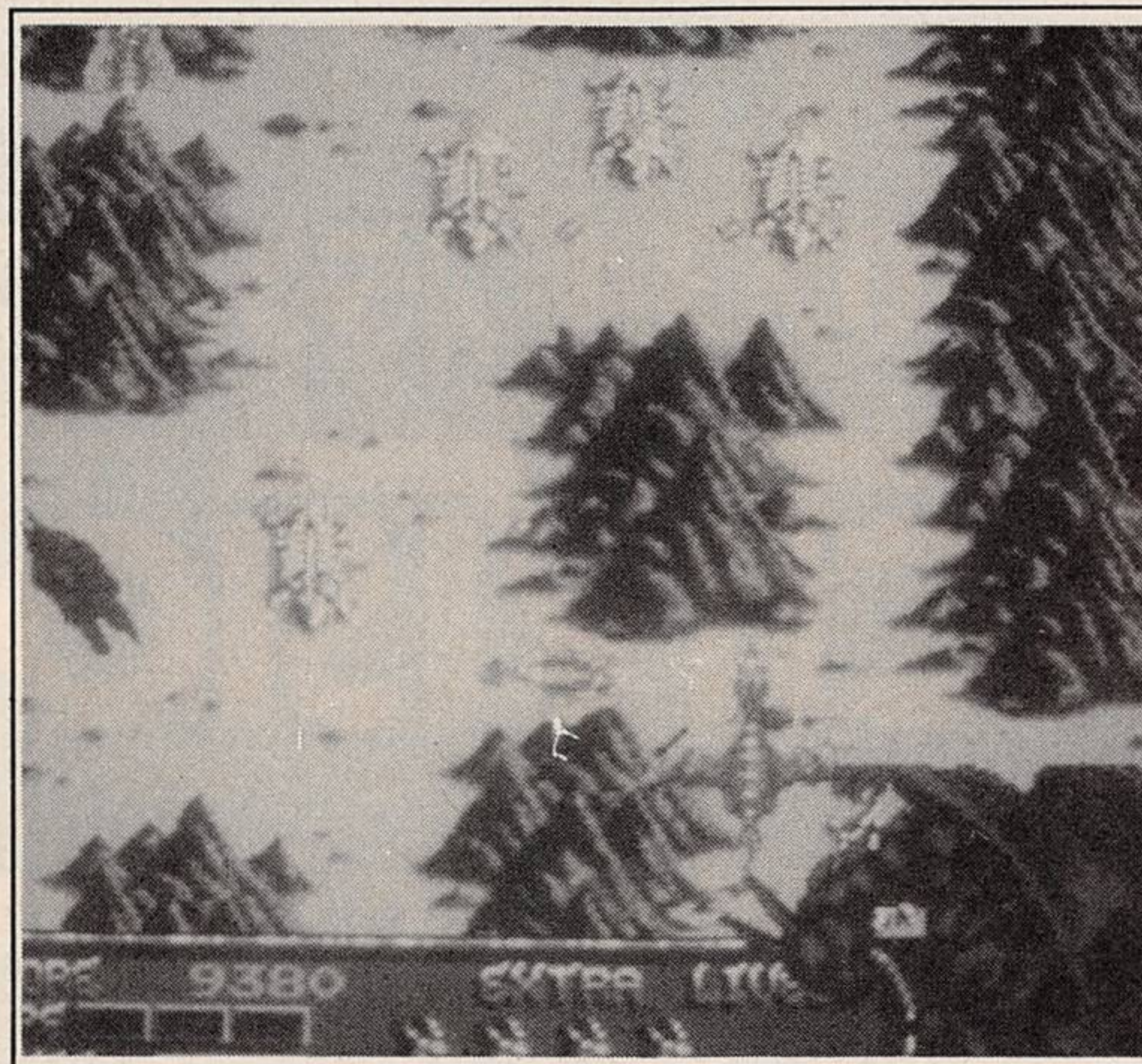
Ocean Software Limited · 6 Central Square, Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

DRAGON SPIRIT

Time for a bronto-burger.



The valley before Time.



Dragon Spirit is one of those little-known arcade games which came and went without too much fuss, although it went down well with almost everyone who played it. *Dragon Spirit* then resurfaced in Japan as a very successful PC Engine game, and now it's over here on the Amiga.

At first glance, the coin-op doesn't appear as anything more than your standard vertically scrolling shoot 'em up — kill the bad guys and collect the weapons. It's not until you sit down to some serious gaming that you really find out how good it is, but it has to be said that the Amiga version does lose out in translation. The original's strength was its fast graphics and quantity of weapons. The armaments are there but the speed has dis-

appeared. Each level contains a variety of mythical dragons, pheonix's, to name but a few. Once again, there's the standard end-of-level foe to defeat.

You power up by collecting pods. These cause you to wierdly mutate. You can get three heads, breathe fire, gain electric shields. Wow! Unfortunately, some of this does you more harm than good — one thing in particular reduces your dragon to a pigmy sized with homing missiles which wears out leaving you unarmed.

The graphic conversion of *Dragon Spirit* is near to arcade perfect, but it's not until things actually start happening that you realise how sluggish the gameplay is. The graphics are neither complicated or overly large, so why does it play so slowly?

Apart from the lack of speed *Dragon Spirit* is still a good game and a good shoot 'em up, though there are slack periods when you wonder if something is missing.

It also seems like a good opportunity to make a contribution to the Amiga/PC Engine debate: having now played both versions of the game I can conclusively reveal that the PC Engine version is head, shoulders and ankles above the Amiga's graphics, speed, colour and sound. So there you go — a good game which falters in the conversion.

Mark Patterson

SOUND	69%
GRAPHICS	74%
PLAYABILITY	77%
LASTABILITY	76%

75%

Domark
Price: £19.95

WHO YA GONNA CALL?



CALL 0734 753267

ACTIVISION

The Computer Game

© 1989 Columbia Pictures Industries Inc.
All Rights Reserved.

AMIGA

SCREEN
SCENE



The American Civil war started in April 1861 when the southern — or Confederate — states decided to withdraw from the union with the northern — or Yankee — states in protest over the abolition of slavery. Eight years of bloody battle followed.

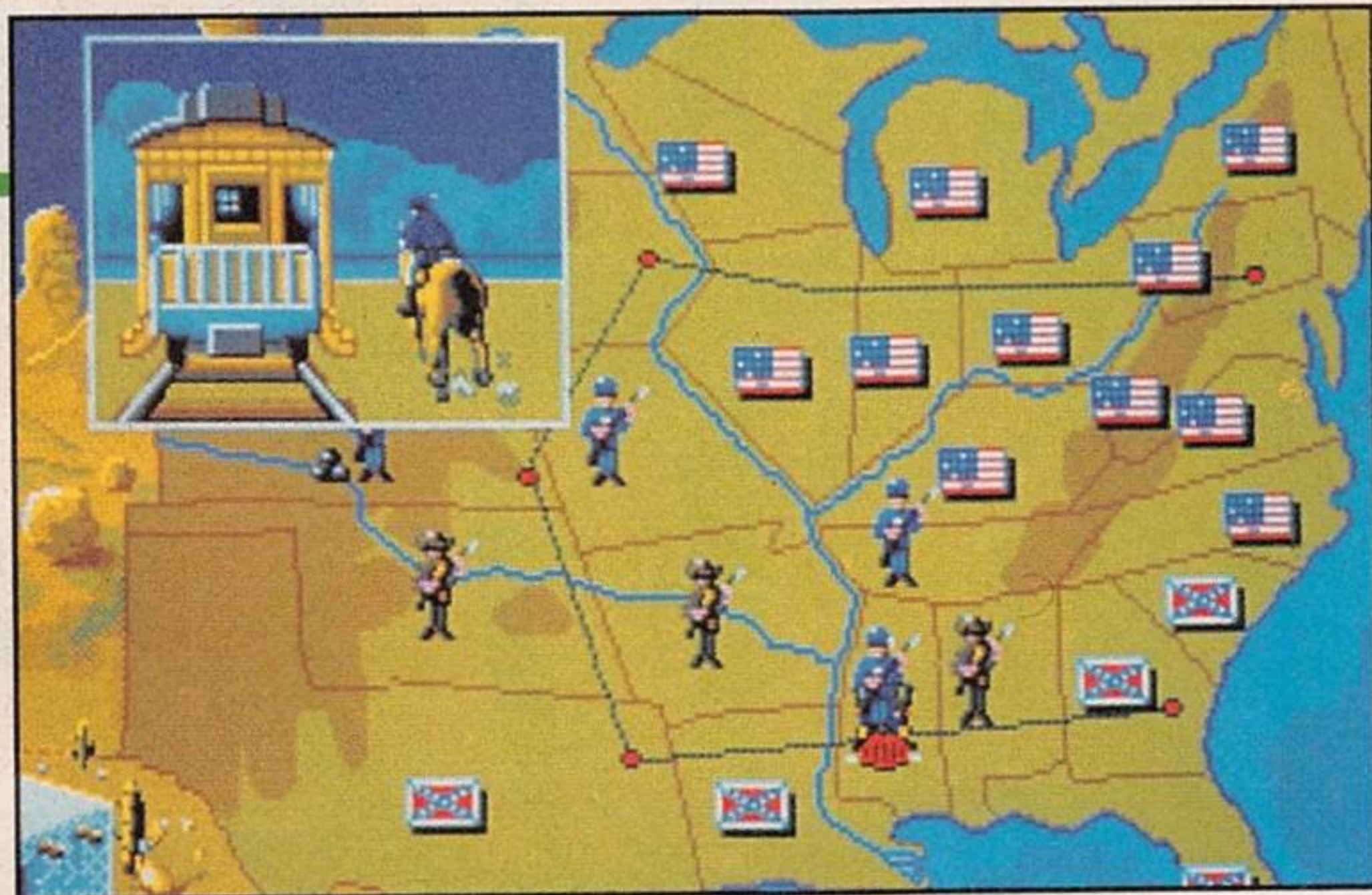
More recently, however, the TV mini-series *North and South* has gone down a bomb in France (as 'Les Bleus et Les Gris'), and I've a sneaking suspicion that Infogrammes' game has been more than a little inspired by it.

North and South gives you the once in a lifetime opportunity to relive in a wildly comical way the infamous interstate battles between the Union and the Confederates.

The main game is a map of the USA, divided up into two dozen large areas. Each of these areas can be one of four types: empty, Confederate owned, Union owned or occupied. Running through the map is a railway line with four stations. Dotted around the map at the start of the game are two Confederate armies and two Union armies. The idea of the game, like 'Risk' is to capture all the states on the map, or alternatively kill all the enemy soldiers on the map.

The game works in turns. At the start of a turn, all your occupied spaces flash. You can move all the troops in each occupied state, one space in any direction. If you try to move into occupied territory, you then have to do battle with the enemy.

As you move around occupying land, there are one or two things you must remember to do. Firstly, if you capture all the states between two stations on the railway line, the train will come along, carrying gold from station to station. With that gold you can buy new armies to replace all the old tired ones.



Looks like a train hopping sequence coming up.

Also, there are one or two special locations on the map. When your opponent gets the train rolling, look where the train stops. That's his fortress. Raid it for lots of money. The state in the top left-hand corner is Indian country. Hang around there for too long and those Injuns get annoyed and throw a hatchet in your direction. On the right-hand screen, about halfway up, is a boarding point. Every two or three turns, a boat rolls up the river and drops an army off at that point.

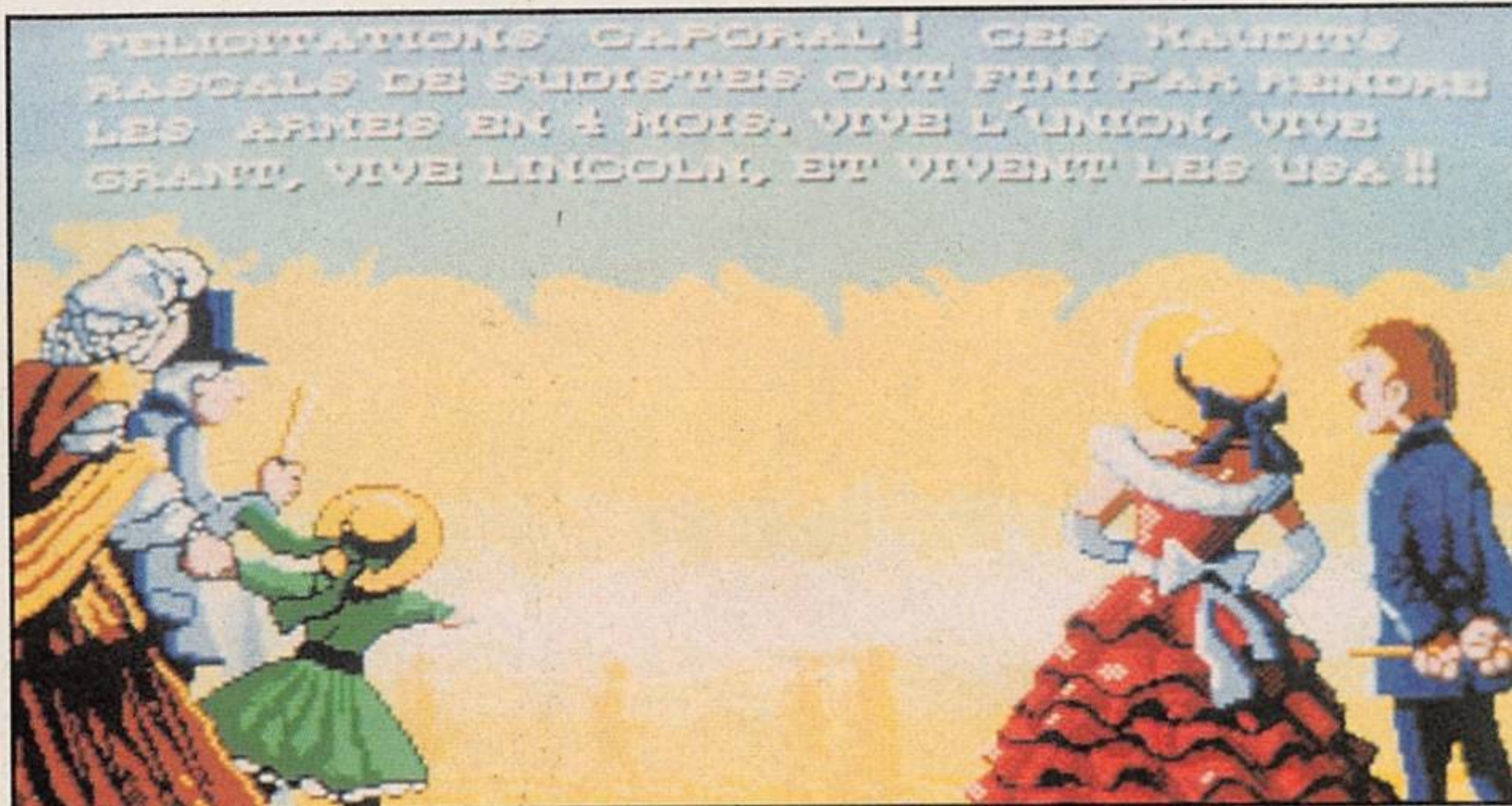
There's more than one way of playing *North and South*. On the surface you can play it as either a straight strategy game or an arcade game with strategy elements.

The strategy game is just a very simple game of *Risk*. All battles are decided by who has the largest army and all other events are determined by the computer. In the action game you are responsible for all battles, castle raids and train robberies. This is where the game comes into its own.

The battles are brilliant. You are shown a distant view of the battle and from this view you can control footsoldiers, mounted horsemen, and artillery.

Both the fortress raid and the train robbery are played in the same way. Race at incredibly high speed along a scrolling play area leaping boxes and other obstacles, and punching, kicking or knifing any guards away. All of these, including the battle, are

NORTH & SOUTH



A nifty still interlude.

done with the same degree of humour that really makes the game.

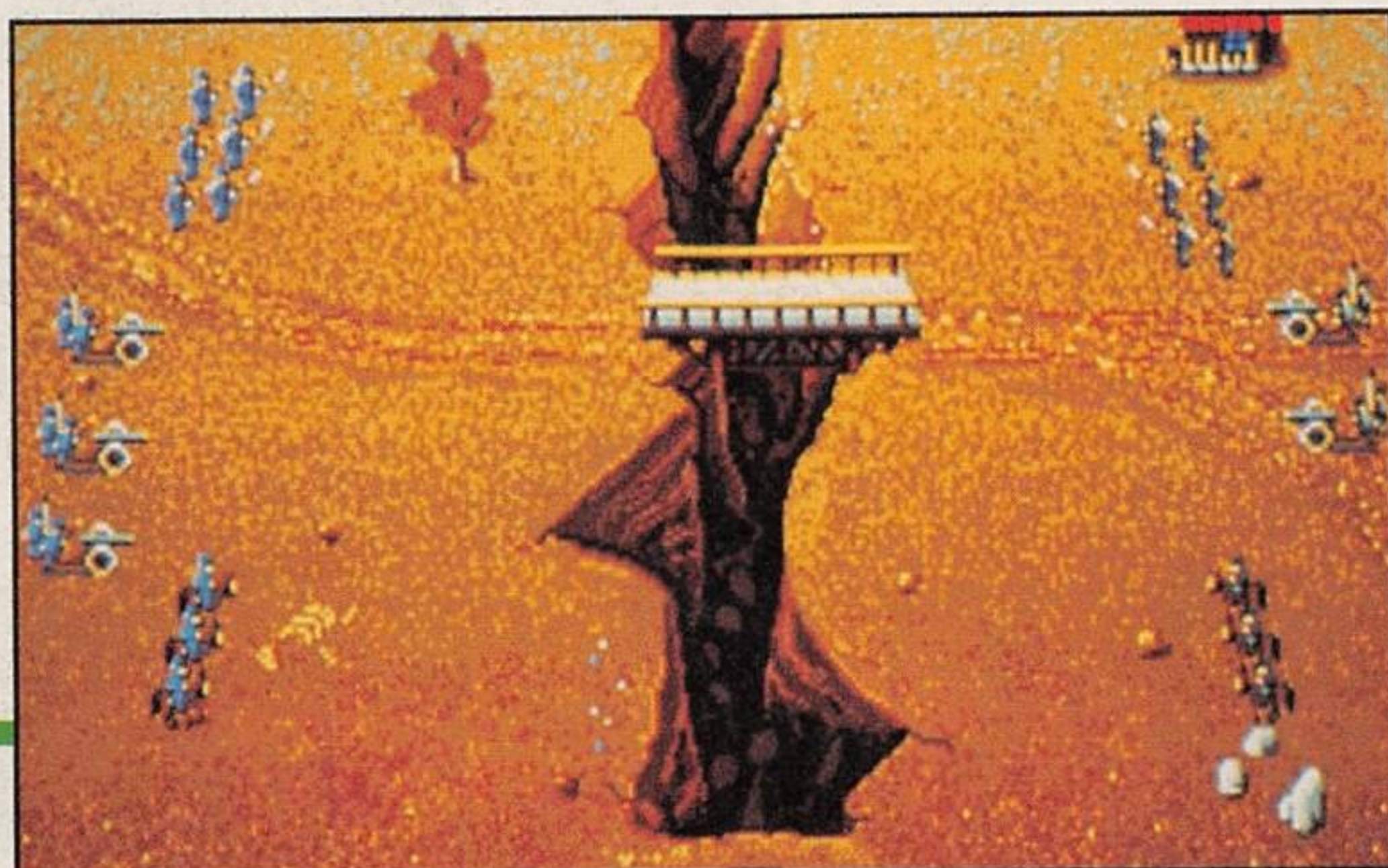
The graphics are of a very high standard, as is the soundtrack, and that's what makes the game

an instant hit. However, I'm sorry to say that the fun is a little shortlived. For some reason, the computer is very, very easy to beat. Rather than having any artificial intelligence it seems to follow the same pattern of moves every game. Aren't strategy games the ones that are supposed to keep you going for years?

Tony Dillon

SOUND 91%
GRAPHICS 87%
PLAYABILITY 76%
LASTABILITY 68%

79%



A battle sequence.

Infogrammes
Price: £24.99

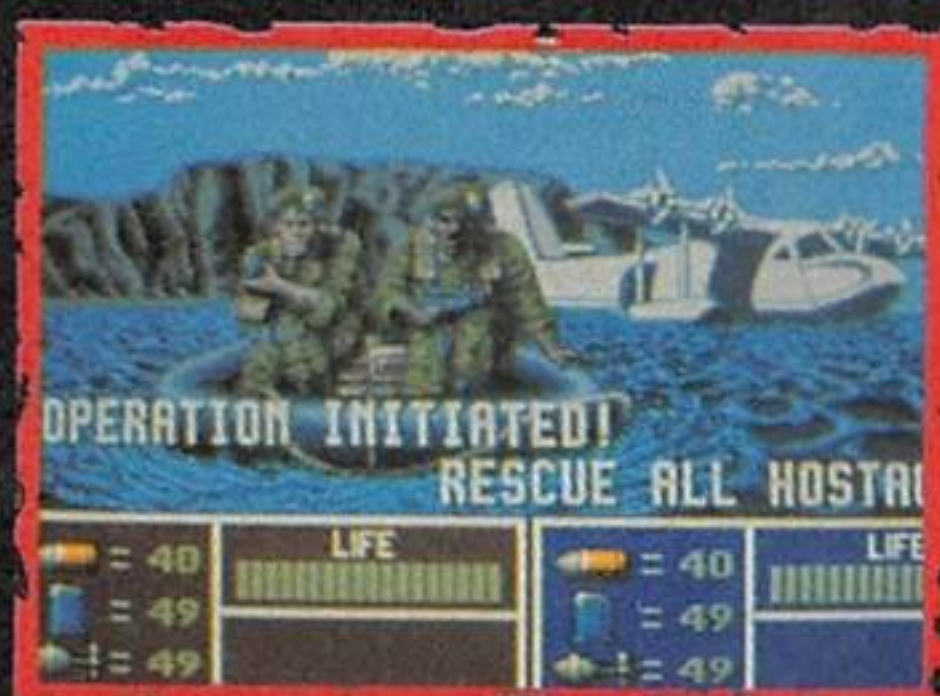
OPERATION THUNDERBOLT

TAKE WHAT COMES... & HIT 'EM WITH DOUBLE

Bringing you enhanced shoot-em-up action for one or two players, Thunderbolt not only reproduces the horizontally-scrolling gameplay of Wolf, but adds 3D action to the scenario as you test your nerve against swooping jets, helicopters, tanks and many more awesome adversaries!

Use the laser sight, or the bulletproof vest, but watch out for those air-to-ground missiles!

Operation Thunderbolt the incredible Taito coin-op conversion brought NOW to your home computer.



SPECTRUM
AMSTRAD

SPECTRUM
AMSTRAD

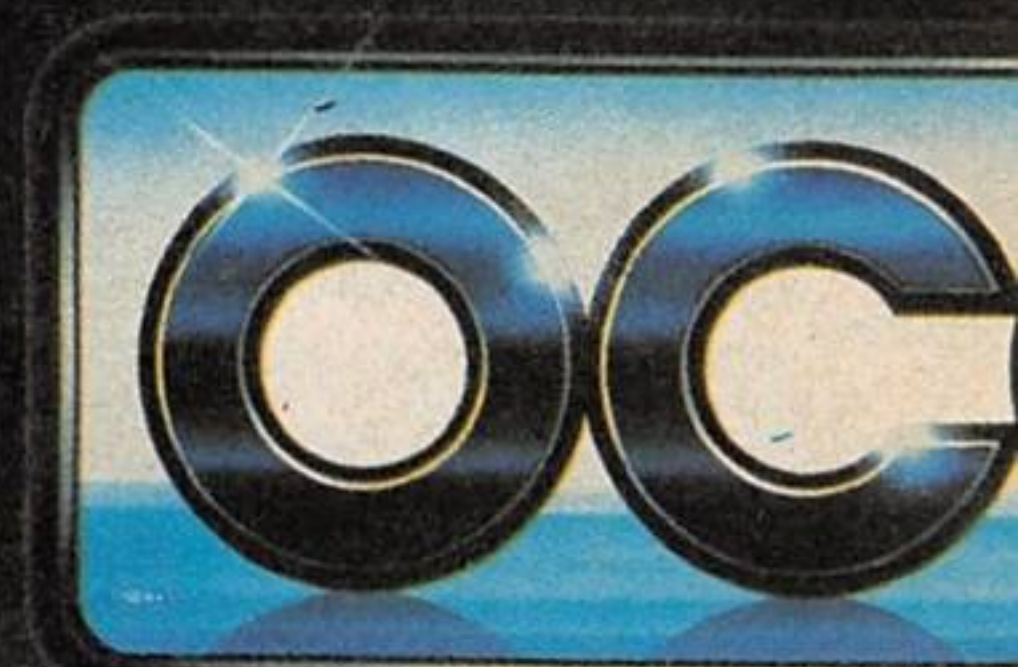
ATARIST

CBM
AMIGA

£9.99 £14.99 £19.99 £24.99

COMMODORE
CASSETTE

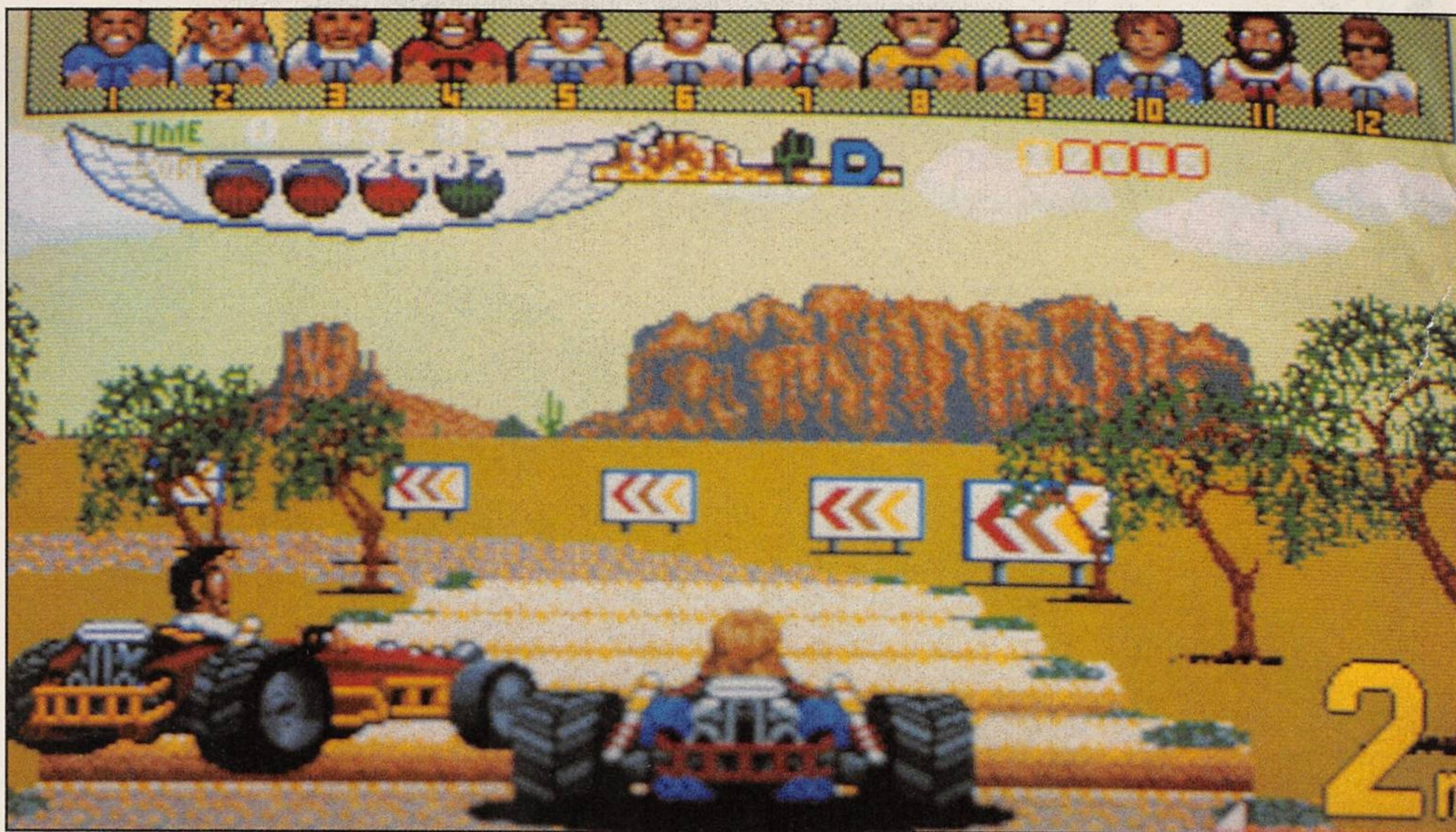
COMMODORE
DISK



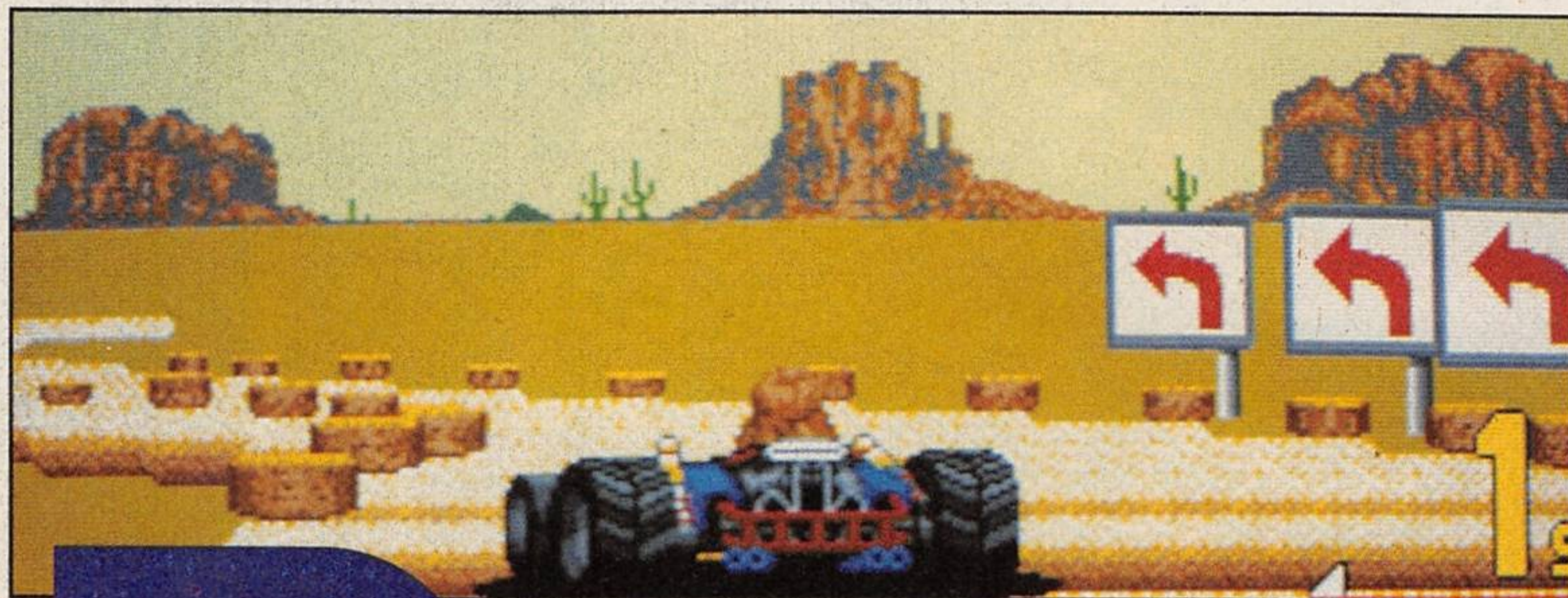
011



Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650



You're away, but someone's already overtaken you.



Rumbling over the logs.

Finally we see the first of Activision's biggies for Chrimbo, a conversion of an extremely fast race machine. So how has cartie-racing legend *Power Drift* fallen into the 68000? Not very well, as I expected. The problem lies with the machine. When an arcade programmer has an idea, he is given the hardware to carry that idea out. No matter how good a prog-

POWER

rammer is, the Amiga A500 hardware isn't going to improve, and so the new breed of arcade games are too difficult to carry across. *Powerdrift* is one of them.

Activision did try, and to be fair they haven't done an awful job. What they have come up with is as close as you're going to get. Unfortunately due to the limita-

tions of the machine a few sacrifices had to be made. . . .

The game is simple in design. Five courses, five stages to each, four laps of each stage. Come in the first three and progress to the next. As you race through the courses the bends get tighter, the jumps get bigger and the opposition gets tougher.

It's the courses that made the arcade version so impressive. Not satisfied with straight race along the ground and the occasional hill, *Powerdrift's* courses are full of tight bends, bridges, hills, jumps and dips. What this results in is a very packed screen, as you race under bridges, jump over bits of courses and even stop and watch

Activision
Price: £24.99



Any idea which way you go here?



Third place is good enough to qualify.

ROAD DRIFT

cars racing elsewhere on the track, a feat only accomplished once before, in the Digital golden oldie Integrations *T.T. Racer*.

The way the road was constructed in the arcade, and the system employed in the Amiga version, is by laying down strips of graphics, one behind the other to create a 3D image. The Amiga

version contains less strips which makes the track look very broken, and also leads to some very confusing instances. For example, when you pass under a low bridge, all the strips blend together, and you end up with a screenful of colour, rather than a cartie race track.

The game is fast, but at the

sacrifice of smooth scrolling. If you remember *OutRun* Amiga you'll know what I mean. There are plenty of times where you just can't tell if the road branches left or right, or indeed which part of the road you're supposed to be racing on. This ruins what could have been a good conversion, but how are you supposed to enjoy a racing game when you can't make out where you're meant to be racing?

There are one or two graphical touches thrown in. For example the way the viewpoint pans across the course before setting in the normal position. The special courses have been kept in too, on which you race an F-15 *Afterburner* style along and then the Super Hang On bike — a feature taken from the arcade original.

The soundtrack is good, but limited. The usual growls and squeals accompany your racing and there is some nice sampled speech that counts you in and also provides an audible lap counter.

A fan of the coin-op might enjoy this, I personally don't. It's nice to have a fast game, but when that speed means a loss of gameplay, then I'd rather have a slower game.

Tony Dillon

SOUND 78%
GRAPHICS 79%
PLAYABILITY 75%
LASTABILITY 78%

70%

SCREEN
SCENE

If you floor it, you might just come in third!

POWERDRIFT



Red sky at night, shepherd's delight.

As a straight conversion, 64 *Powerdrift* might not have the sophisticated programming techniques of the Amiga version, but as a racing game, it sure is a hell of a lot more fun.

The idea remains the same. Race through five courses, based over five stages, each with four laps. Compete in a field of twelve and finish within the top three to progress to the next stage. The controls are simple: up to accelerate, back to brake and fire to change between high and low gears.

— regardless of the amount of sprites on screen.

It plays really well for the most part. The controls are responsive and tight, and the feel is just right. The unusual thing is the way the difficulty level progresses. Rather than make the turns tighter, or the opposing cars harder to avoid, you lose traction on the road from about the third stage on each course. On the first couple of stages you can quite happily burn round tight corners at high speed, but after that you're lucky if you can get round the easiest of bends in low gear without crashing into a roadside object.

Powerdrift 64 is far superior to the Amiga version. It plays with all the fast paced frenzy of the arcade original. Given the choice I sure know which version I'd choose.

Tony Dillon

GRAPHICS 80%
SOUND 79%
PLAYABILITY 83%
LASTABILITY 82%

80%

Activision
Price
£9.99 cass
£14.99 disk

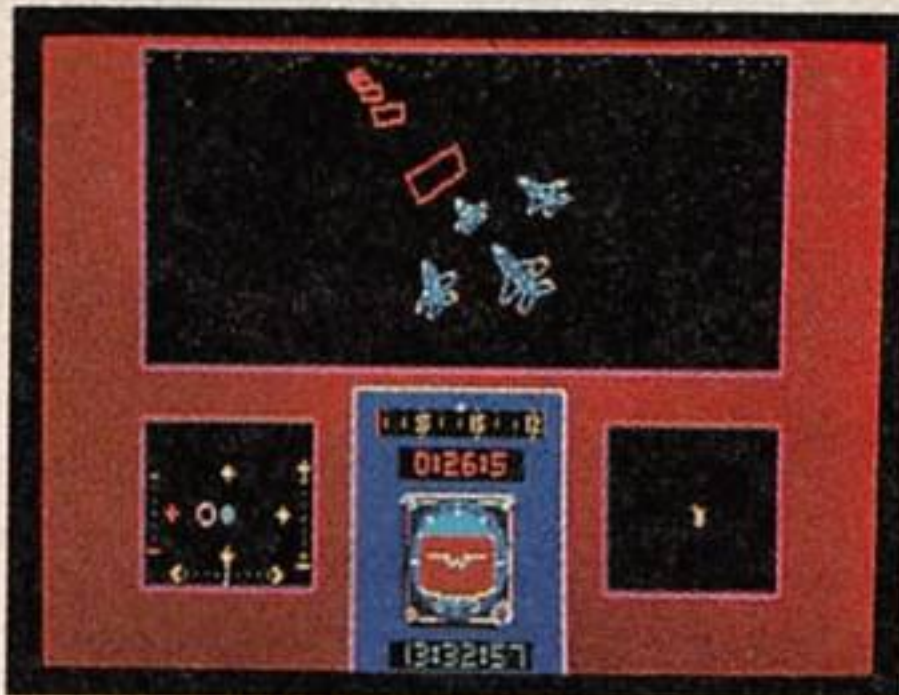


Guaranteed Window Seat.

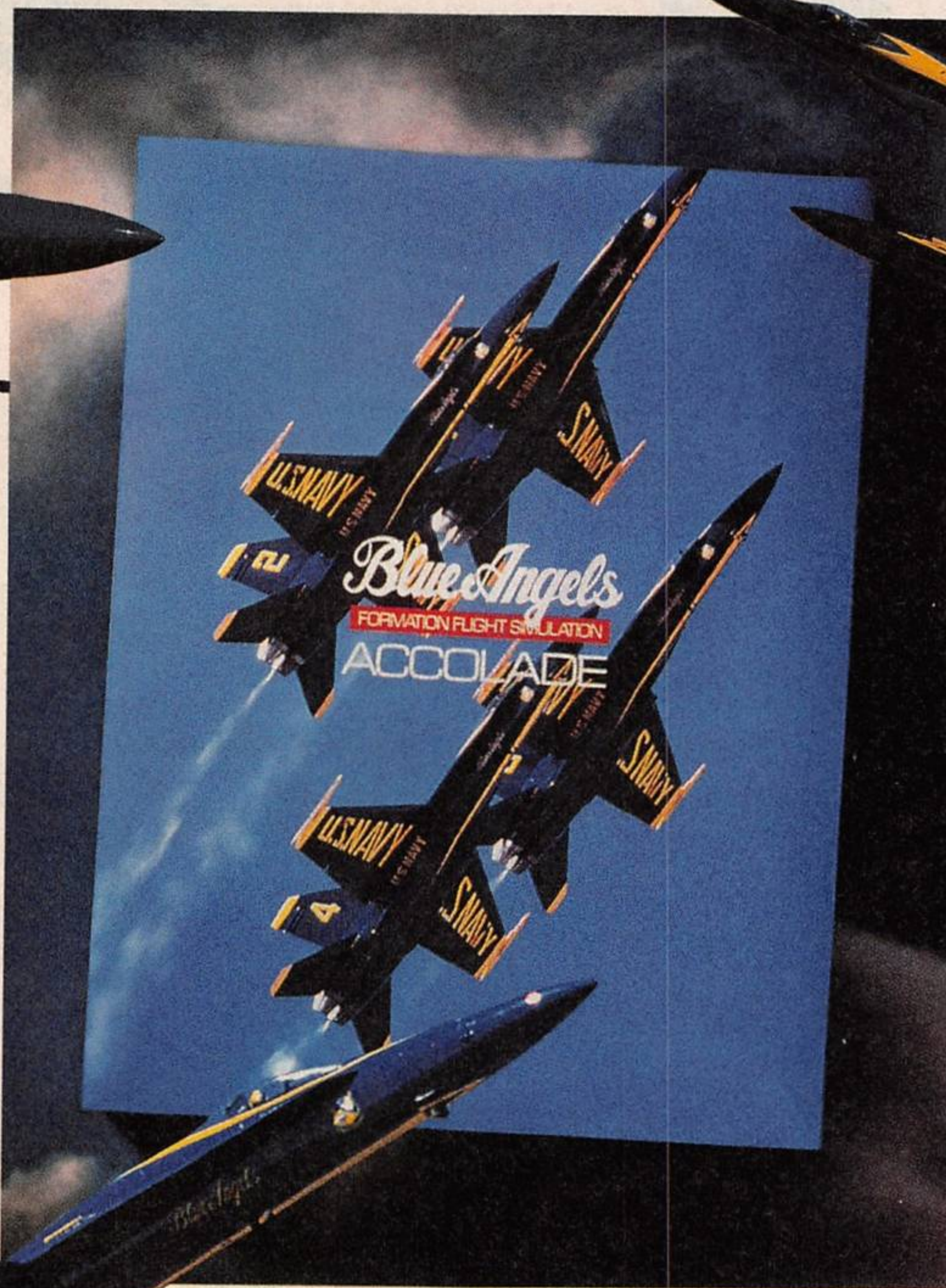
You've got the best seat at the air show — the cockpit of your F/A-18. And you're about to fly where only angels dare.



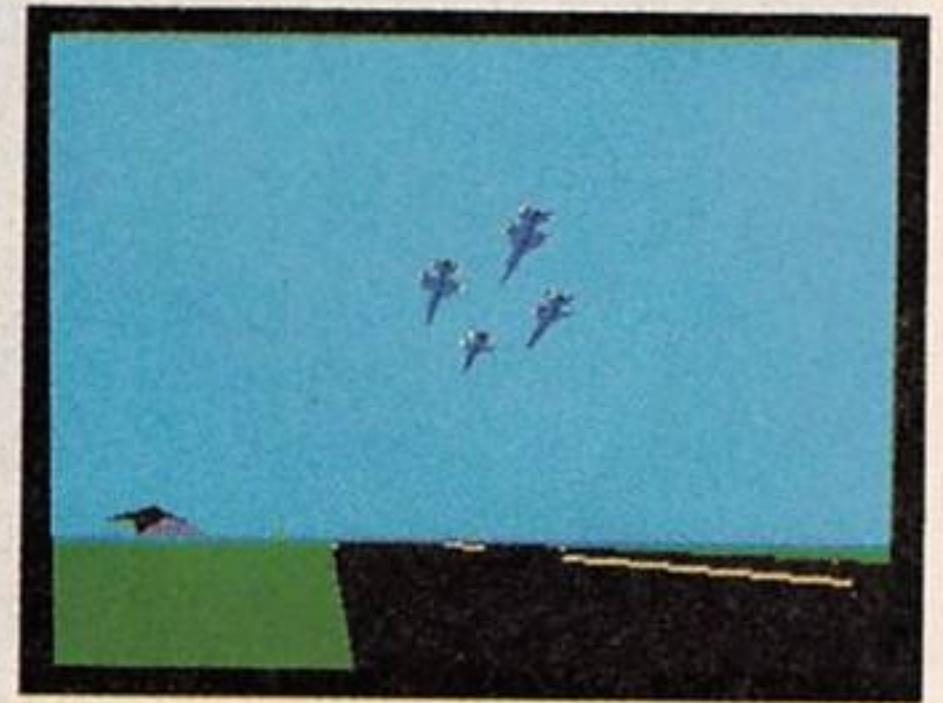
Blue Angels Formation Flight Simulation™ puts you wingtip-to-canopy with the acrobatic U.S. Navy aviators who've become legends of the sky. From ground school to the wild blue yonder, you'll practice and perform over 25 actual air show maneuvers.



Train with the Blue Angels in a wire-frame flight simulator. Plot the path you've flown in 3-D against the ideal path of the maneuver.



echelon rolls and fan breaks. Wow the crowd during three heavenly air shows.



You can watch all of your maneuvers from a variety of camera angles, review the performance on Instant Replay — even take a bird's-eye tour of the entire airfield in "Free Flight" mode.

If you're a blue chip Blue Angel, they'll induct you into the "Pilots Hall Of Fame." Because only the best and the brightest can take 32,000 pounds of military thrust and turn it on a dime.

Blue Angels Formation Flight Simulation. Everything you've ever experienced in flight simulation is about to take a 360-degree diamond roll.



Then dance with danger in one of four Blue Angel F/A-18s — a jet that can twist 500 knots into a 5g vertical climb.

Pierce the clouds on a wing and a prayer. Engage your formation in delta rolls, left

Actual game screens from IBM PC EGA version of the game. Other versions may vary.

ACCOLADE™
The best in entertainment software.™

Accolade Europe Ltd.
Unit 14, The Lombard Business Centre,
50 Lombard Road,
London SW11 3SU.

SHINOBU



P R E S E N T S

© 1988 SEGA ENTERPRISES LTD.



AMIGA @ £19.99
 ATARI ST @ £19.99
 CBM 64 CASS @ £9.99
 CBM 64 DISC @ £14.99
 SPECTRUM 48/128 @ £9.99
 SPECTRUM + 3 @ £14.99
 AMSTRAD CASS @ £9.99
 AMSTRAD DISC @ £14.99

available on

VIRGIN MASTERKRONIC LTD.

2-4 Vernon Yard - 119 Portobello Road - London W11 2DX

"This game has been manufactured under license from Sega Enterprises Ltd., Japan, and "SHINOBU" and "SEGA" (or "SEGA") are trademarks of Sega Enterprises Ltd." Produced by The Sales Centre Ltd.

AMSTRAD



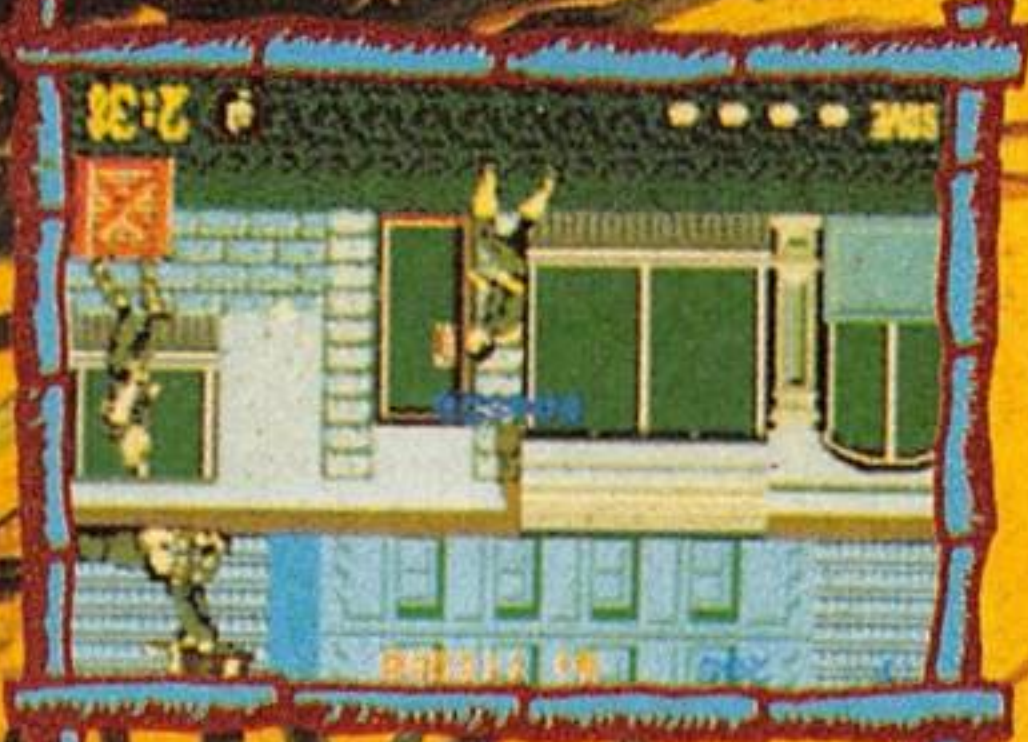
SPECTRUM



CBM 64



ATARI ST



AMIGA



TM

DAY OF THE PHARAOH

No you don't have to play the part of a mummy. Actually, you are a high ranking

Pharaoh. The game is set some-time between 2300bc and 250bc and it's the governor's task to rule his province and win favour in the eyes of the gods.

DOTP starts with a suitably digitised Egyptian still, sampled music and a choice of Pharaoh. Before you enter the eye of Horus your Pharaoh needs a province to rule over. Choose from a variety of locations whose names sound like diseases you wouldn't tell the vicar you had. Select your ship and you're on the way to true Pharaohdom.

On the main action screen you get a number of different options. The top section of the screen concentrates on trade and equipment building. Increase your fleet of ships, or your number of war chariots. Go boating up the Nile, check your supplies and trade. All of this is essential.

By using the options on the lower half of the screen you can have fun playing the tyrant. First off you have the war command. You can send one of your horse drawn war chariots to brutalise a neighbouring tribe. This takes place in an arcade sequence with you controlling the speed of the chariot and the archer. Pressing the fire button releases an arrow

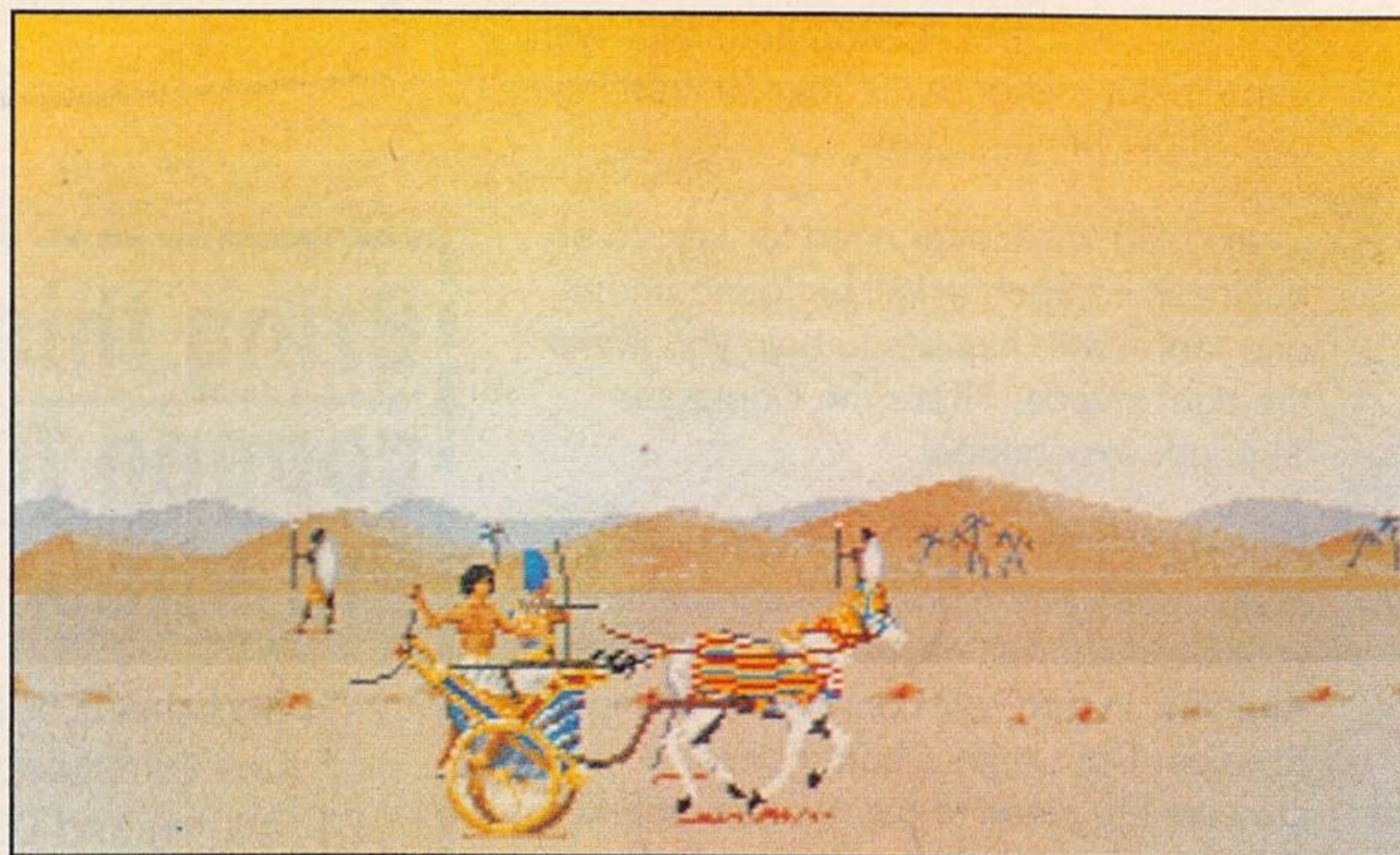


"In the name of Horus, the powerful and almighty . . ."

which, hopefully, should leave a nasty hole in someone's head. While they're firing, you have to speed up or slow down to avoid the enemies' shots. A direct hit results in your chariot driver being hurled to the ground with what looks like a rather nasty chest wound. On the other hand if you survive to the end of the section you become top dog over that tribe – until trouble starts up again.

Choose a god which appeals to you. In my case it was Hather, God of Music and Happiness. You can build a temple to a god, or sacrifice the odd peasant or two. If you think it's necessary you can also build a temple for yourself (with the aid of a few thousand slaves).

As the game progresses your prestige increases as does your power and influence over your people and neighbouring tribesmen. Boost your powers until, finally, you're accepted by the god's themselves. A tall order indeed.



DOTP is one of those games that requires at least several hours per sitting. It's deep, absorbing and fun to play. The graphics are excellent, the sound is sparse but what's there is sampled and adds nicely to the atmosphere. A good game in the increasingly popular field of interactive strategy. A must for fans of

style of game.

Mark Patterson.

SOUND	81%
GRAPHICS	83%
LASTABILITY	79%
PLAYABILITY	80%

79%

Rainbow Arts
Price: £24.99

★ **You'll find TONS of bargains** ★
at the Computer Shopper Show
... PLUS £1 million of special offers!



For three days in November, the Great Hall at Alexandra Palace, will be transformed into the venue for the world's largest pre-Christmas shopping spree for you, the computer user.

The Computer Shopper Show embraces ALL popular machine formats including Acorn, Amstrad, Atari, Commodore, Spectrum and IBM PC compatibles – with each major sector of the market creating its own show within a show.

Everything you'll ever need for leisure or business computing will be found under one roof – with experts to help you make the right choice. That's the Computer Shopper experience!

With up to 250 exhibitors serving every major make and model, the competition for your business will never have been greater. And this, in turn, will convert the Computer Shopper Show into a bonanza for buyers, the ultimate place to buy those computer Christmas presents.

A survey of the exhibitors has already shown that visitors can expect to find up to £1 million of special show offers waiting to be taken away.

Here then is the computer version of Aladdin's Cave for bargain hunters. You'll need to be a strongman to carry away all the booty!

Alexandra Palace,
Wood Green, London N22

Friday to Sunday,
November 24 to 26, 1989

10am-6pm Friday and Saturday
10am-4pm Sunday

Bring this coupon to the show



Valid for up to 4 people

... and SAVE 50p per person off the normal admission price of £4 (adults) and £3 (children)

COMPUTER SHOPPER SHOW

10am-6pm Friday, November 24
10am-6pm Saturday, November 25
10am-4pm Sunday, November 26

The Great Hall, Alexandra Palace,
Wood Green, London N22

There's so much more at Computer Shopper!

- ★ All the fun of the circus is heading for the show. See Bully the Baby Elephant, a robotic Father Christmas, a record breaking strongman, clowns, a crazy stiltwalker – it's the perfect day out for the whole family.
- ★ Even waiting to get in won't be the same. For some of London's best known street buskers will be on hand to entertain you.
- ★ Try your luck with free competitions for fabulous prizes.
- ★ Incorporates events such as the Amstrad Computer Show, the Atari Computer Show, the Electron & BBC Micro User Show...
- ★ It's so easy to get there. On-site parking for hundreds of cars. Excellent public transport network with courtesy coach link to the local British Rail station.

Sponsored by

COMPUTER SHOPPER

Organised by

DATABASE EXHIBITIONS

A838

C64

SCREEN
SCENE

Dodge the helicopter's bullets.

CABAL

Here's a clever piece of marketing for you. *Operation Wolf* appears in the arcades and becomes an instant hit, so Ocean immediately rush out and buy the license. Then, *Operation Thunderbolt* appears and becomes an instant hit, so Ocean buy the rights to that too. In between these two appears another blood and guts game by the name of *Cabal*, and becomes the only serious rival to *Op Wolf* in the arcade. Hmm, think Ocean, how can we stop this from becoming a serious threat to *Op Wolf* on home computer? Easy, we buy that license as well.

And thus they did, and it came to pass that on the 6th day of the tenth month, that being the nineteen hundred and eighty-ninth year of our lord, a bundle of disks

did weave their way into my hands, and from that did find a C64 with disk drive. Amen. And just to prove that there is power in prayer, the god Bracey of Ocean declared that *Cabal* would be good, and so it came to pass. It's bloody good.

The story is simple. As a one man army, you have to play a major part in the war against terrorism and fight your way through five levels of violence, blood and guts. Each level consists of four screens, all chok-a-blok with enemy soldiers, tanks, APCs, choppers, jets, the lot. And there's you, stood at the bottom of it all, taking pot shots at anything that moves.

As you run around at the bottom of the screen, a crosshair flies around the screen in time with your joystick movements, but four times faster than the main sprites. By holding down fire your man stops running and starts shooting, and the only thing that carries on moving is the crosshair. Even so, this doesn't stop the bad guys from firing at you, so the only real way to survive is to keep on moving, which is hard to do if you want to keep firing.

As you play each level, you'll find there are lots of things to destroy. The easiest to kill are the basic enemy soldiers who run on screen, take a shot, and then run off the other side of the screen.



Storm the fortress.

Slightly more difficult are the grenade throwers, who, dressed in white, roll along the floor when you shoot at them, and take a couple of shots to kill. Then you have the tanks and APCs which roll out onto the screen, pause for a while and then launch high powered rockets. These take a lot of gunfire to destroy or a toss of a grenade — and both of these are limited. There are the airborne nasties such as the airplanes that bomb you, and the helicopter gunships that fly on, hover in the air and then strafe the ground. As well as all these, there are also bits of scenery that can be blown up. Bring this lot together and you've got a pretty destructive game.

The original arcade graphics weren't incredible, but Special FX have done a such a good job in converting the game that it now looks great. Everything moves around smoothly, and at high speed. Even when there is lots of stuff on screen and you're firing all the time, I've yet to find a spot at which the game slows down. All the sprites are well defined, even the titchy ones in the distance, and all are clear and recognisable.

The problem I did have with this is that there's no longer a simultaneous two player option. Nevertheless, it looks like this Christmas could belong to Ocean, as they release yet another great conversion.

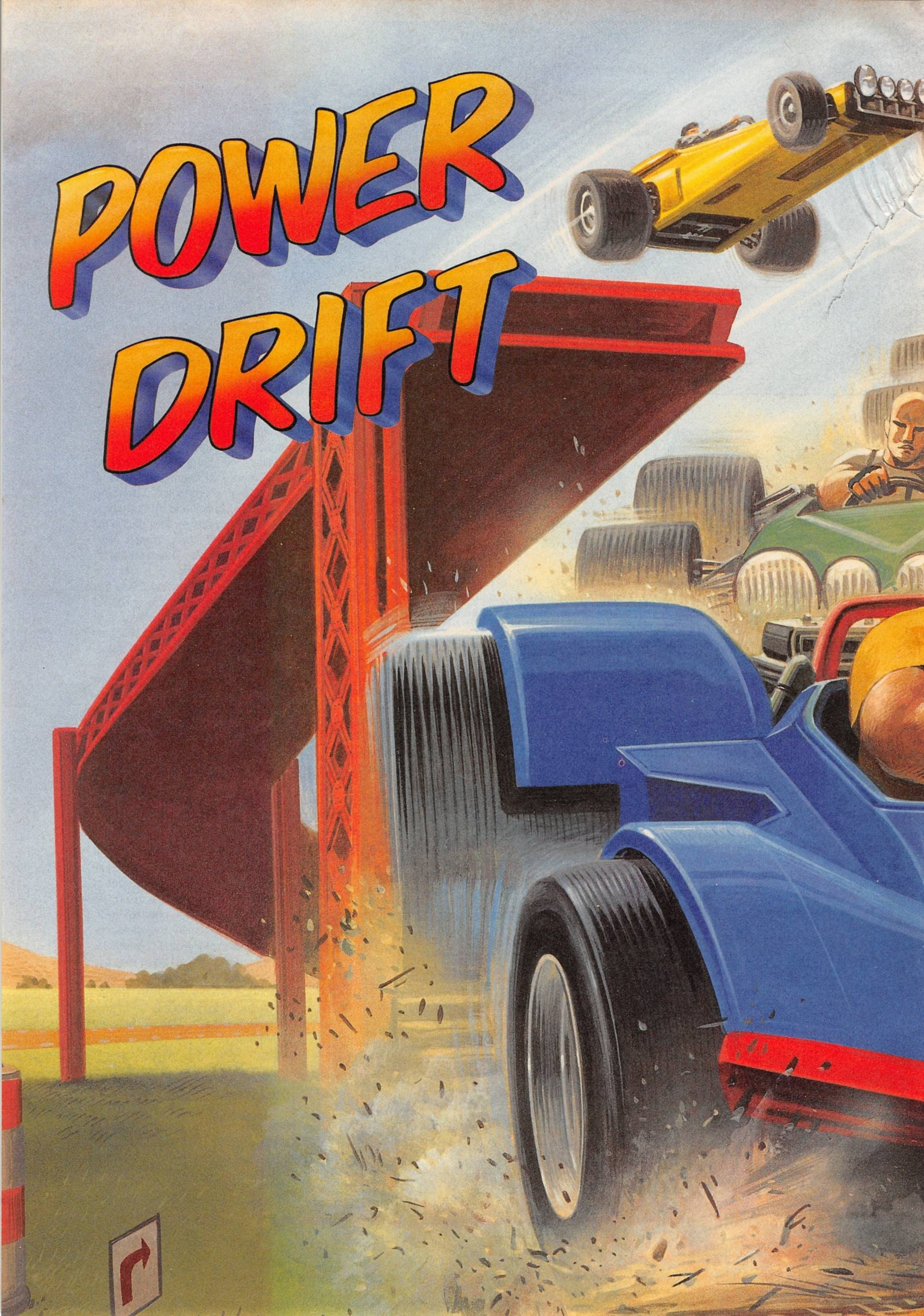
Tony Dillon

SOUND 79%
GRAPHICS 81%
PLAYABILITY 84%
LASTABILITY 80%

80%

Ocean
Price:
£9.95 cass
£14.95 disk

POWER DRIFT





AMIGA SCREEN SHOTS SHOWN

IN POLE POSITION...

It's fast... it's furious... it's POWER DRIFT!

Choose from twelve wacky drivers, like Jason the Skinhead or Jeronimo the Mohican and rev your way through 27 stomach churning circuits!

Watch the dust fly and the wheels spin as you screech over a 'roller coaster' track and wave goodbye to your opponents!

Roar over mounds of mud, drive through the desert, slip 'n' slide on snow-covered tarmac and race your way through the night to face the final lap!

CAREFUL! Power Drift is no easy ride!

If you're heading for a collision hold onto your seat and enjoy those 360 degree spins before you bump back down to earth!

Burn some rubber, put your foot to the floor and scream back to the winning post!!

ACTIVISION SEGA

POWER DRIFT™ and SEGA® are trademarks of Sega Enterprises Ltd. This game has been manufactured under licence from Sega Enterprises Ltd., Japan © SEGA 1988, 1989. Marketed and distributed by Activision (UK) Ltd.



Mail Order: Postronix Ltd., Nene Enterprise Centre, Freehold Street, Northampton NN2 6EW. Tel: 0604 791771 (Quote reference ACT 1)
Consumer Enquiries/Technical Support Tel: 0734 310003

WEIRD DREAMS

Weird (adj)

1. Suggestive of or relating to the supernatural, eerie.
2. Strange or bizarre.
3. Archaic of or relating to fate or the Fates.

Dream (n)

1. Mental activity, usually in the form of an imagined series of events, occurring during certain phases of sleep.
2. An image of fantasy.
3. A cherished hope; ambition; aspiration.
4. A vain hope.

Weird Dreams (n)

Your only hope.

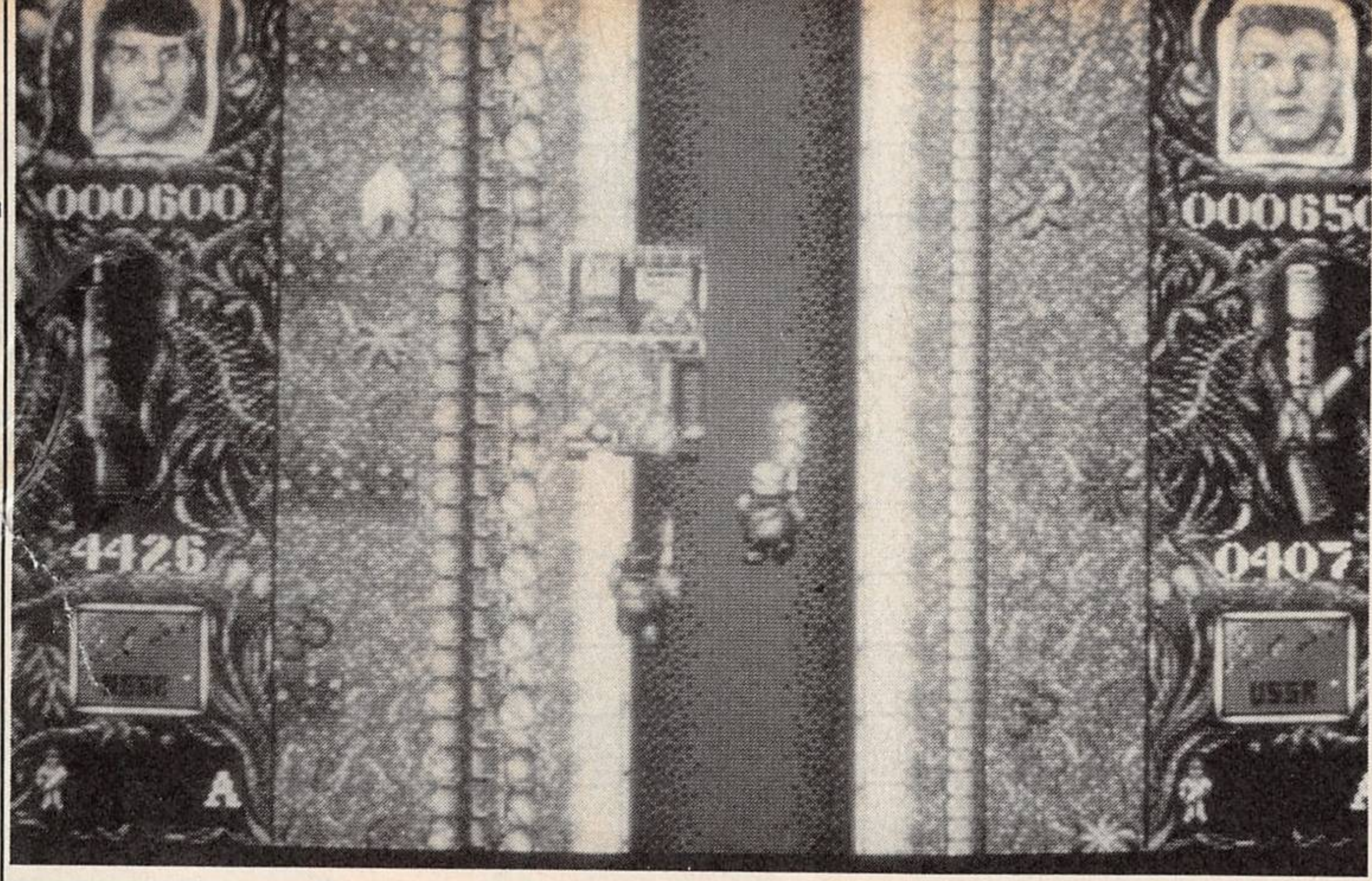
Dare you fall asleep?

Weird Dreams is available from all good software stores now. Commodore Amiga, Atari ST, and IBM price £24.99. Commodore 64 price £00.00




RAINBIRD

Co-conception: Herman Serrano and Tony King Co-design: Herman Serrano, James Hutchby and Tony King.
UNIT 1, HAMPTON ROAD INDUSTRIAL ESTATE, TETBURY, GLOS. TEL: 0666 504326.



AMIGA

SCREEN
SCENE

Most computer games are violent. Some go over the top and (usually) they're to be taken with a pinch of salt. *Dogs Of War* however, is aggressive, bloodthirsty and great fun to play.

You are a mercenary and it's your job to go around the world using big guns and killing hundreds of people. The game starts with a map of the world displaying various locations, each one representing a mission. Each assignment varies in plot: it could be to recover stolen items, or to assassinate a political figure or to rescue a kidnap victim. You are offered a cash incentive of between five and fifteen thousand quid, payable in advance; just as well considering you need to buy your weapons before you set out.

The armoury gives a whiff of the slaughter to come. You are presented with a screen of guns, big guns and REALLY big guns, each one nastier than the last. At the bottom of the table you have a small Browning High Power pistol, which isn't the greatest stopper of massed hordes of Colombian drug barons. Further on you get the classic Uzi, followed by large violent machine guns, rocket launchers and flame throwers. Each costs a load of folding green ones, not to mention the price of ammunition.

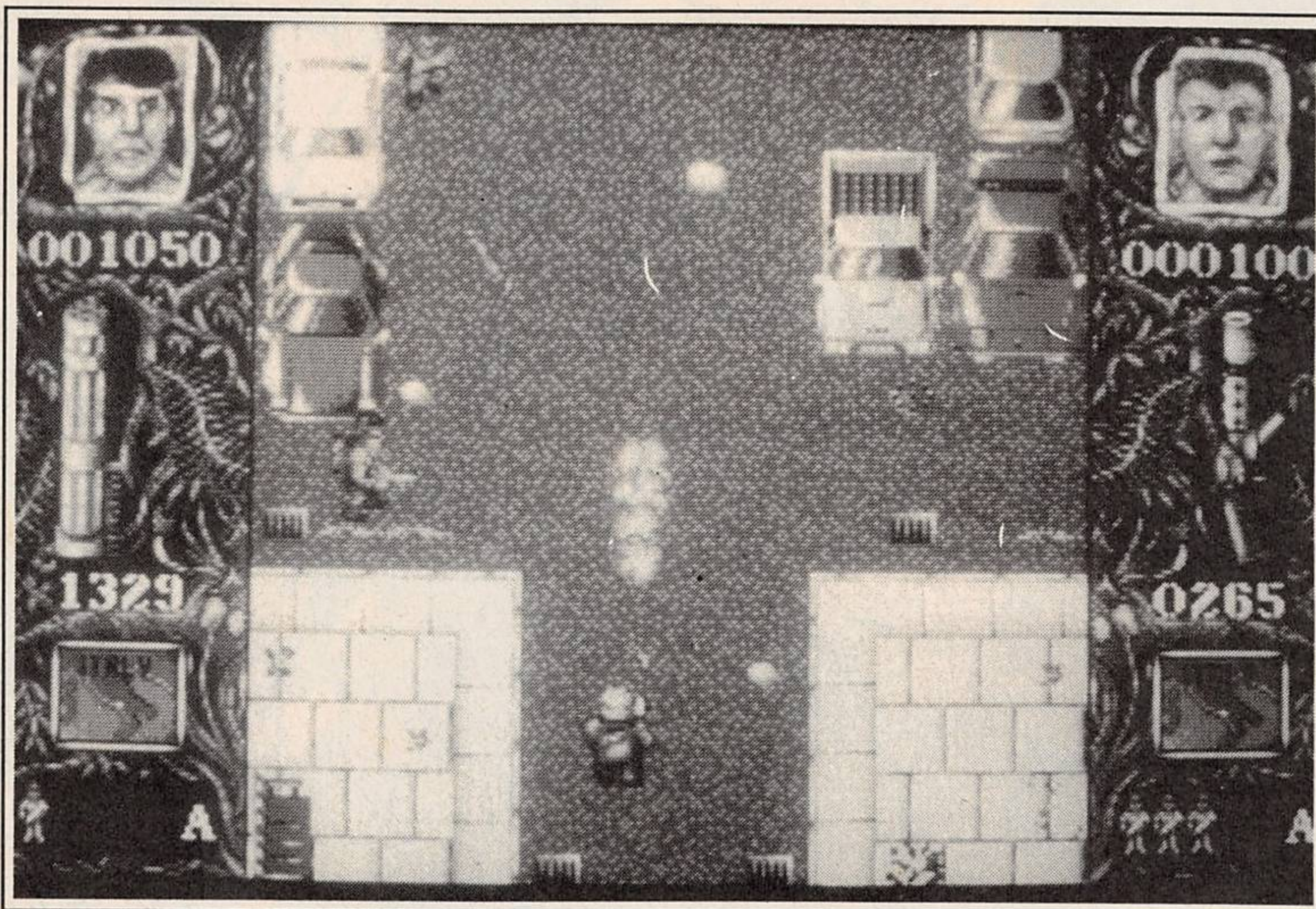
DOGS OF WAR

objective now is to survive and take out as many people as you can.

Armoured vehicles, easy-to-pick-off footsoldiers, landmines and artillery — all of them give you hell. The armoured targets are safe from your bullets, so you need to use either a rocket launcher, a standard grenade or one of those fancy grenade launchers that can be slung on an M16 rifle.

Essentially nothing more than a *Commando* conversion, *Dogs Of War* does provide a great excuse for indiscriminate murder. Low on graphics, low on sound but good fun to play, it would have been nice to have seen a ten pound price tag attached to this game.

Mark Patterson.



Once you've tooled up in the

name of justice and money, you have to haul out and kick ass. You're placed at the start of a landscape preparing to face an oncoming private army. The only

SOUND 61%
GRAPHICS 64%
LASTABILITY 64%
PLAYABILITY 76%

66%

Elite
Price: £19.99

SUPER WONDER BOY

Wonderboy is back! This time as an adventurous adolescent who must slay the ferocious fire-breathing MEKA dragon before peace can return to Wonderland. Tom-Tom takes on the most malicious monsters ever known. Evil anacondas, vicious vampire bats, mad mudmen and screaming skeletons to name just a few.

Collect treasures along the way to strengthen and protect yourself. Revival potions to perk up life levels, whirlwinds for long range battles and winged boots to fly.

There lies ahead the greatest challenge – a nightmarish adventure of the force of good against evil, as once more the peace-loving people of Wonderland turn to SUPER WONDERBOY to free them from the grasp of MEKA and his murderous monsters!!!

The future of WONDERLAND is now in your hands!



ATARI ST SCREENS SHOTS SHOWN

WONDERBOY IN WONDERLAND



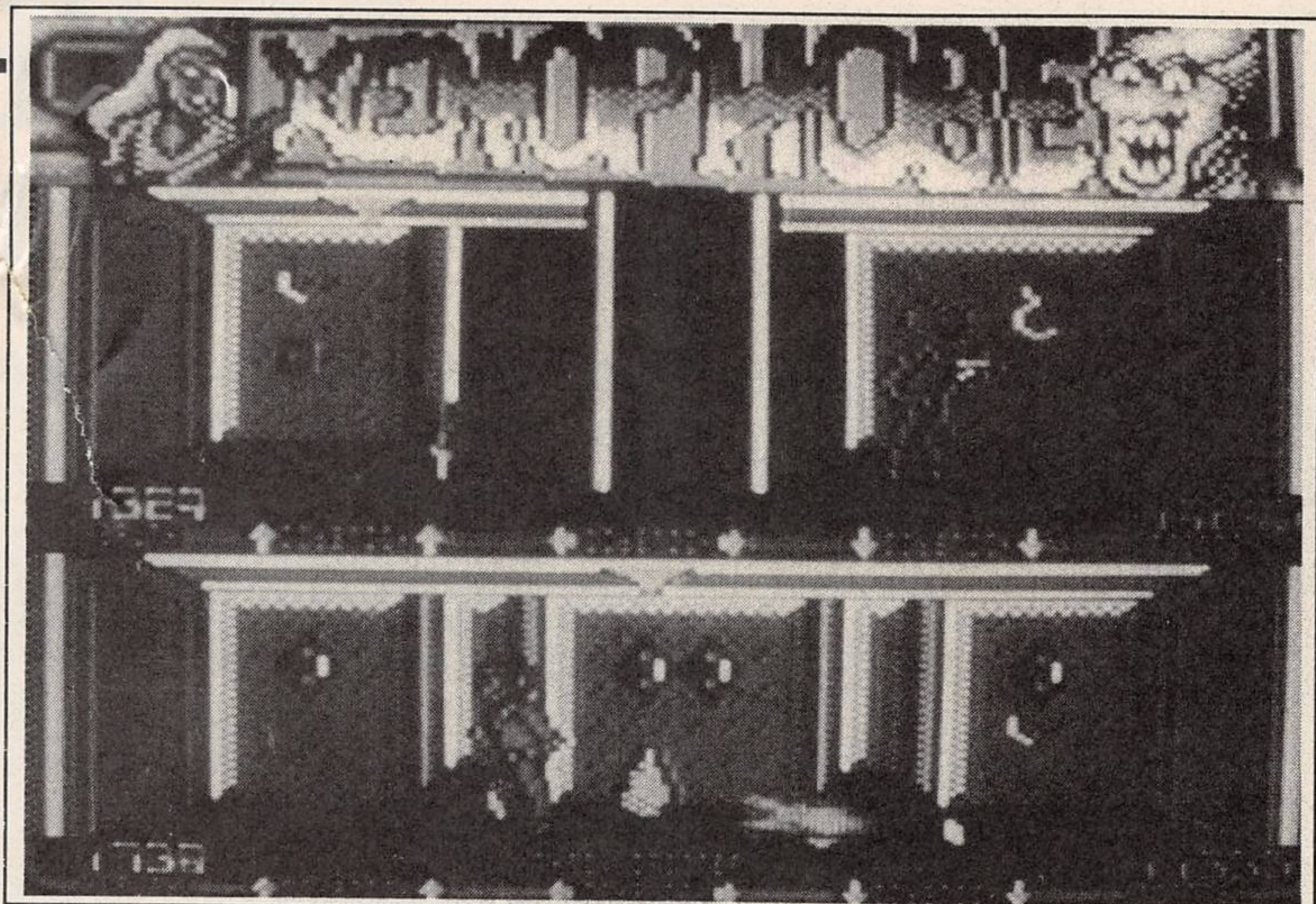
SUPER WONDERBOY™ and SEGA® are trademarks of SEGA ENTERPRISES LTD. This game has been manufactured under licence from Sega Enterprises Ltd, Japan. © SEGA/Westone 1987, 1989.

Marketed and Distributed by Activision (UK) Ltd.

Mail Order: Postronix Ltd, Nene Enterprise Centre, Freehold Street, Northampton NN2 6EW. Tel: 0604 791771 (Quote reference ACT 1) Consumer Enquiries/Technical Support: Tel: 0734 310003

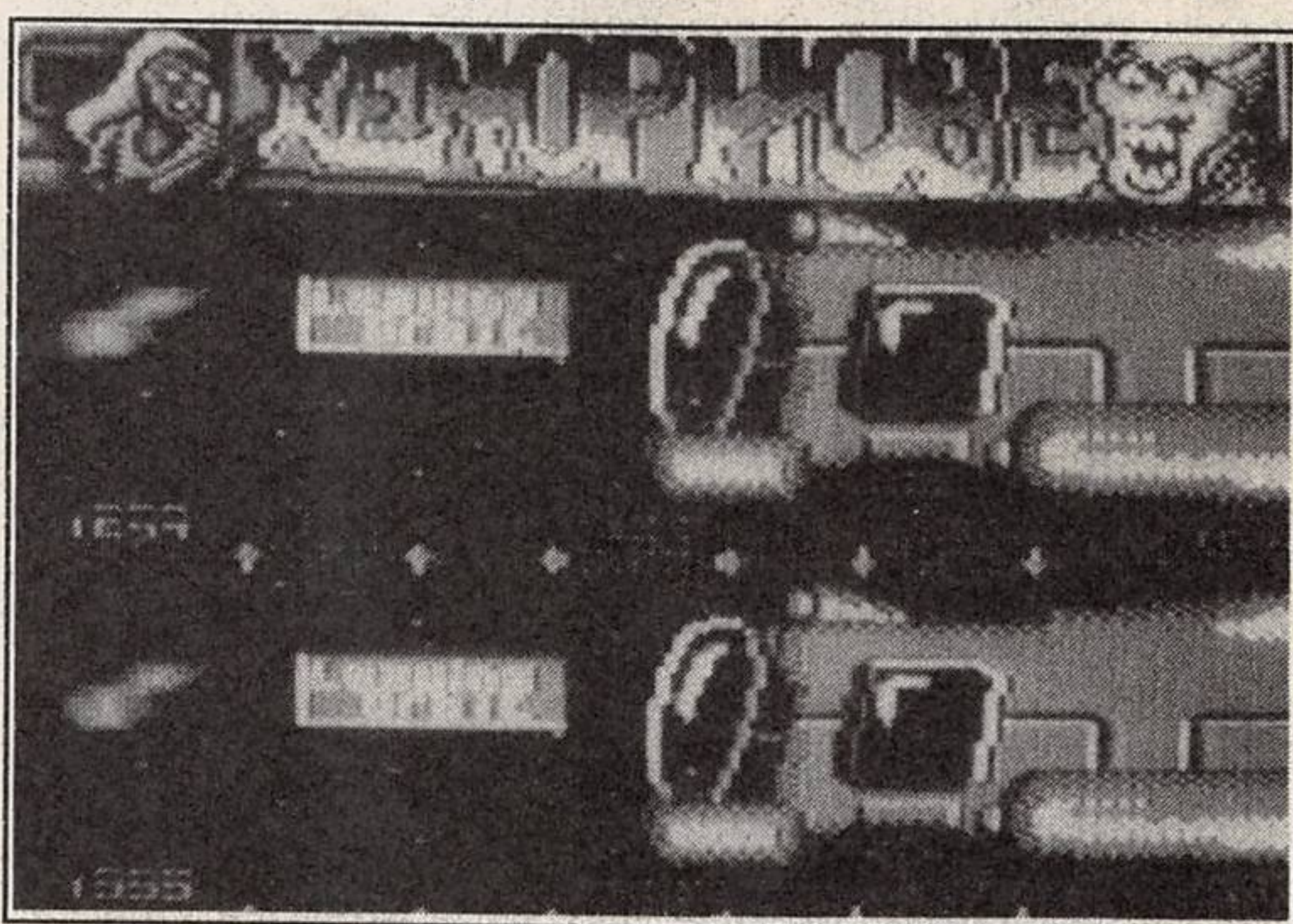
C64

SCREEN SCENE



Progress through the levels.

XENOPHOBE



Way up in the Milky Way.

You know things are going downhill when one of the leaders of original software licences a coin-op. Simulation masters Microprose have bowed to the public and released their first arcade conversion, *Xenophobe*. A strange choice for a licence considering that the coin-op wasn't all that hot. A bit stale as I remember.

So what better way to freshen it up than use a bit of originality, a touch of style and flair, or perhaps a whacking great bug. A steaming great bug. A bug so foul that it

hides within the code during game testing, then leaps out at the unsuspecting punter and completely ruins his game by scrolling forever, rather than just scrolling from room to room. A slip in standards from Stealey and the boys, and one I hope only temporary.

But now to the game. You are an alien buster (for alien read 'ghost') and your mission is thus. Travel to the alien infested space stations and wipe them out (the invaders that is, not the space stations!). As space stations go, these ones are quite small. Each one is made up of around a dozen rooms, and because it's circular, the map is wraparound.

In one of the rooms there is a computer screen, and it's on this screen you monitor your progress via a percentage display. The more you kill, the lower the percentage.

The aliens come on-screen from both sides and are killed by simply shooting. The bigger the creature, the more hits it takes. Large ones rush you and knock you into other rooms, while small slime-like nasties grab onto your leg and drain your energy and have to be shook off. There are more, some of which do some really strange things, but I don't want to spoil the surprise for you.

As you go through the ships, you can pick up extra weapons,

such as laser guns and smoke pistols, and food and bonus items such as jewellery, all of which you'll need if you want (a) a high score and (b) to complete the game.

The graphics aren't bad; basically they're a good copy of arcade graphics that weren't any good to start with. The backdrops are repetitive in places, and you do yearn for a greater range.

There are loads of tunes to be found within *Xenophobe*, along with a plethora of average sound effects, all very boom and chook.

It hurts me to say this, *Xenophobe*, just isn't any good. The controls are slow, and there are a lot of moments when what should be a frantic shoot-'em-up is nothing more than a tedious blast. That coupled with 'the bug' makes *Xenophobe* a bit of a bummer. Who'd have thought the day would come when I'd give a Microprose game a bad review? Doomsday is upon us.

Tony Dillon

SOUND 78%
GRAPHICS 71%
PLAYABILITY 68%
LASTABILITY 65%

70%

Micro Style
Price:
£9.99 cass
£14.99 disk

HARWOODS

POWER
Part

NEW AMIGA POWERPLAY PACKS

Yes, Gordon Harwood Computers have yet again improved the value of their legendary offers with the launch of the all new Powerplay packs which now include mega releases such as **BATMAN THE MOVIE**, **NEW ZEALAND STORY** etc. etc. And, when you look at the full list of over 20 extra items **IT'S GOT TO BE THE BEST DEAL DEALIN' DIEGO, YOUR AMIGA AMIGO HAS EVER COME UP WITH!** REMEMBER ALL OUR PACKS CONTAIN AMIGA'S WITH THE FOLLOWING STANDARD FEATURES...

- | | |
|--|--|
| <input type="checkbox"/> 512K RAM | <input type="checkbox"/> Mouse |
| <input type="checkbox"/> 1Mb Disk Drive | <input type="checkbox"/> 2 Operation Manuals |
| <input type="checkbox"/> 4096 Colours | <input type="checkbox"/> Workbench 1.3 |
| <input type="checkbox"/> Multi-Tasking | <input type="checkbox"/> System Disks |
| <input type="checkbox"/> Built-in Speech Synthesis | <input type="checkbox"/> Kickstart 1.3 |
| | <input type="checkbox"/> All Connecting Cables |

ALL OUR PRICES INCLUDE VAT AND STANDARD DELIVERY SERVICE



**GORDON HARWOOD
YOUR FIRST CHOICE
FOR ANYTHING AMIGA!**

POWERPLAY PACK1

THE COMPLETE AMIGA GAMES PACK RIGHT NOW!
The NEW AMIGA POWERPLAY PACK1 now comes with **OVER TWENTY ITEMS ABSOLUTELY FREE!** This adds up to **MORE THAN £400 SAVING**

- | | | |
|---|---|---|
| <input type="checkbox"/> Amiga A500 Computer (See std. features list) | <input type="checkbox"/> Mercenary Compendium | <input type="checkbox"/> Tutorial Disk |
| <input type="checkbox"/> BATMAN THE MOVIE | <input type="checkbox"/> Insanity Fight | <input type="checkbox"/> TV Modulator (PACK 1 ONLY) |
| <input type="checkbox"/> NEW ZEALAND STORY | <input type="checkbox"/> Amegas | |
| <input type="checkbox"/> F18 INTERCEPTOR | <input type="checkbox"/> Deluxe Paint II - Mega Paint Package | |
| <input type="checkbox"/> Buggy Boy | <input type="checkbox"/> Microblaster Autofire | |
| <input type="checkbox"/> Ikari Warriors | <input type="checkbox"/> Microswitched Joystick | |
| <input type="checkbox"/> Barbarian | <input type="checkbox"/> 10 - Blank 3.5" Disks | |
| <input type="checkbox"/> Thundercats | <input type="checkbox"/> Disk Library Case | |
| <input type="checkbox"/> Terrorpods | <input type="checkbox"/> Mouse Mat | |
| <input type="checkbox"/> Art of Chess | <input type="checkbox"/> Tailored Amiga Cover | |
| <input type="checkbox"/> Wizball | | |

SEE WHAT WE MEAN ABOUT COMPLETE!
You won't need to buy anything else for ages!

£399

POWERPLAY PACK2

MONITOR THIS FOR VALUE!

Pack2 contains the Super Powerplay Pack1 **PLUS** a stereo, high resolution, Philips CM 8833 Colour RGB/Video Monitor.

SEE THOSE GAMES, HEAR THOSE GAMES WITH ADDED CLARITY...

ONLY... £599

POWERPLAY PACK3

NEW AMIGA AND COLOUR PRINTER PACK
Take our Powerplay Pack 2, and add Star's fantastic LC 10 COLOUR PRINTER, to give you the ultimate colour home entertainment computer system!!!

If you would prefer an alternative printer from within our range, simply deduct £209.95 and add the price of the printer you require. (Any printer can be chosen).

'SEE IT IN PRINT' FOR JUST... £799

POWERPRO PACK4

NEW POWERPRO PACK 4 CONSISTS OF...

- Amiga A500 Computer.
- Philips CM 8833 Colour Monitor.
- Star LC 10 Colour Printer.
- 'The Works' Integrated Business Software Package.
- Ten 3.5" Blank Disks in a Library Case.
- Mouse Mat. Dust Cover.

'WE MEAN BUSINESS' AT JUST... £799

HARWOODS THE NAME YOU CAN TRUST



24

CREDIT TERMS

Gordon Harwood Computers are licensed brokers and facilities to pay using our Budget Account Scheme are offered on most items. APR 35.2%.

12-36 month credit sale terms are available to most adults simply phone or write and we will send written details along with an application form. (Applications are required in advance).

*** Credit terms, with or without a deposit, can be tailored to suit your needs.**

ORDERING MADE EASY - COMPARE OUR SERVICE

- ORDER BY PHONE...**Phone our 24Hr Hotline using your Access, Visa or Lombard Charge Card quoting number and expiry date.
- ORDER BY POST...**Make cheques, bankers-building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS (N.B. Personal or business cheques require 7 days clearance from date of receipt before despatch).
- PAY AT YOUR BANK...**If you wish to pay by Credit Giro Transfer at your own bank, phone for details.
- FREE POSTAL DELIVERY** goods in UK Mainland (5-7 day delivery) OR COURIER SERVICE...Add £5 per major item for next working day delivery, UK Mainland. (Orders normally despatched on day of receipt of payment or cheque clearance).

After you've purchased from Harwoods we'll still be here to completely satisfy you should any problems arise.



12 MONTH WARRANTY...If goods prove to be faulty within 30 days of purchase they will be replaced with a NEW UNIT. For the remainder of the Guarantee Period, all warranty repairs will be made FREE OF CHARGE!

COLLECTION FACILITY...Any faulty computer or monitor can be collected from your home FREE OF CHARGE within the guarantee period. (UK Mainland Only)

FULL TESTING PROCEDURE...All computers are thoroughly tested prior to despatch, all items are supplied with mains plugs where reqd.

PLAY folia

MONITORS

PHILIPS CM 8833 STEREO

Full 14" Stereo High Resolution Colour Monitor, (higher spec. than the CBM 1084S now discontinued, replaced by the CBM 1084)

- Twin Speakers.
- High Contrast Tube.
- SCART Euro-connector fitted as standard.
- Green Screen Switch for enhanced text mode.
- RGB/AI, TTL, Composite Video and stereo audio inputs.
- Can also be used as a TV with tuner or VCR.
- Supplied with Tilting Stand.
- Compatible with most micros.
- **FREE** lead for computer of your choice.
- **ONLY FROM HARWOODS...** 12 Month replacement warranty for major faults.

ALL THIS FOR JUST... **£222**

COMMODORE 1084

Full 14" High Resolution Colour Monitor

- RGB/AI, TTL, composite video and audio inputs.
- Supplied with cables for A500, CGA PC, C16-64-128.
- Can also be used as a TV with tuner or VCR.

GREAT VALUE AT ONLY... **£209**

GRAPHICS HARDWARE

DIGIVIEW GOLD

Digitises static images in FULL COLOUR and all resolutions supported (memory permitting). Creates IFF and HAM files. Uses B&W, or colour with B&W mode video cameras.

£139.95

DIGI DROID

Totally automated motorised filter rotator for use with Digiview. Prevents camera movement between passes.

£59.95

VIDEO TO RGB SPLITTER

Takes standard video signal, separates red, green and blue. Enables standard video recorder or colour camera to digitise in colour with Digiview Gold (requires clear picture pause with recorder).

£109.95

RENDALE GENLOCKS

8802 **£249.00** Semi Pro
8806 **£749.00** Pro

SUPER PIC

Real Time Frame Grabber & Genlock
Real time instant colour frame-grabber from moving video. Capture superb digitised video images in a range of resolutions from standard composite video source such as your domestic video recorder or video camera in a 50th of a sec. Includes Genlock to overlay Amiga graphics onto moving video.

only... **£499.00**

MINIGEN GENLOCK

Entry level Genlock for mixing moving video picture with computer graphics, ideal for titling, no monitor required.

MOVIE MAGIC ... £113.85

HITACHI VIDEO CAMERA

Mono, 650 scan lines

£249.95

ILLUMINATED COPY STAND

4 Light, adjustable, shake free stand for video camera. **£89.95**

PRINTERS

All printers in our range are dot matrix and include the following features...

Standard centronics parallel port for direct connection to Amiga, PC's, ST, etc. and come with **FREE** connector cables.

CITIZEN 120D FULL 2 YEAR WARRANTY
Very reliable low cost printer, interchangeable interfaces available for Centronics RS 232 or Serial type for CBM 64 etc **£149.95**

STAR LC10 MKII
Brand new superfast MK II version of this ever popular printer **£184.95**

- Multiple font options from front panel.
- Excellent paper handling
- Simultaneous, continuous and single sheet stationery.

STAR LC10 COLOUR
Colour version of the LC 10 **£209.95**

- Allows full colour dumps from Amiga.
- Superb text quality.
- Can use black LC 10 ribbons.
- Our most popular colour printer!

STAR LC 24 10
24 Pin version of the Star LC series with exceptional letter print quality **£249.95**

All our Star printers are genuine UK spec. which are specifically manufactured for sale in the UK ONLY. Please be aware that European spec. versions are being unofficially imported against the wishes of Star Micronics UK. These printers DO NOT carry a Star UK warranty, and WILL NOT be serviced by them should the need arise. UK specification printers may be recognised by their 3-pin UK type plug which is MOULDED to the mains cable.

ACCESSORIES

COMMODORE

A 501 RAM PACK New Low Price... **£119.95**

Genuine CBM ram pack with real time battery backed clock... This add on DOES NOT invalidate Commodore's warranty.

A 500 POWER SUPPLY **£49.95**

Genuine CBM power supply, also fits CBM 128

A 520 TV MODULATOR **£19.95**

Supplied with all the necessary cables.

QUALITY ACCESSORIES

REPLACEMENT MOUSE

Microswitched mouse buttons, high resolution mechanism. **Great Feel only... £29.95**

FLOPPY DISKETTES

Genuine Commodore Disks

Ten 3.5" **Commodore quality at only... £14.95**

Quality certified 3.5" bulk disks supplied with labels

10, with a library case **£9.49**

10, uncased **£8.49**

100, uncased **£69.00**

100, with lockable storage case **£74.95**

MICROBLASTER JOYSTICK **£12.95**

Fully microswitched, arcade quality

ZIPSTICK SUPERPRO **£15.95**

Professional quality, perfect feel

STORAGE DEVICES

HARD DRIVES

COMMODORE A590 20Mb HARD DISK FOR AMIGA A500's

Commodore's own Hard Drive for the A500

- Autoboot with Kickstart 1.3
 - Sockets for upto 2Mb RAM expansion.
 - Can be expanded in 512K blocks.
 - DMA Access.
 - External SCSI port.
- Super Low Price... £379** (Call for Kickstart 1.3 upgrade prices)

A590 HARD DISK 512K UPGRADE

- Onboard, fit up to 4, in stages, giving 2 Mb Total.
- Up to 3Mb when fitted with A501 **only £69.95**

30 & 50Mb AMDRIVE HARD DISK FOR THE A500

- 41ms Fast access drive.
- True SCSI upto 500 kb/sec on standard A500.
- Built in power supply.
- 12 month replacement warranty included.
- 2 Year warranty available.

30 Mb Version... Only £399

50 Mb Version... Only £475

40 Mb VORTEX HARD DRIVE FOR BOTH AMIGA A500 AND A1000

- For both A500 and A1000 as supplied.
- Autoboots on any Amiga.
- Throughport and connector for 2nd hard drive.

Great value at only... £499

FLOPPY DRIVES

CUMANA DISK DRIVES

The drives below have the following features:

- Enable/disable switch.
- Throughport.
- LED Access Light, super quiet.
- Suitable for A500, A1000, A2000 and CBM PC1.

NEW CAX 354 3.5" SECOND DRIVE

- 25mm Super slimline 3.5" drive.

A real bargain at only... £89.95

CAX 1000S 5.25" SECOND DRIVE

- Amiga DOS and MS DOS compatible.

Save more than ever... £129.95

AMIGA SOFTWARE

THE WORKS	£79.95
Integrated word processor with spelling checker, spreadsheet with graphics and database.	
X-CAD DESIGNER	£99.95
Perfect choice in Computer Aided Design (1Mb required).	
PUBLISHERS CHOICE	£89.95
Complete solution for D.T.P. needs, contains Kind Words V2 W.P. package, Pagesetter V1.2 with Artists Choice clip art and Headliner font pack.	
MUSIC-X	£199.95
The most powerful music/midi/sequencing package available, features up to 250 tracks.	
FANTA VISION	£39.95
Popular animation and sound package.	
DOS TO DOS	£49.95
Transfer any PC MS-DOS or ST GEM file to your Amiga.	

HR ORDER LINE-0773 836781

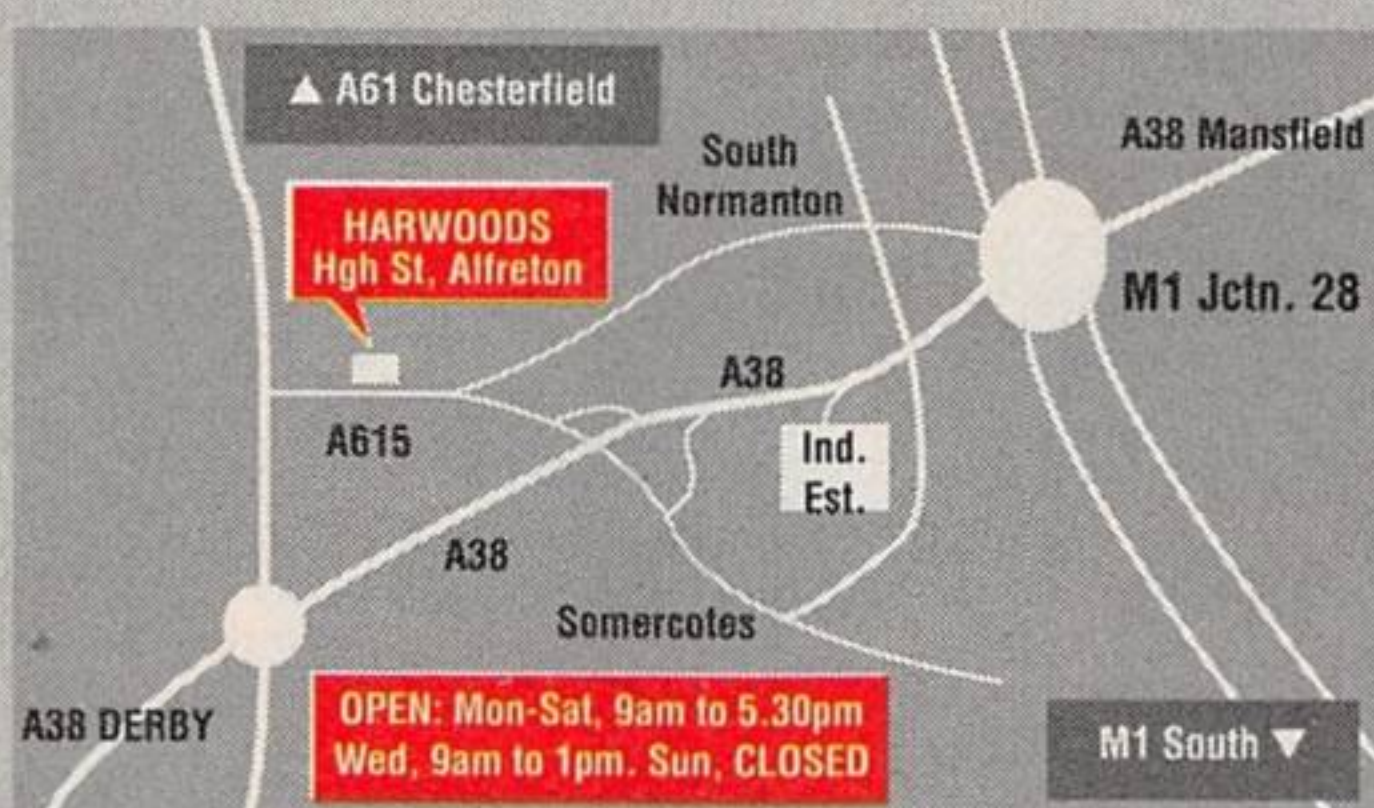


VISIT OUR SHOWROOM

Please call to see us where our full range of advertised products AND MORE is on sale. Come and see for yourself the amazing Amiga and a whole host of peripherals, software and accessories.

REMEMBER WE ARE NOT JUST ANOTHER MAIL ORDER COMPANY

All listed prices are what YOU PAY, and there are **NO HIDDEN EXTRAS**. VAT and Postage are included and prices are correct at time of going to press. E. & O. E.
Offers subject to availability and are currently advertised prices.



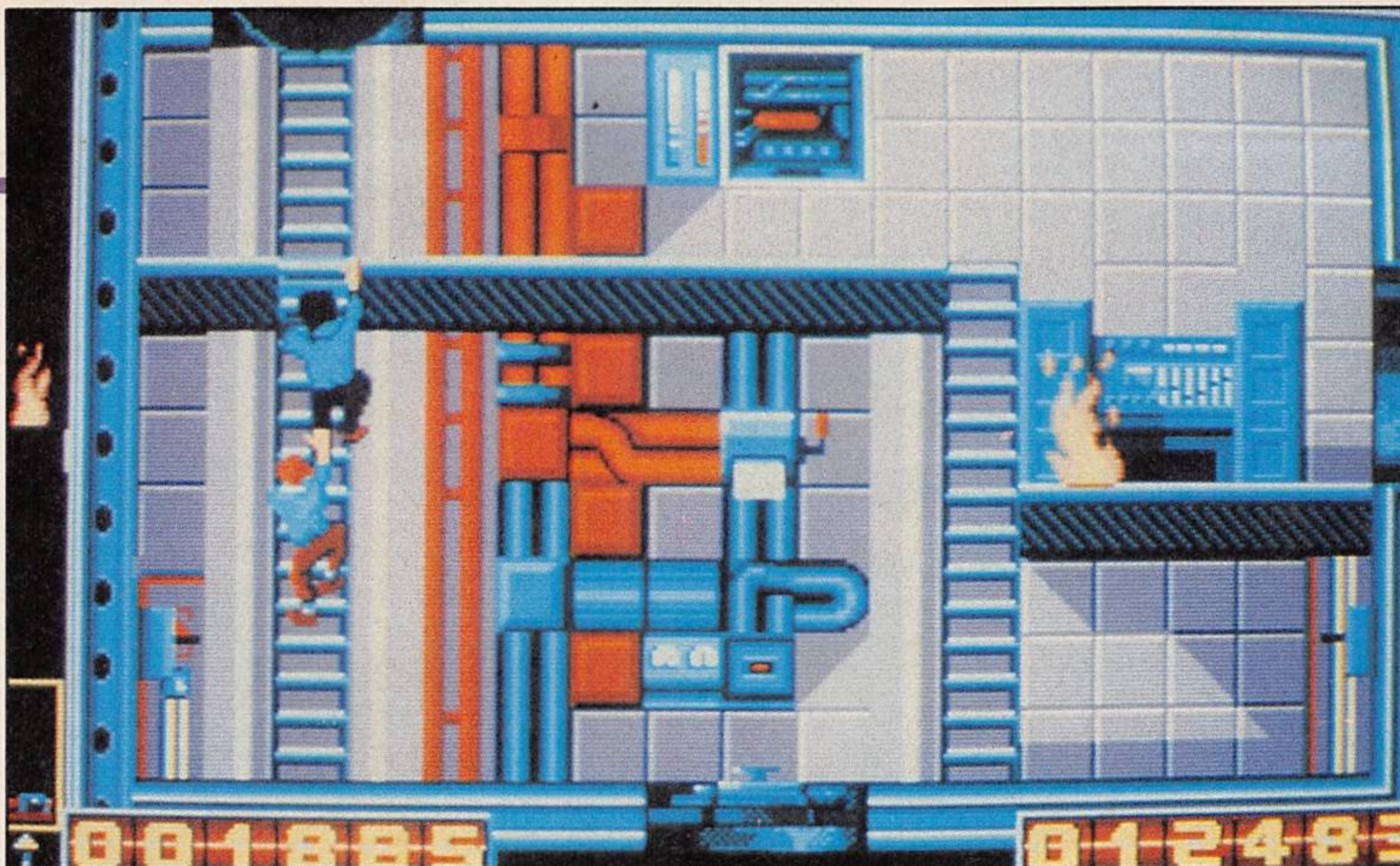
**OPEN: Mon-Sat, 9am to 5.30pm
Wed, 9am to 1pm. Sun, CLOSED**

**GORDON
HARWOOD
HARWOOD
HARWOOD
Computers**

GORDON HARWOOD COMPUTERS
DEPT. CUS/B1 69-71 HIGH STREET
ALFRETON, DERBYSHIRE, DE5 7DP.
Tel: 0773 836781 Fax: 0773 831040

AMIGA

SCREEN
SCENE



Snuff out the fire, Tintin.

It's taken years for a software company to show some sense in licensing probably the greatest comic character ever. Currently enjoying his 50th anniversary, celebrated in a wonderful exhibition during the summer in London, Tintin now makes his small screen debut.

Infogrammes have been working on *Tintin On The Moon*, based on the intrepid hero's troubled journey through the stars. It was published nearly 10 years before the real event and showed some remarkable foresight on the part of Herge as to the real problems of lunar flight — even if Tintin did find ice on the surface.

The possibilities for games design in this game were enormous, but sadly Infogrammes have chosen to ignore most of them for a few rather trite mini games. The beginning is promising with a neat opening sequences with some nice samples as the team are ferried to the rocket and take off. The game begins with a tedious phase in which you have to steer the rocket away from asteroids and into the path of energy capsules and red spheres.

Infogrammes
Price: £19.99

TINTIN ON THE MOON

Once you've collected enough you move onto the second stage of the game which takes you inside the ship where Colonel Boris, the spy, has tied up Profes-

or Calculus and Captain Had-dock and planted a bomb. Fires too begin to break out, and to complete the section you have to put them out, free your friends and

discover the location of the bombs. Boris wanders uselessly around the ship, but it's Boris you have to avoid. He'll shoot you, sapping your energy. Running through the fires too, will deplete it further. If you fail to extinguish the fires or find the bomb the ship blows up and the game ends.

If you manage to get through the second stage there's a shock in store — the game repeats these two sequences four more times before you have to land the rocket and complete the game. There are no further levels on the moon itself, thus wasting many excellent possibilities. Further game sections could have been added when Tintin has to rescue Snowy after he falls down a crevasse, or when the tank begins to run out of air as they return. In fact *Tintin On The Moon* could have been designed along Cinemaware lines. Instead an excellent opportunity to create a 16 bit interactive cartoon has been squandered.

The graphics are excellent too, which makes this all the more frustrating. The characters are readily identifiable and much of the game resembles Herge's style and his book.

It's sad once again to have to say that another great cartoon licence has been thrown away. Infogrammes, reportedly had memory problems, but if that's the case why didn't they make it a two disk game? I hope this doesn't deter them from taking on another Herge book — something like *The Crab With The Golden Claws* which offers many good opportunities — and doing a good job on it. I'm waiting. . . .

Mike Pattenden

SOUND 70%
GRAPHICS 88%
PLAYABILITY 57%
LASTABILITY 71%

65%



XENON TECHNOLOGY

71, Wadham Road, North End, Portsmouth, Hampshire, PO2 9ED

0705 670878

MAIL ORDER

** AMIGA **
** C64 **
** PC **

MAIL ORDER

COMMODORE AMIGA SOFTWARE

		DISK
1	Xenon II Megablast.....(Image Works)	£15.45
2	Batman: The Movie.....(Ocean)	£15.75
3	Shadow Of The Beast.....(Psygnosis)	£21.95
4	It Came From The Desert.....(Image Works)	£19.45
5	Blade Warrior.....(Image Works)	£16.45
6	The Untouchables.....(Ocean)	£16.45
7	Cabal.....(Ocean)	£14.95
8	Stryx.....(Psyclapse)	£12.75
9	Swords Of Twilight.....(Electronic Arts)	£16.45
10	Dynamic Debugger.....(Image Works)	£16.45
11	Interphase.....(Image Works)	£16.45
12	Operation Thunderbolt.....(Ocean)	£16.45
13	The Lost Patrol.....(Ocean)	£15.75
14	Ooze.....(Dragonware)	£16.45
15	Fiendish Freddie's Big Top O' Fun.....(Mindscape)	£16.45
16	Beach Volley.....(Psygnosis)	£15.75
17	Populous: Promised Lands... (Electronic Arts)	£6.45
18	Gemini Wing.....(Virgin)	£12.75
19	Future Wars.....(Delphine/Palace)	£15.75
20	Power Drift.....(Activision)	£16.45
21	Grid Iron.....(Bethesda)	£16.45
22	Triad II.....(Psyclapse)	£15.75
23	The New Zealand Story.....(Ocean)	£15.75
24	Ghostbuster II.....(Activision)	£16.45
25	Infestation.....(Psygnosis)	£16.45
26	Iron Tracker.....(Infogames)	£12.75
27	A.P.B.....(Tengen)	£12.75
28	Barbarian II.....(Psygnosis)	£15.75
29	Dragon Spirit.....(Domark)	£12.75
30	Action Fighter.....(Firebird)	£15.75
31	Ivanhoe.....(Ocean)	£15.75
32	Demon's Tomb.....(Melbourne House)	£12.75
33	Never Mind.....(Psyclapse)	£13.45
34	Bad Company.....(Logotron)	£16.45
35	Highway Patrol.....(Infogames)	£15.75
36	Silkworm.....(Virgin)	£12.75
37	Strider.....(US Gold)	£16.75
38	Xenophobe.....(Micro Style)	£16.45
39	Matrix Marauders.....(Psyclapse)	£13.45
40	Last Squad.....(Blads)	£13.45
41	Shufflepack Cafe.....(Domark)	£13.45
42	Knightforce.....(Titus)	£16.45
43	Super League Soccer.....(Impression)	£16.45
44	Horse Racing.....(Mindscape)	£16.45
45	Chicago 90.....(Infogames)	£13.45
46	Life & Death.....(Mindscape)	£16.45
47	Kees The Thief.....(Electronic Arts)	£16.45
48	Neuromancer.....(Electronic Arts/Interplay)	£16.45
49	Risk.....(Leisure Genius)	£13.45
50	Super Quintet.....(Infogames)	£15.75

COMMODORE 64 SOFTWARE

		DISK	TAPE
1	Batman: The Movie.....(Ocean)	£9.45	£6.35
2	Shinobi.....(Virgin)	£9.45	£6.45
3	Dynamite Dux.....(Activision)	£9.45	£6.45
4	Bloodwych.....(Image Works)	£8.45	£6.45
5	Cabal.....(Ocean)	£9.45	£6.35
6	Blood Money.....(Psygnosis)	£8.45	£6.45
7	Ballistix.....(Psyclapse)	£8.45	£6.45
8	Laser Squad.....(Blade)	£9.45	£6.45
9	Beach Volley.....(Ocean)	£9.45	£6.45
10	Dragon Spirit.....(Domark)	£8.45	£6.45
11	Mr. Heli.....(Firebird)	£9.45	£6.45
12	Carrier Command.....(Rainbird)	£9.45	£6.45
13	Quarterback.....(Virgin)	£9.45	£6.45
14	Stunt Car.....(Micro Style)	£13.45	£9.45
15	Super Quintet.....(Infogames)	£9.45	£6.45
16	Super Wonder Boy.....(Activision)	£9.45	£6.45
17	Eye Of Horus.....(Firebird)	£9.45	£6.45
18	Rainbow Island.....(Firebird)	£9.45	£6.45
19	Operation Neptune.....(Infogames)	£9.45	£6.45
20	Weird Dreams.....(Rainbird)	£9.45	£6.45
21	Paul Gascoigne Super Soccer.....(Empire)	£9.45	£6.45
22	F.1. Manager.....(Sumulondo)	£9.45	£6.45
23	Action Fighter.....(Firebird)	£9.45	£6.45
24	Gemini Wing.....(Virgin)	£9.45	£6.45
25	Robocop.....(Ocean)	£9.45	£6.45
26	Vigilante.....(US Gold)	£9.45	£6.45
27	Battlechess.....(Interplay)	£9.45	—
28	Rick Dangerous.....(Firebird)	£9.45	£6.45
29	Graham Gooch All Star Cricket... (Audiogenic)	—	£6.45
30	Indiana Jones & The Last Crusade.....(Lucasfilm)	£9.45	£6.15
31	The New Zealand Story.....(Ocean)	£9.45	£6.45
32	The Tolkein Trilogy.....(Beau Jolly)	£12.45	£8.45
33	Xenophobe.....(Micro Style)	£9.45	£6.45
34	A.P.B.....(Tengen)	£8.45	£6.45
35	Captain Fizz.....(Psygnosis)	£8.45	£6.45
36	Citadel.....(Electric Dreams)	£9.45	£6.45
37	Leonardo.....(Starbyte)	£9.45	£6.45
38	Heat Wave.....(Hewson)	£12.45	£8.45
39	Ringside.....(E.A.S.)	£9.45	—
40	Rainbow Warrior.....(Microstyle)	£9.45	£6.45
41	Kayden Garth.....(E.A.S.)	£9.45	£6.45
42	Chessmaster 2000.....(Mindscape)	£9.45	—
43	Fire Power.....(Micro Illusions)	£9.45	£6.45
44	Ghostbusters.....(Activision)	£9.45	£6.45
45	Thunderbirds.....(Grandslam Entertainment)	£9.45	£8.45
46	Black Magic.....(E.A.S)	£9.45	£6.45
47	Kings Of The Beach.....(Electronic Arts)	£9.45	—
48	Heavy Metal.....(US Gold)	£9.45	£6.45
49	Moonwalker.....(US Gold)	£9.45	£6.45
50	Power Drift.....(Activision)	£9.45	£6.45

**Xenon Technology,
71 Wadham Road,
North End,
Portsmouth,
Hampshire,
PO2 9ED
Telephone:
(0705) 670878**

Special Offers!!

Any less and we'll be giving them away. "And why not?" I hear you ask? Because we're not as stupid as the competition looks!!

zenon (zen', zen'on) a zero-valent element (Xe; atomic number 54), a heavy gas present in the atmosphere in proportion of 1:17x 10E7 by volume.

technology (tex'n-o-lo'ji) the practice of any or all of the applied science that have practical value and/or industrial use: technical method(s) in a particular field of industry.

xenon technology (zen'on tek'n-o-l-lo'ji) the best definition!

All products are dispatched within 24 hours (subject to availability) by FIRST CLASS Post. All new titles are dispatched when released.

All prices shown are fully inclusive of VAT, postage, packaging and a full guarantee (please add £1.10 per item overseas).

To order simply write on a piece of paper, your name, postal address, a telephone number (if possible, only used if absolutely necessary), and the software title (with the machine model). The pop in your payment (either a cheque or a postal order) and then pop it in the post (no forgetting of course our name on the front of the envelope and a stamp.

VAT Registration Number:
543 9020 57

COMMODORE AMIGA HARDWARE

1	Commodore A590 20MB Hard Drive.....	£340.00
2	Commodore A590 CMOS RAM Chips x1 (128k).....	£13.45
3	Commodore A590 CMOS RAM Chips x4 (512k/0.5MB).....	£49.45
4	Commodore A590 CMOS RAM Chips x8 (1024k/1MB).....	£99.45
5	Commodore A590 CMOS RAM Chips x12 (1536k/1.5MB).....	£149.45
6	Commodore A590 CMOS RAM Chips x16 (2048k/2MB).....	£199.45
7	External Floppy Disk Drive.....	£74.45
8	Cordless Mouse.....	£117.45
9	Commodore A501 512k/0.5MB RAM Expansion.....	£98.45
10	Minigen.....	£99.45

COMMODORE AMIGA PERIPHERALS

1	Konix Navigator Joystick (Auto Fire).....	£9.20
2	Sureshot Zipstick (Auto Fire).....	£9.95
3	Konix Speedking (Auto Fire).....	£8.45
4	Mouse Mat.....	£2.45
5	Dust Cover.....	£3.45
6	10 DS/DD 3.5" Floppy Disks.....	£6.50

HAND HELD GAMES

1	Donkey Kong II..... Multi Screen	£22.45
2	Mario Bros..... Multi Screen	£22.45
3	Safe Buster..... Multi Screen	£22.45
4	Pinball.....	£6.25
5	Bomb Sweeper..... Multi Screen	£22.45
6	Donkey Kong..... Multi Screen	£22.45
7	Snoopy Tennis..... Wide Screen	£17.95
8	Super Mario Bros..... Wide Screen	£17.95
9	Plane & Tank.....	£6.25
10	Jet Fighter.....	£8.95
11	Gold Cliff..... Multi Screen	£22.45
12	Climber..... Wide Screen	£17.95
13	Highway.....	£6.25
14	Air Combat.....	£6.25
15	Balloon Flight..... Wude Screen	£17.95
16	Soccer.....	£6.25
17	Volcano.....	£6.25
18	Space Fighter.....	£8.95
19	Donkey Kong Junior..... Wide Screen	£17.95
20	Space Warrior.....	£8.95

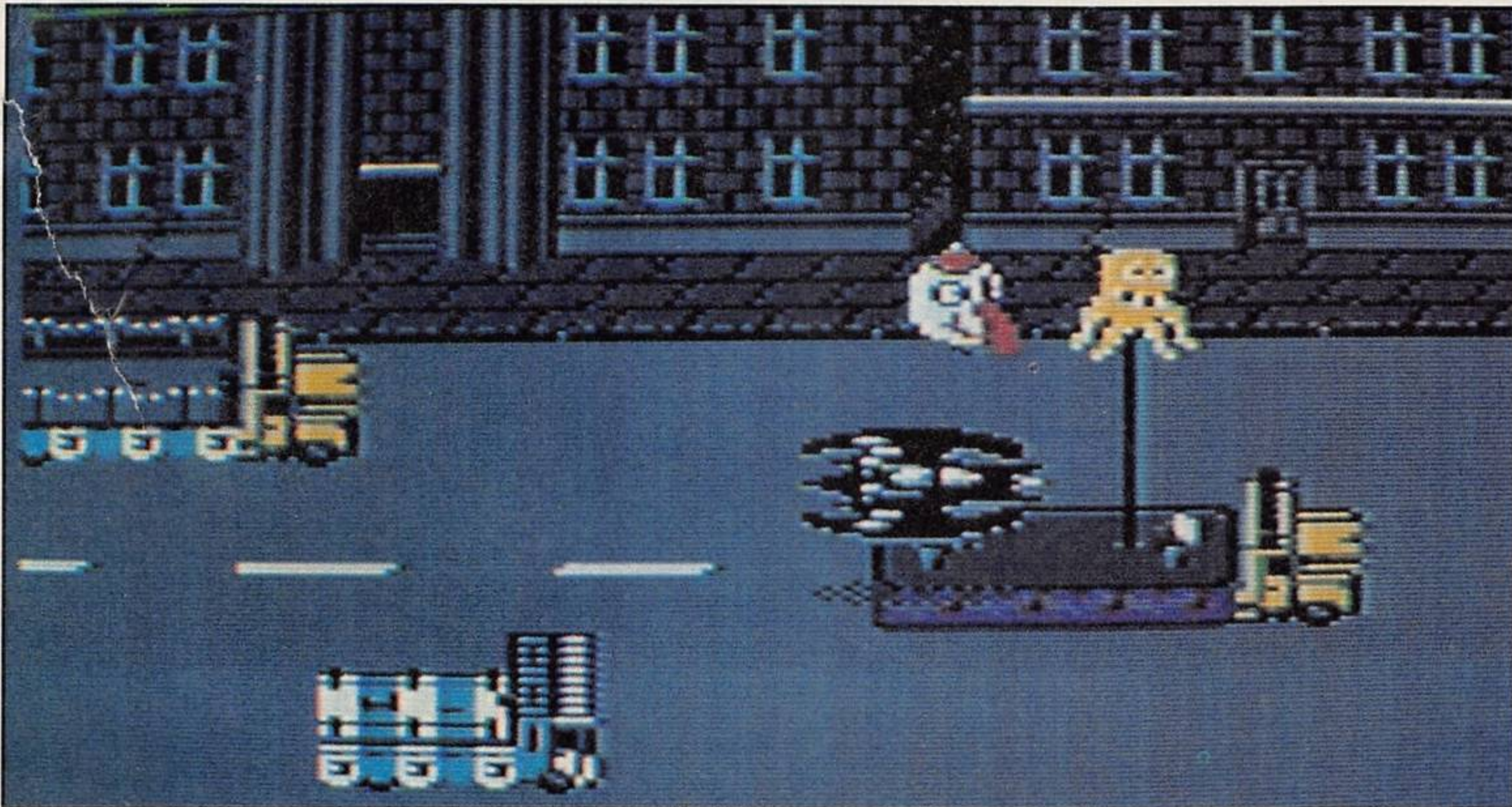
Please make Cheques or Postal Orders payable to XENON TECHNOLOGY

NOTE: Xenon Technology is Mail Order ONLY.

Proprietor: Steve Lowe

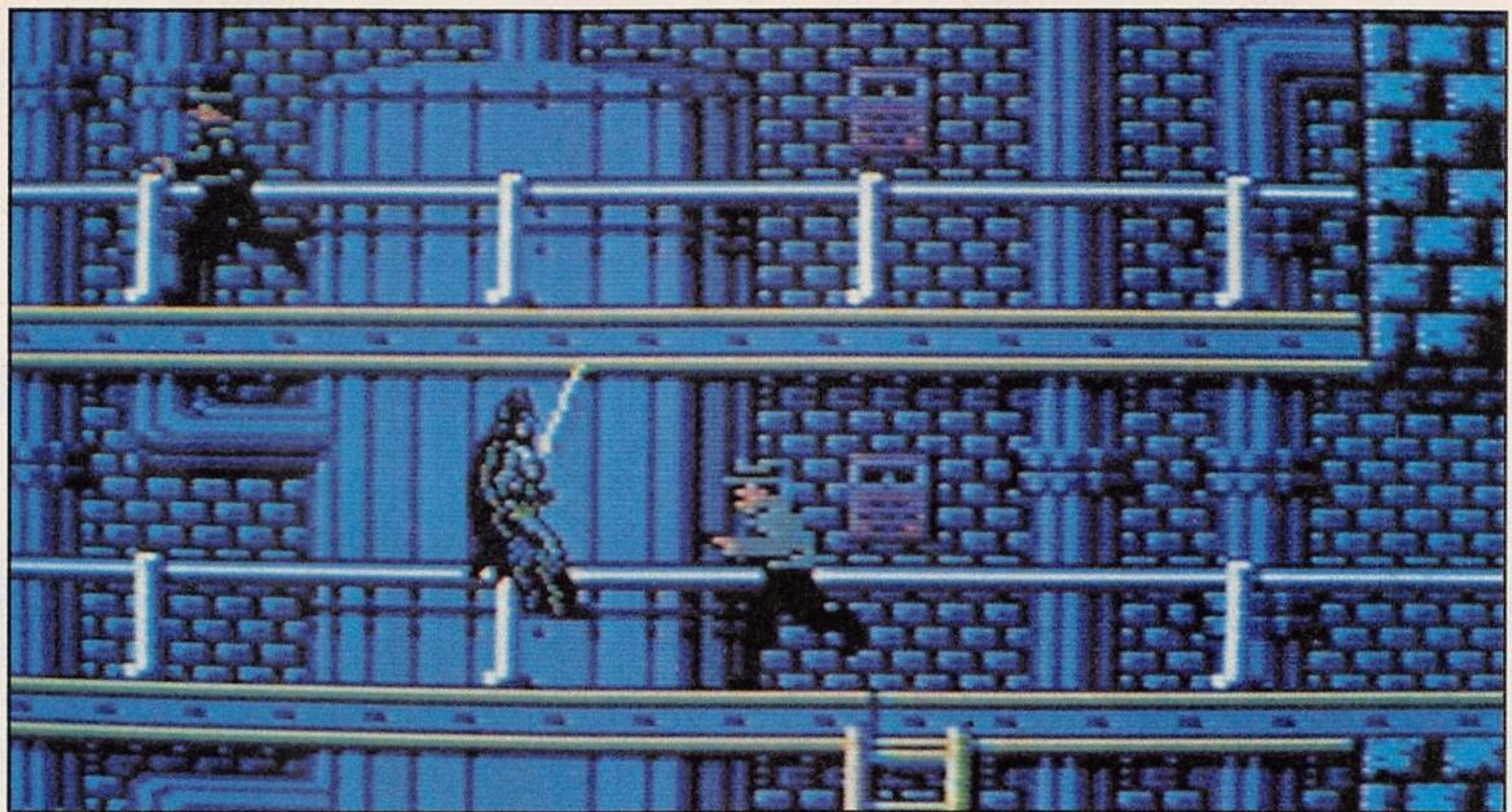
C64

SCREEN
SCENE



A side-on approach to balloon snipping.

BATMAN THE MOVIE



Swinging through the chemical factory.

For the second time in a year Batman appears on the 64 through Ocean. This time riding on the wave of hype which swept across the Atlantic following the release of "Batman" the movie.

The first level is essentially the same on both formats. The graphics are clear cut and well drawn. The animation when Batman swings between platforms is very neat and helps improve the feel of the section.

Following on from there the first

major change becomes apparent. The view on the driving stage is no longer from behind the vehicle, instead the game becomes a side-ways scrolling dodgem. Some 64 owners might feel cheated by this, believe me it's a whole lot better than attempting, and ultimately failing to reproduce the excellent driving sequence. As it stands it's still fun to play.

The 'match the cosmetics' section is as dull as ever, but it does help to balance the plot and game. Then on to...

The Batwing level is again in the same style as the Batmobile

stage, and believe me it's a lot harder than the Amiga version. For a start there appears to be a lot less room to manoeuvre to catch the balloons, and there's a lot more of them too. Then it's on to the cathedral to meet the Joker. Very similar to the first level, except a lot harder.

A really good game and a very well thought out conversion.

Mark Patterson



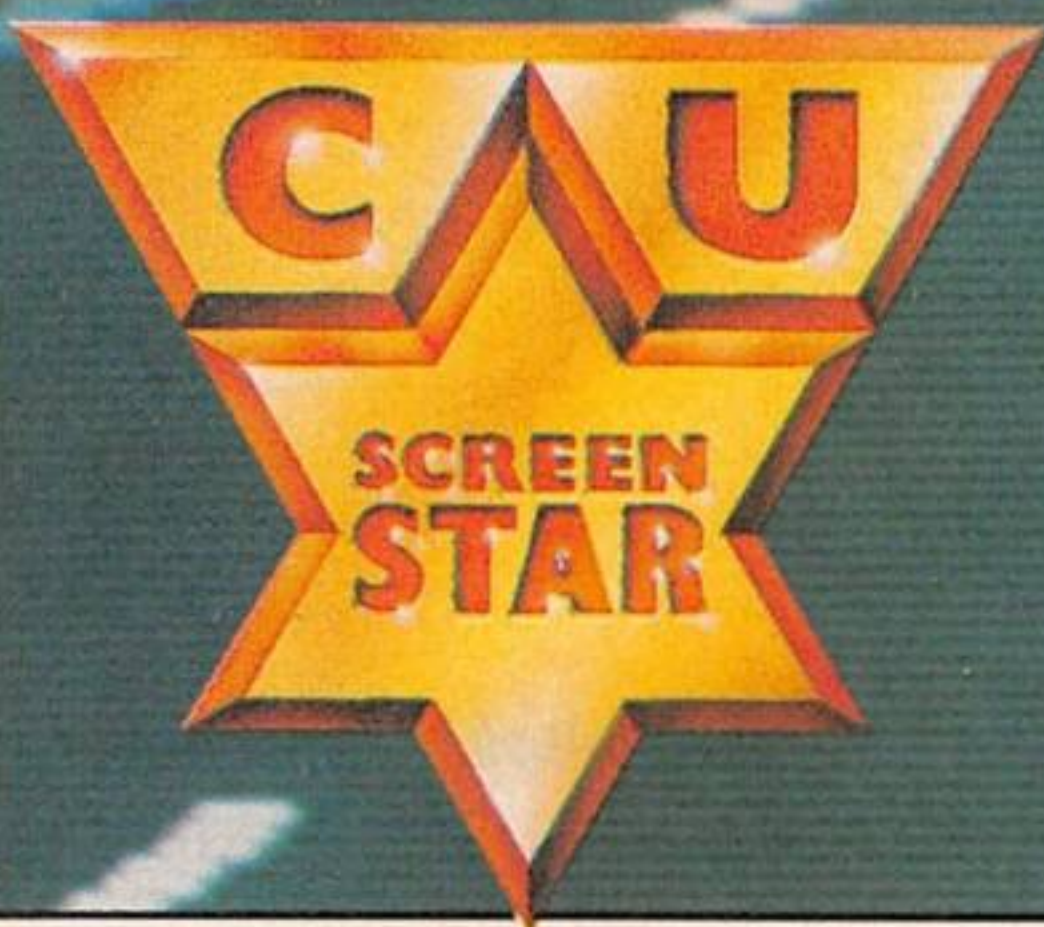
The chase sequence — 8 bit style.

Ocean
Price:
£9.99 cass
£14.99 disk



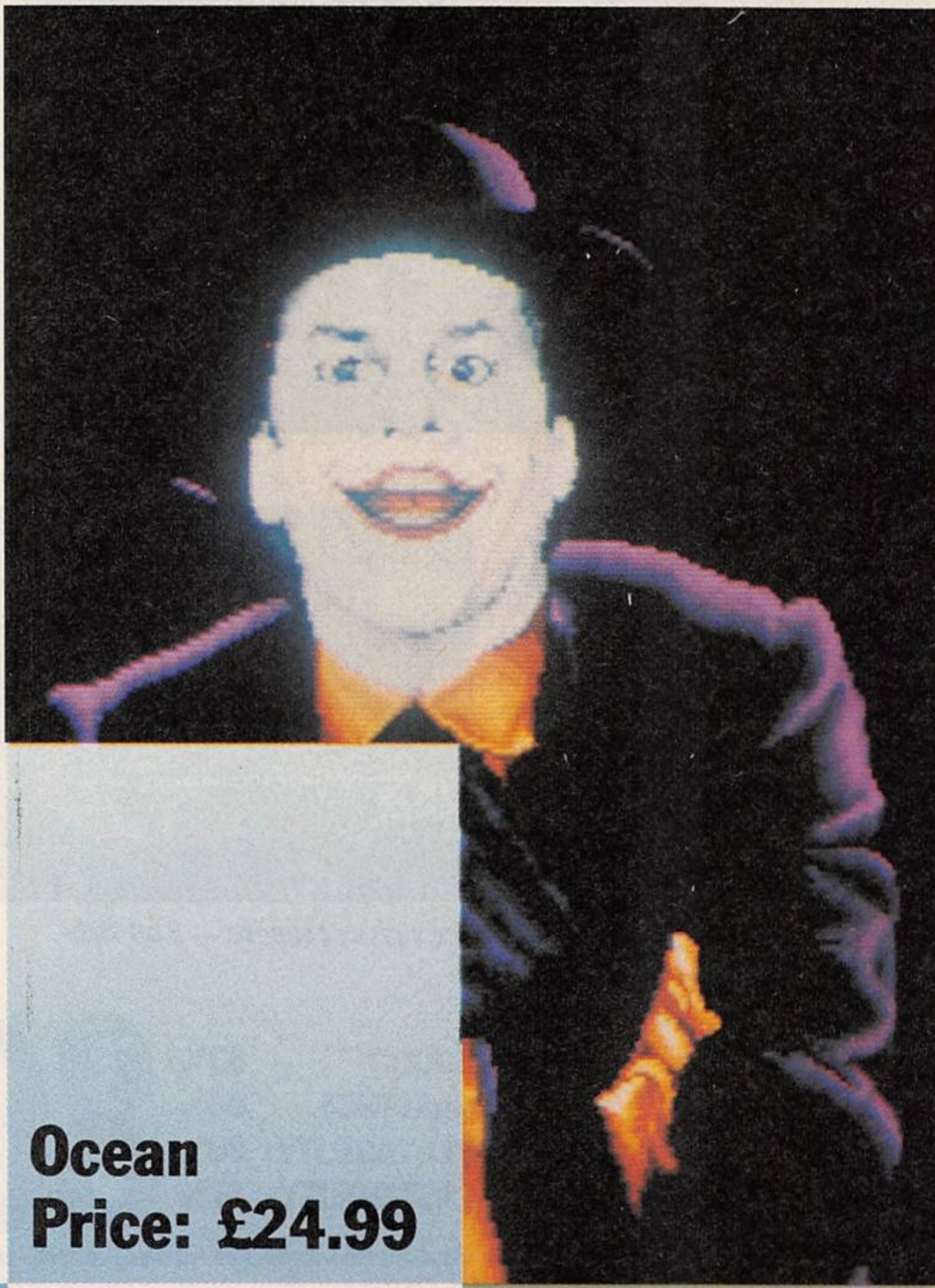
SOUND 83%
GRAPHICS 84%
PLAYABILITY 88%
LASTABILITY 87%

86%

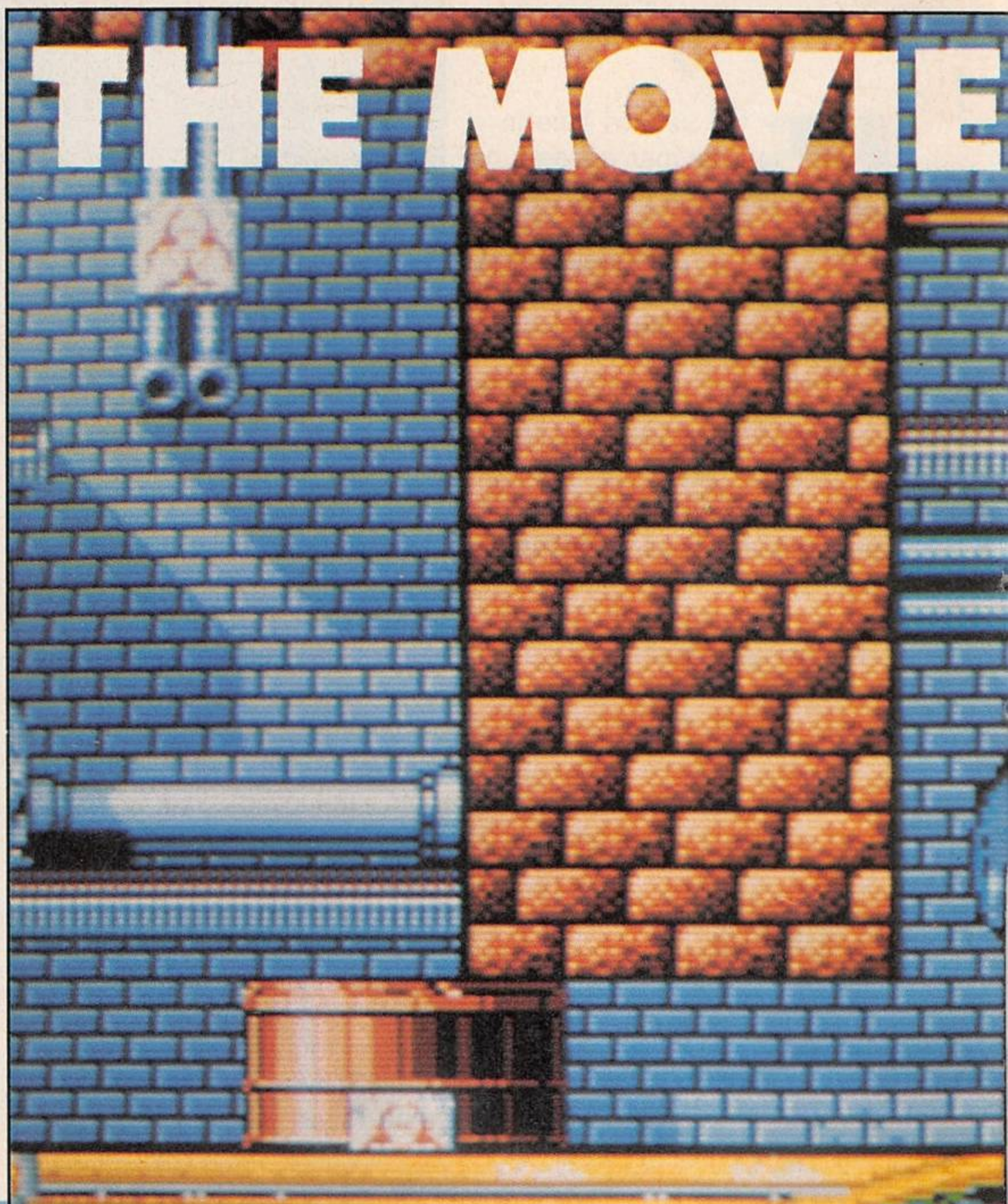


Oh, oh, the batwing's been hit.

BATMAN

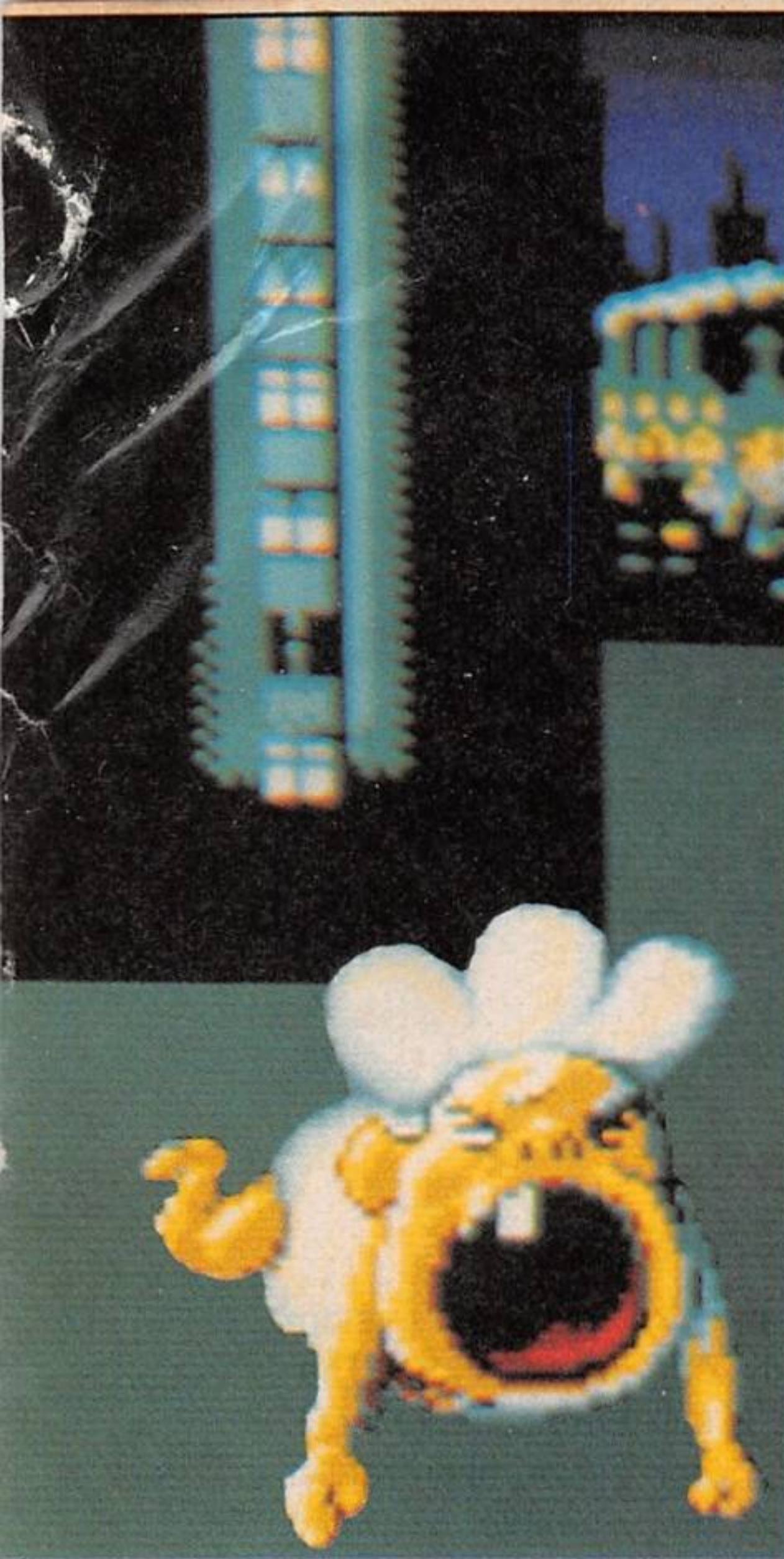


Ocean
Price: £24.99



THE MOVIE





No, I didn't buy the boxer shorts (£6.99), or read the comic books (£5.99). I didn't even see the film until September 11th and I wasn't remarkably impressed with that either. Give me the good old days any time, when Adam West was faced with Caesar Romero and an army of easily KO'd bad guys. Nowadays it's all these fancy gizmos and five million dollar pay packets. The *Batman — the Movie* game, however, is truly something special.

The first sequence of the game takes place in the Axis chemical plant with Batman battling Jack Napier (Jack Nicholson, \$6,000,000). In case anybody didn't know, Jack Napier goes on to become the Joker and signs a lucrative deal for "Batman 2". Armed with an endless supply of Batarangs and the Bathook, Bat-

N



man swings from platform to platform, often encountering walls, pipes and bad guys in the process. But thanks to his body armour he can take quite a bit of damage. Among other hazards to face are dripping acids, clouds of toxic fumes, machine gun armed villains and the green-coated sidekick with infinite supplies of anti-superhero grenades.

The next section is amazing. Batman is now behind the wheel of his Batmobile and is racing through the streets of Gotham City trying to avoid the police, who are charging him with being a vigilante. This isn't just a straightforward driving game, you can turn corners as well. A handy arrow flashes up on the screen telling you there's a turn-off coming, and a quick tap of the fire button launches a grappling hook which connects with a lamp post and conveniently swings you around the bend. Miss too many turn-offs and you're guaranteed to run into a police road block. The most amazing thing about this sequence is the speed and quality of the graphics; they are far superior to anything yet seen on a home computer driving game, and a hopeful indicator as to what Ocean's *Chase HQ* might look like.

When Batman makes it back to the Batcave he then has to use the Batcomputer to work out which combination of toiletries are being used to poison Gotham City's clean folk. Not a particularly interesting section, a bit like the



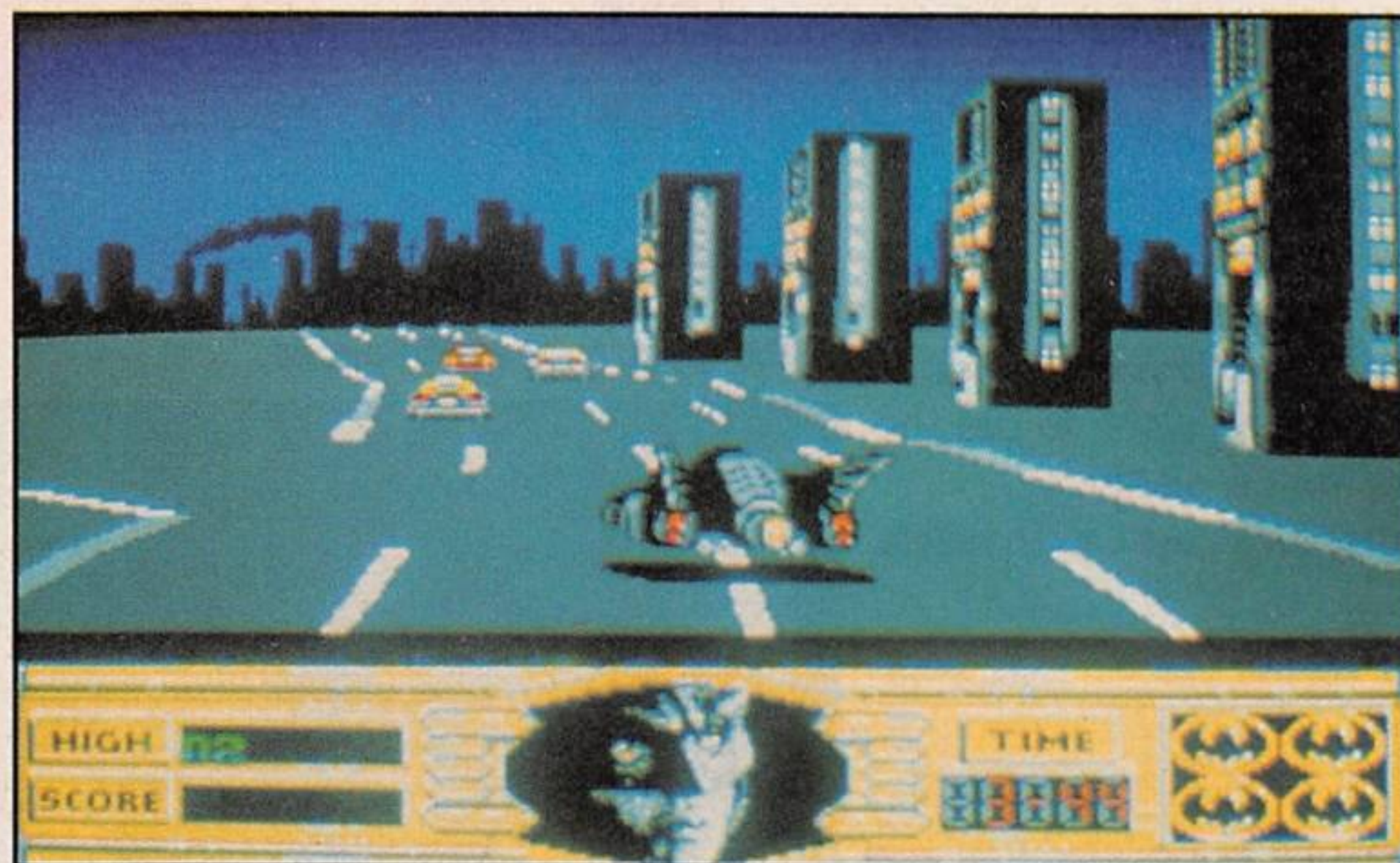
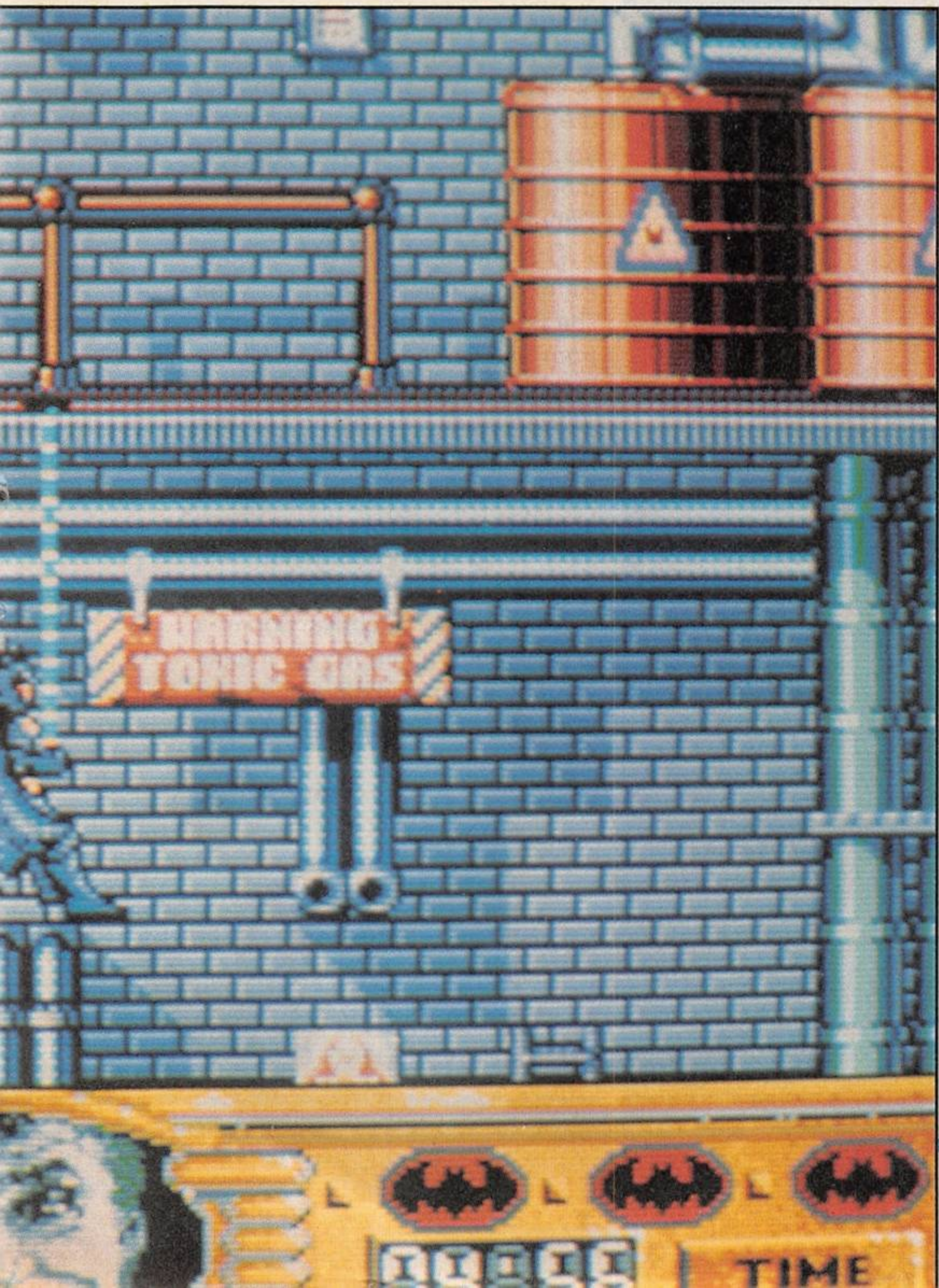
photo-fit sequence in *Robocop*. Once he's done that it's back on the streets in his Batwing.

Similar to the excellent driving sequence, Batman has to pilot the Batwing down Gotham City's main highway trying to deactivate poison gas balloons. If you don't make the proper connection with the balloons you start to take damage, indicated by the wings burning.

The last section finds Batman going after the Joker in Gotham City cathedral. It's very similar to level one with plenty of platforms and bad guys to negotiate. And at the end, there's the final encounter with the Joker himself.

Batman — The Movie is a tremendous game, it follows the plot closely but doesn't sacrifice any gameplay. The graphics are of a high standard throughout and very well designed. The theme tune contains samples from the film and has a very funky feel to it. A highly playable and entertaining game.

Mark Patterson



Flying down the Freeway.

SOUND 85%
GRAPHICS 86%
PLAYABILITY 88%
LASTABILITY 88%

88%

AMIGA

SCREEN
SCENE



h the smell of the chase! The whine of the woo-woos! The scream of the

pedestrians who ... hang on a minute, haven't I read this review somewhere before? Yes! Because in time honoured tradition, the Amiga version has appeared long after the 64 version, and also traditionally, is ten times better.

In so far as the game goes, it's the same; after all it is a conversion. If you didn't see the last issue, for some unknown reason, then here's a run down of the story. You are a cop, and as a cop you have various duties to fulfill, which usually consist of racing hell-for-leather across the busy streets of one of your typical US cities in search of a certain number of bad guys and crooks, the quota being laid down by your boss at the start of your day. Make it through the month, and you're a hero!

Crooks range from the cowardly litterbugs who give up at the slightest sound of a siren, through the honkers, yellow cabbies who constantly blaze their horns and take two bashes with the woo woos, right the way through to the dopers, who are so out of their heads they can't tell the difference between some woo-woos and a set of traffic lights. 'Wow, man'.

As you progress the bad guys get harder to find, harder to catch and there are more of them. To help combat the odds, there are lots of toys to collect such as improved engine, armour plating, enhanced brakes and most importantly, a gun which you can use in place of the woo-woos to get the bad guys from a distance.

The graphics are a massive



Let's do it to the hippy before he does it to us.



Freddy needs some persuading.

APB

A OK, Bob, back to the pound.



improvement over the 64 version with only one small gripe. The scrolling is still terrible. Jerky in all the 360 degrees, it only really becomes unnoticeable at high speeds. The sprites themselves have been very well translated from the arcade, as have the backdrops, and I love the little incidental screens that have been thrown in here and there, for example, the confession screen.

After you have arrested an especially dangerous criminal, you have to get him to confess to their crimes, and this you do by beating it out of him. The screen is a picture of the door to your office, with a steamed window next to it. In the window are silhouettes of yourself and the criminal. By waggling the joystick, you throttle the perp and a confession meter slowly climbs. The object is to throttle the confession out of him before your chief gets to the door. I thought it was funny but I think Dirty Harry is a comedian.

The sound effects are brilliant. All of your chiefs' "humphs" and "hahs" have been copied directly from the arcade, along with a bumbled "well done" and "thank-youverymuch" thrown in. All this plus a groovy soundtrack, great game effects and snatches of in-game speech with things like "I sure could use a doughnut" and "where's the gas station?"

An entertaining conversion of a great arcade game. By no means as good as it could have been, but still fun nonetheless. Worth buying.

Tony Dillon

SOUND 89%
GRAPHICS 84%
PLAYABILITY 81%
LASTABILITY 81%

82%

Tengen
Price: £19.99

AMIGA SUPERMARKET

EXTERNAL AMIGA DRIVE

- * 3.5" 880K FORMATTED
 - * ON/OFF SWITCH
 - * THROUGH PORT
 - * SLIMLINE STEEL CASE
- FOR A500/1000/2000 **£79.99**

MODEMS — FREE CABLE

- DEMON MODEM + FREE A500 CABLE **£102.99**
- DESIGNER MODEM + FREE A500 CABLE **£113.85**
- PACE LINNET MODEM + FREE A500 CABLE **£174.99**

MONO & STEREO DIGITISERS

The best sounding (sample rates upto 70KHz), lowest priced (ready built & tested) AMIGA sound digitisers on the market AND compatible with a big range of sampler software eg AUDIOMASTER I & II, PERFECT SOUND, SONIX, FUTURE SOUND & others. Complete with audio input lead for connection to personal stereos, radios, keyboards etc.

FREE 'SOUND WORKSHOP' DISK

- A500/2000 MONO DIGITISER **£27.99**
- A500/2000 STEREO DIGITISER **£37.99**

MINIAMP 4 STEREO SPEAKER SYSTEM

Offers more power & louder speakers, with mains pack included. Separate 4 watt per channel amplifier, speakers / headphone socket + 4" dia twin cone heavy duty speakers.

ALSO FOR USE WITH ST, ARCHIMEDES, SPECTRUM + & SATELLITE TV RECEIVERS ETC.

FOR A500/1000 /2000 **£34.99**

PLEASE ENQUIRE FOR OTHER APPLICATIONS.

MINIAMP 2 STEREO SPEAKER SYSTEM

The AMIGA has the best stereo sound around — hear it through our MINIAMP 2 stereo speaker system. Two neat self contained, speakers & built-in stereo amplifier + handy remote volume control. Powered for the AMIGA (mains power pack optional). Complete with all leads — just plug-in & switch on.

- MINIAMP 2 FOR A500/2000 **£19.99**
- MINIAMP 2 FOR A1000 **£19.99**
- OPTIONAL MAINS POWER UNIT **£5.99**

MIDI INTERFACES — FREE MIDI LEAD

Connect any Midi instrument to your A500 or 2000 with our low cost MIDI INTERFACES. Compatible with all AMIGA MIDI SOFTWARE. Just plug-in — no extra software, batteries or power supplies needed.

- MIDI 1 has IN THRU & OUT sockets. MIDI 2 has IN THRU & OUT sockets + two unique separately switchable out or thru sockets for added versatility with additional Midi instruments & sound expanders.
- MIDI 1 + FREE LEAD **£29.99**
- MIDI 2 + FREE LEAD **£34.99**
- EXTRA MIDI LEAD 5m **£4.99**

TRILOGIC TV & MONITOR LEADS

- AL1 — AMIGA TO SCART TV OR MONITORS mono or stereo, inc Sony, Philips, Toshiba etc. **£10.99**
 - AL2 — AMIGA TO FERGUSON 7/8PIN DIN inc MCO1, MCO5. **£10.99**
 - AL4 — AMIGA TO HITACHI 7 PIN DIN inc Granada with RGB input. **£10.99**
 - AL6 — AMIGA TO AMSTRAD CPC COLOUR monitor with 6 pin socket. No audio lead. **£9.99**
 - AL11 — AMIGA TO MULTISYNC MONITOR with 9w 'D' socket. No audio lead. **£9.99**
- MANY OTHER TYPES AVAILABLE. LONGER LEADS TO ORDER **£4.99 EXTRA ANY LENGTH**
- All tv/monitor leads include audio lead except where stated, give all 4096 colours & are approx 1.5m long

MONITOR SHARERS

Want to use two computers (or 1 computer, 1 VCR) with one tv or monitor? NO MORE lead swapping if you connect our MONITOR SHARER switch. Your existing leads plug-in to Sharer, & lead from Sharer connects to tv or Monitor. Push button changeover switch can be used at anytime.

FOR SCART TVs & MONITORS **£15.99**

MOUSE JOYSTICK SWITCH — NEW IMPROVED MODEL

A must for AMIGAS & STs — no more groping round the back, wearing out the mouse port or risking damage by not powering down before unplugging. With our Mouse/Joystick switch connect both & just push a button anytime to select which ever is needed — even when powered up.

MOUSE JOYSTICK SWITCH **£12.99**

PORT SHARER

Our neat PORT SHARER switch has TWO Amiga compatible 25w female 'D' sockets for printers, & audio/video digitisers. Push-button changeover switch. Amiga cable included. **FREE CABLE**

FOR A500/2000 & STs etc. **£20.99**

PROMPT DESPATCH
FREE CATALOGUE
CALLERS WELCOME

INTERFACE

DISK DRIVES

DUST COVERS — DON'T LEAVE IT EXPOSED!

- A500 **£5.49**
 - A2000 — 2 COVERS **£9.99**
 - 3.5" EXTERNAL DRIVE **£4.99**
 - CM8833/8852 MONITOR **£6.99**
 - 1084/S MONITOR **£6.99**
 - CITIZEN 120D **£5.99**
 - STAR LC10/LC10 COLOUR **£5.99**
- Flame retardant antistatic PVC

LOW PRICES!
FAST SERVICE!

GOOD RANGE OF AMIGA SOFTWARE STOCKED AT DISCOUNT PRICES — DETAILS IN OUR FREE CATALOGUE.

HOW TO ORDER

- To use this ad as an order form — tick the box next to the items you wish to order, add any carriage charges (see below), fill in coupon, send in the whole page with payment or quote Access or Visa number & expiry date. A new copy of the ad + our catalogue will be sent with your order.
- Or write out your order + name & address on a separate sheet if you wish.

- Orders under £15.00 — please add 75p
- Orders over £15.00 post free
- Optional express delivery — add £1.99 for small orders, or £5.00 for carrier delivery on computers, monitors, disk drives, printers. * FREE CARRIER DELIVERY ON ORDERS OVER £500 *
- Export orders despatched daily — add £1.99 extra for surface mail or £3.99 for airmail.

SAVE £1
BUY A DISK BOX PLUS ANY PACK OF DISKS AND DEDUCT £1

DISK BOXES

- 3.5" 40/50 DISK BOX **£8.49**
 - 3.5" 80 DISK BOX **£9.99**
 - 3.5" 100 DISK BOX **£11.99**
- Lockable, smoked lid, antistatic

SONY DISKS

- 10 for **£12.99**
 - 25 for **£28.49**
 - 50 for **£55.99**
 - 100 for **£99.99**
- 3.5" Ds/dd guaranteed plus FREE labels.

A500 RAM EXPANSION

- * 512K RAM
 - * ON/OFF SWITCH
- FOR A500. **ONLY £89.99**

ALL PRICES INC VAT

OUR TOP 10 AMIGA BOOKS

- AMIGA TRICKS & TIPS **£14.95**
 - AMIGA DOS INSIDE OUT **£18.45**
 - AMIGA BASIC INSIDE OUT **£18.95**
 - ADVANCED AMIGA BASIC **£18.95**
 - AMIGA DOS MANUAL **£22.95**
 - AMIGA DISK DRIVES INSIDE OUT **£27.95**
 - AMIGA INTUITION REF MANUAL **£22.95**
 - AMIGA ROM KERNAL REF EXEC **£22.95**
 - AMIGA ROM KERNAL LIBRARY **£32.95**
 - AMIGA MACHINE LANGUAGE **£14.95**
 - AMIGA PROGRAMMERS GUIDE (COMPUTE) **£16.95**
 - AMIGA PROGRAMMERS HANDBOOK VOL1 **£23.95**
 - AMIGA PROGRAMMERS HANDBOOK VOL2 **£23.95**
- POSTAGE **£1.50 PER BOOK**

COMPUTERS, PRINTERS, MONITORS

ALL PRICES INCLUDE VAT & DELIVERY

- AMIGA A500 BATMAN PACK **£389.99**
 - C64 XMAS PACK **£144.99**
 - OC118N D/DRIVE FOR C64 **£118.99**
 - CITIZEN 120D PRINTER **£138.99**
 - STAR LC10 PRINTER **£169.99**
 - STAR LC10 COLOUR **£214.99**
 - STAR LC24-10 24 PIN **£295.99**
 - STAR NX15 (WIDE CARRIAGE) **£329.99**
 - PANASONIC KX-P1081 **£169.99**
 - PANASONIC KX-P1180 **£194.99**
 - PANASONIC KX-P1124 24 PIN **£315.99**
 - PHILIPS CM8833 14" STEREO COLOUR MONITOR, FREE LEAD **£219.99**
- ALL PRINTERS & MONITORS SUPPLIED WITH LEAD — PLEASE STATE COMPUTER FREE CARRIER DELIVERY ON ORDERS OVER £500 *

PRINTER & MODEM LEADS

- AMP1 — A500 PARALLEL PRINTER CABLE 1.5m **£6.99**
 - AMP2 — A500 PARALLEL PRINTER CABLE 3.0m **£9.99**
 - NM1 — A500 — A500 NUL MODEM CABLE 1.5m **£7.99**
 - NM2 — A500 — A1000 NUL MODEM CABLE 1.5m **£7.99**
 - ML1 — DEMON & DESIGNER A500 MODEM LEAD **£9.99**
- A1000 types also stocked.

USEFUL ODDS & ENDS

- REPLACEMENT MOUSE — FOR AMIGA, ST, AND C64 **£29.99**
- MOUSE MAT - A4, NON SLIP, RED OR BLUE **£4.99**
- EXTERNAL DRIVE SWITCH FOR DF1 — NO EXPOSED PARTS **£8.99**
- 4 JOYSTICK ADAPTOR FOR 4 PLAYER GAMES **£8.99**
- MODULATOR SPLITTER — CONNECT RGB LEAD & MODULATOR **£15.99**
- MODULATOR EXTENSION LEAD APPROX 6" LONG **£8.99**

OTHER PERIPHERALS

- MINIGEN — GENLOCK FOR A500 **£109.99**
- VORTEX 40 MB AUTOBOOT HARD DRIVE **£529.99**
- COMMODORE A590 20Mb H/DRIVE **£389.99**
- DIGIVIEW GOLD COLOUR VIDEO DIGITISER **£139.95**
- B/W VIDEO CAMERA — HIGH QUALITY BY HITACHI **£239.99**

NAME

ADDRESS

TEL. NO.

EXPRESS DELIVERY **£1.99** or **£5.00**

EXPORT DELIVERY **£1.99** or **£3.99**

GOODS TOTAL **£** :

CARRIAGE TOTAL **£** :

TOTAL ENCLOSED **£** :

CARD No.

EXPIRY DATE

SIGNED

Address given above must be cardholders address.



TRILOGIC
Dept. C. U. Unit 1
253 New Works Road
Bradford BD12 0QP



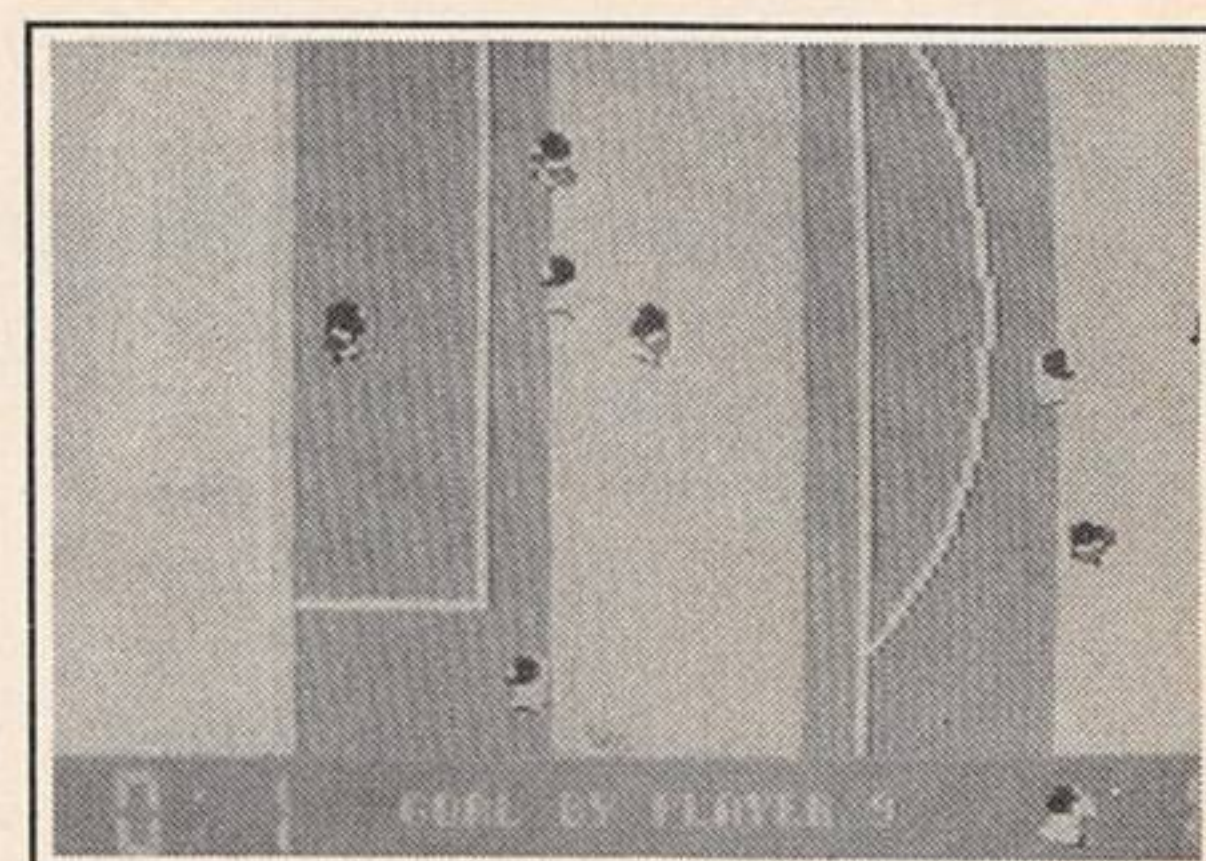
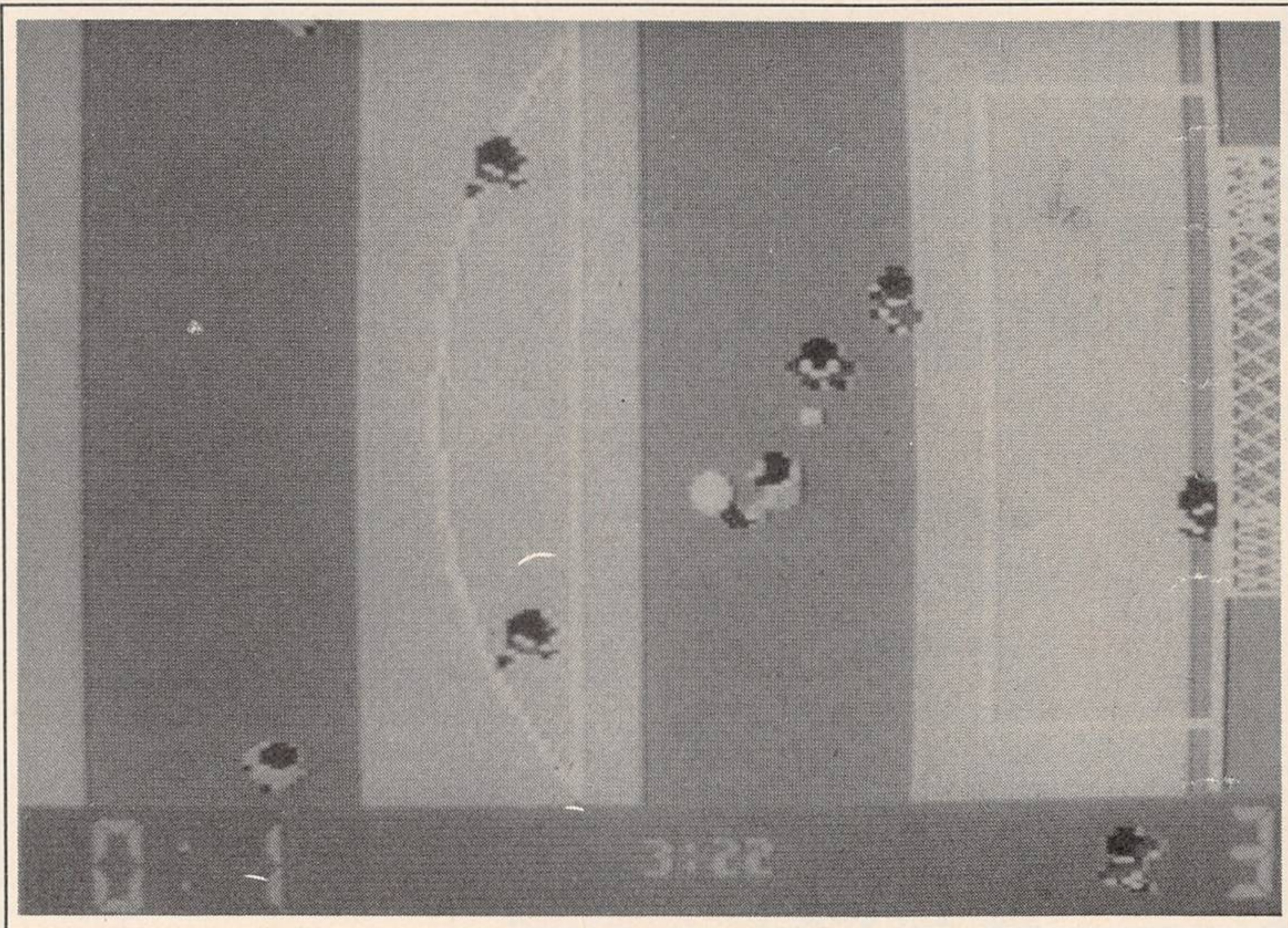
Fax 0274 600150

FAST MAIL ORDER
PROMPT DESPATCH.
TELEPHONE ORDERS:
0274 691115
5 LINES

ENQUIRIES
0274 678062

C64

SCREEN
SCENE



KICK OFF

It's only now that the dark secrets of *Kick Off* on the Amiga can be revealed. Smashed computer cassettes, and promotional gimmicks, frayed tempers and freelancers torn limb from limb all bear testimony to the passions aroused by this game.

No real surprise then that we've been more than anxious to see

how the 64 version was going to turn out. A couple of phone calls, a few pulled strings and one black disk later, and, I'm afraid to say, the results are totally disappointing.

The biggest difference is the game now scrolls horizontally rather than up and down, as we're all used to. The intelligence of the players has been reduced to that of lemon it seems. Instead of cunningly running into position, they tend to dawdle around doing their own thing. And it seems only fair to point out that they look a mess. The definition of the players is bad, blocky and unclear. The only thing that seems to have remained the same is the general

game control.

Rather than utilise the standard kick and run techniques, *Kick Off* requires you to first trap the ball by holding down the fire button. Centre the joystick then steer the player to dribble, or release the button (with the stick held in the appropriate direction) to launch a shot or a cross. The demon slide tackle is still a formidable weapon in any player's arsenal, and you can instantly bring down the player who is in possession. Watch out, though, this move will almost certainly bring you an instant booking.

The gameplay's too slow for you to act like a speed demon. Instead a tactical approach is re-

quired, which sadly reduces the high pressure feel of its 16 bit cousin.

The colour of the pitch is garish, the sound is bad, and so are the graphics. The general gameplay appears to be in the same minor league too. *Kick Off 64* is a game which deserves a budget price. By all means take a look at it, but if you're expecting a good kick around give it a miss.

Mark Patterson

Anco
Price:
£9.95 cass
£14.95 disk

SOUND 56%
GRAPHICS 64%
PLAYABILITY 48%
LASTABILITY 49%

49%

MICROSNIPS

DEPT. COMMODORE USER /11

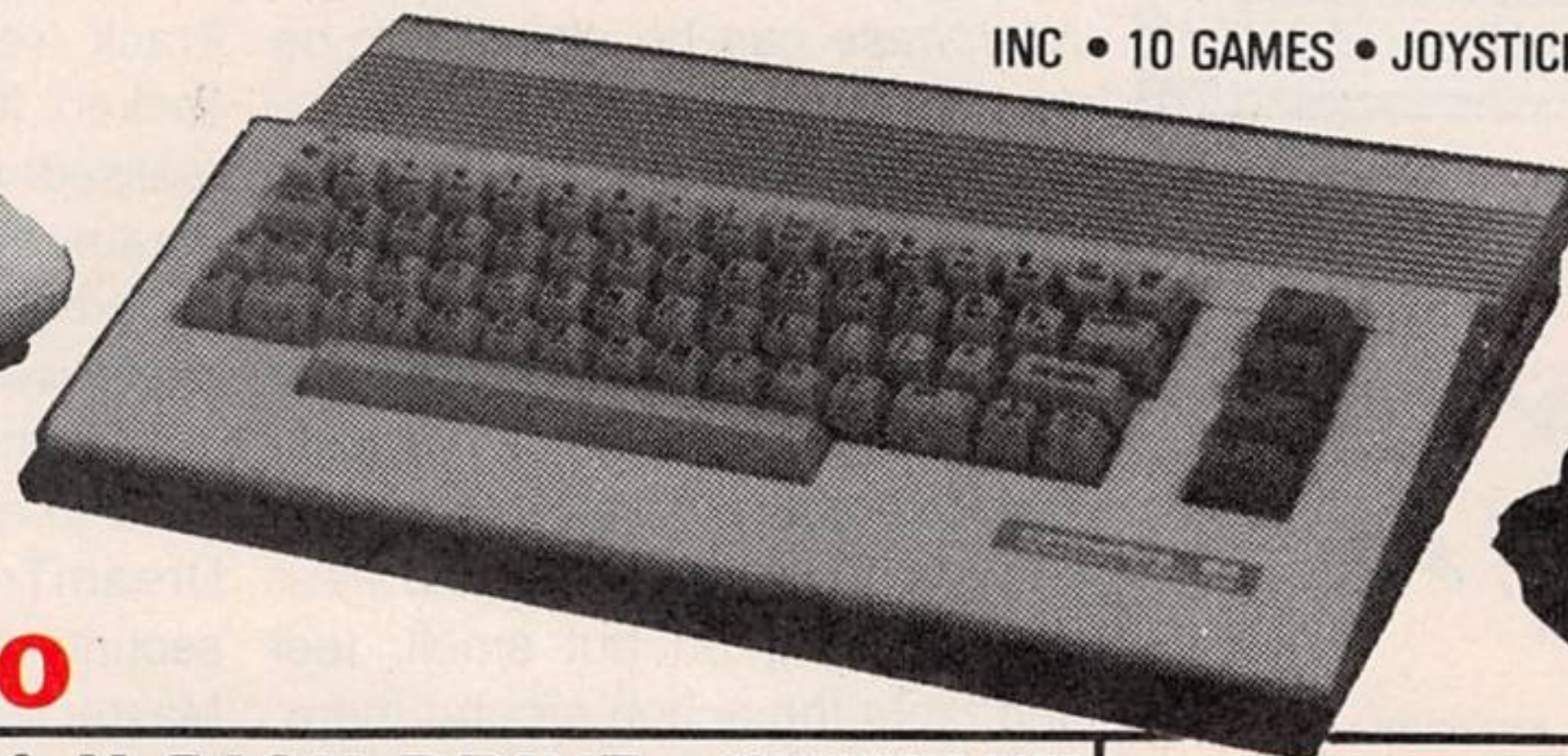
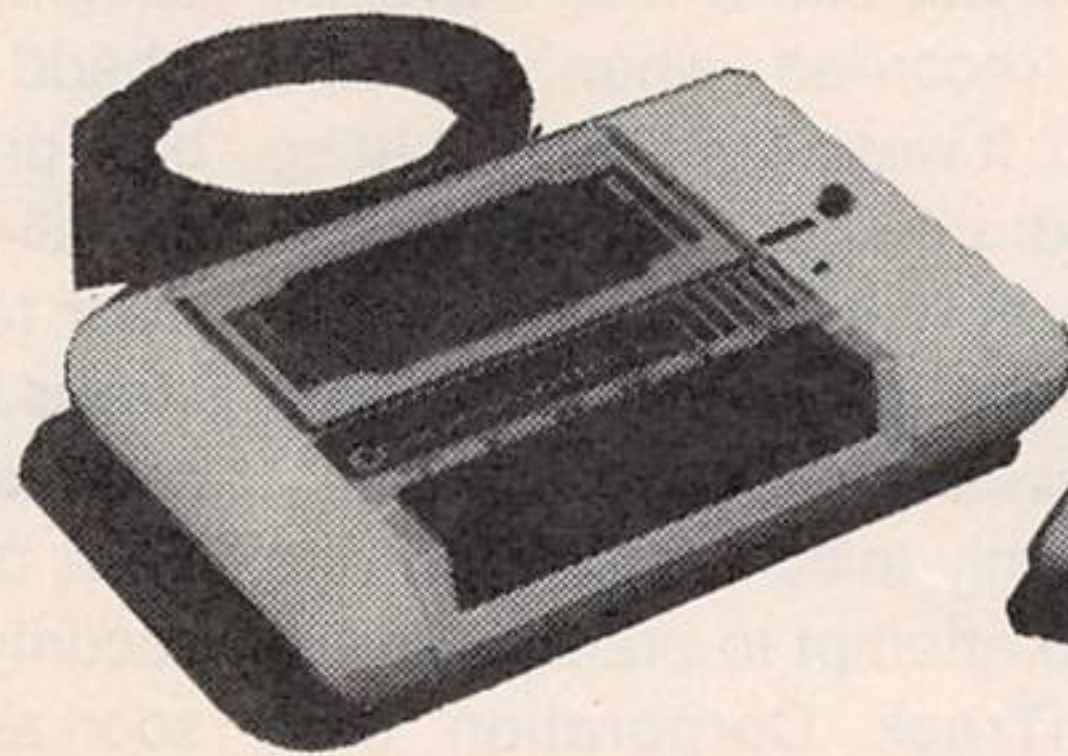
37 SEAVIEW ROAD, WALLASEY, MERSEYSIDE L45 4QN

Snip 1

**C64
HOLLYWOOD
PACK**

SALE

NOW ONLY **£144.00**



INC • 10 GAMES • JOYSTICK • DATARECORDER

DISK DRIVES

1541 II SLIMLINE DRIVE £144.50
CUMANA 3 1/2" 1mg DRIVE AMIGA...£89.95
1581 3 1/2" DRIVE.....£199.00
A 590 20mg AMIGA HARD DISK...£399.00

PRINTERS

CBM MPS 1200S.....£224.95
STAR LC10 CBM (COLOUR).....£249.00
STAR LC10 (COLOUR).....£229.95
SEIKOSHA SP180 VC (CBM).....£149.95
STAR LC24/10 24 PIN.....£299.95
NEC P2200 24 PIN.....£299.00
CITIZEN 120D (CBM).....£149.95
STAR LC10 mono.....£189.95
STAR LC10 CBM, mono.....£199.95
PANASONIC KX-P1081.....£175.00
PANASONIC KX-P1124 (24 PIN).....£299.95
★ ALL PRINTER RIBBONS IN STOCK ★

MONITORS

PHILIPS CM8833
Stereo/Med. Res.£229.95
COMMODORE 1084 Colour.....£229.95
PHILIPS, mono.....£75.00
FERGUSON TX MC09
TV/MONITOR.....£219.95

TAPE AND DISK ACCESSORIES

TURBOCODER "BEST BUY".....£24.95
CBM "LOAD IT" RECORDER.....£39.95
C64/128 DISC DRIVE/PRINTER
CABLE.....£3.99
DISK NOTCHER.....£3.99

Snip 2

1541 II DISK DRIVE

- COMPATIBLE C128
- 170K BYTES
- QUIET OPERATION
- C64



**SAVE
£100**

NOW ONLY **£144.50**

**+ £75
SOFTWARE
ON DISK**

Snip 3

TURBOCODER

- RELIABLE
- COUNTER
- REWIND
- FAST FORWARD
- DATARECORDER
- LOADS EACH TIME
- RECORD CONTROL LED

SALE

NOW ONLY **£24.95**

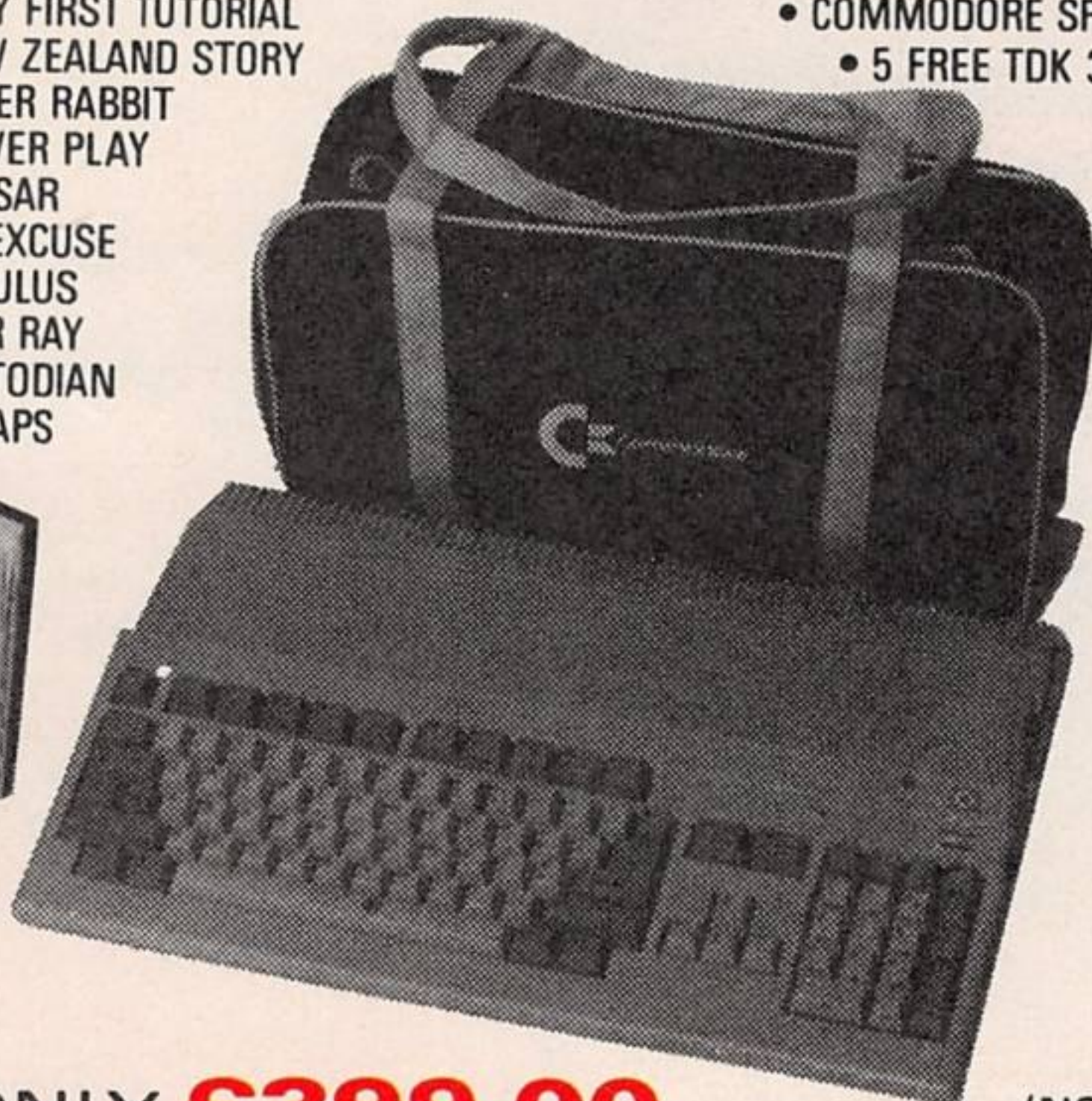
Snip 4

EXCLUSIVE A500 OFFER

COMPRISSING - COMMODORE A500.
EXTRAS - WORK BENCH 1-3. MANUALS.

- PLUS
- SPRITZ PAINT
 - VERY FIRST TUTORIAL
 - NEW ZEALAND STORY
 - ROGER RABBIT
 - POWER PLAY
 - QUASAR
 - NO EXCUSE
 - NEBULUS
 - STAR RAY
 - CUSTODIAN
 - ZYNAPS

- PLUS • MODULATOR FOR TV USE • MOUSE MAT
• COMMODORE SPORTS BAG.
• 5 FREE TDK 3 1/2" DISKS
• QUALITY MOUSE



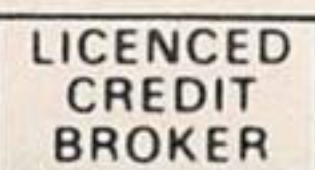
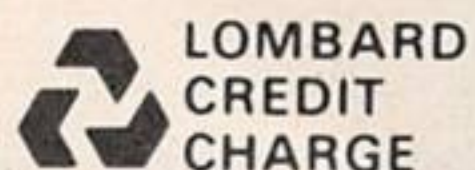
SALE

ALL THIS FOR ONLY **£399.00**

(NORMALLY £729.34 - SO YOU SAVE £336.34)



OPTIMA



**MAIL ORDER
PRICES
OFFERED TO
PERSONAL
CALLERS**

Postage and Packing.
UK Under £50 - Add £2.00 Under £100 - Add £5.00
Over £100 - Add £10.00
Courier Delivery.
Europe - Full price shown covers carriage.
Non European - Add 5% Visa, Mastercharge, Postgiro
International accepted. NOT Postbank Postcheque.

051-630 3013
24 hr. CUSTOMER ENQUIRIES
051-691 2008 MAIL ORDER
051-630 5396 ACCOUNTS
051-639 2714 FAX NUMBER

TAPE AND DISK ACCESSORIES

25 3 1/2" DSDD BULK DISKS.....£23.95
30 5 1/4" BULK DISKS.....£9.95
10 3 1/2" DSDD TDK DISKS
(No.1 in the world - MEMCON REPORT)
.....(MRP £29.95).....ONLY £14.95
NASHUA 5 1/4" DSDD (10).....£7.95
NASHUA 5 1/4" SSDD (10).....£6.95
100 5 1/4" DSDD BULK NASHUA
DISKS.....£29.95
LOCKABLE DISK BOX
(holds 100 5 1/4").....£6.99
DISK BOX PLUS 100
5 1/4" DSDD.....£34.95
CBM 64/128 TAPE ALIGNMENT.....£7.95

JOYSTICKS

KONIX NAVIGATOR.....£11.95
CHEETAH STARPROBE.....£12.95
DATEX HANDBLASTER.....£8.95
QUICKSHOT II PLUS.....£7.95
QUICKSHOT II.....£5.99

UTILITIES & MISC.

	Tape	Disc
GRAPHIC ADVENTURE		
CREATOR.....	£18.95	£22.95
MINI OFFICE II.....	£12.95	£16.95
TASWORD.....	£16.95	£19.95
TROJAN LIGHTPEN.....	£19.95	
REPLACEMENT		
AMIGA POWER SUPPLY.....		£49.95
AMIGA KEMPSTON MOUSE.....		£29.95

**ASK ABOUT OUR RANGE OF
EDUCATIONAL SOFTWARE.**

SOME TITLES MAY VARY - VALUE
WON'T.



It's rare nowadays to find a piece of software that hasn't derived from a film or an arcade machine or for that fact plagiarised from another top selling title. In concept and design, *Interphase* can be claimed to be wholly original.

The plot behind *Interphase* is pretty complicated. Set sometime in the future the ultimate form of home leisure entertainment has been created, the DreamTracks. Fully interactive dreams where the player can not only see and hear what's going on but smell, feel and taste the action around them. In order to produce a top selling DreamTrack the companies have to record them from particularly vivid dreamers. In order to pro-

duce a perfect dream to tape the companies make their Dreamers attend seminars where they are fed constant information until the subject of the seminar occurs in their dreams.

One such Dreamer was Chadd. He had just had a major DreamTrack recorded when he was sacked. It wasn't until then that he realised the full potential of his dream, it could destabilise and undermine the minds of the youth of the western world.

The only thing left for Chadd to do is to attempt to break in to the DreamTrack Corporation high security building and destroy the MasterTrack for his dream. The idea is for his girlfriend to enter the building while Chadd plays havoc with the security systems within the main computer.

It sounds like a recipe for a shoot 'em up and that's what it is, plus a strategy and arcade adventure. The game starts with Chadd gliding down a *Powerdrome* style tunnel following a strange bird, then the entrance to the level one computer appears. The first thing Chadd has to do is check the blue-prints for the level and identify all the hazards his girlfriend must face. On level one the first step is to deactivate one of the two cameras in the main corridor. Take out the wrong one and the security droid will be activated too soon and catch Chadd's girlfriend; take out both and — beware — the robot will be left in the room she has to pass through.

The primary way of switching objects on and off or to open and close things is to destroy the

INTERPHASE

Mirrorsoft
Price: £29.99

AMIGA

SCREEN
SCENE



One of the many hazards.

CHASE

you can use your tractor beam to carry a replacement part to the deactivated (denoted by a wire frame graphic) original. On later levels some components can be docked with and switched internally; these tend to be objects with more than an on/off function.

The goal for each level is for Chadd to guide his girlfriend safely to the lift and up to the next level. There are twelve levels in total with each one being broken up into several floors containing the relevant components. Unfortunately for Chadd the computer doesn't take kindly to having people blasting its circuits willy nilly, the resulting defence mechanisms manifest themselves as birds, helicopters and planes, none quite as nice as the overall favourite though, the unicycling frog. Most can be destroyed with Chadd's lasers but quickly reappear from the various generators around the landscape. Just as well Chadd brought along some guided missiles isn't it?

A huge, deeply absorbing interactive game which is a welcome relief. *Interphase* formally *Mainframe* has been over a year in development, but it's well worth the wait.

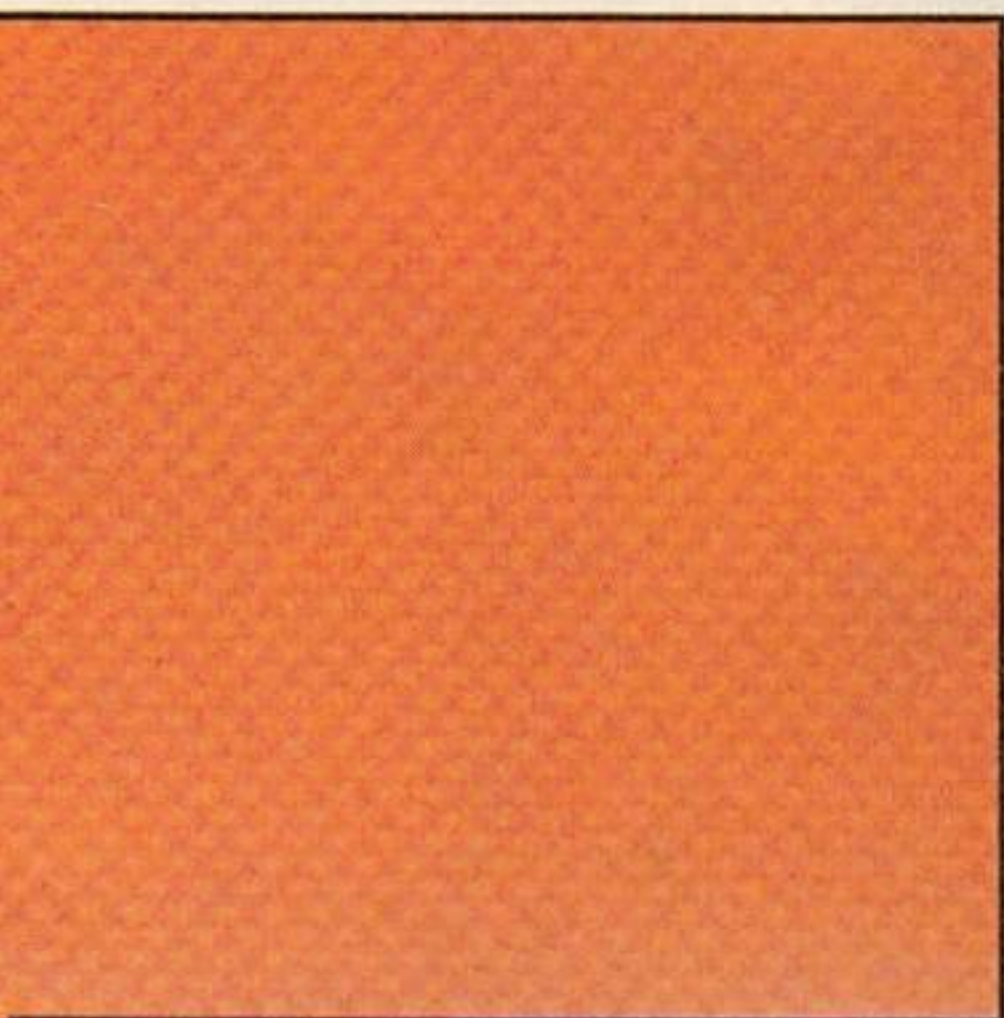
Mark Patterson

A hugely involving, original game.

switch inside the computer with a missile or your lasers. If the situation is such that something needs to be switched back again then

SOUND 82%
GRAPHICS 89%
PLAYABILITY 88%
LASTABILITY 90%

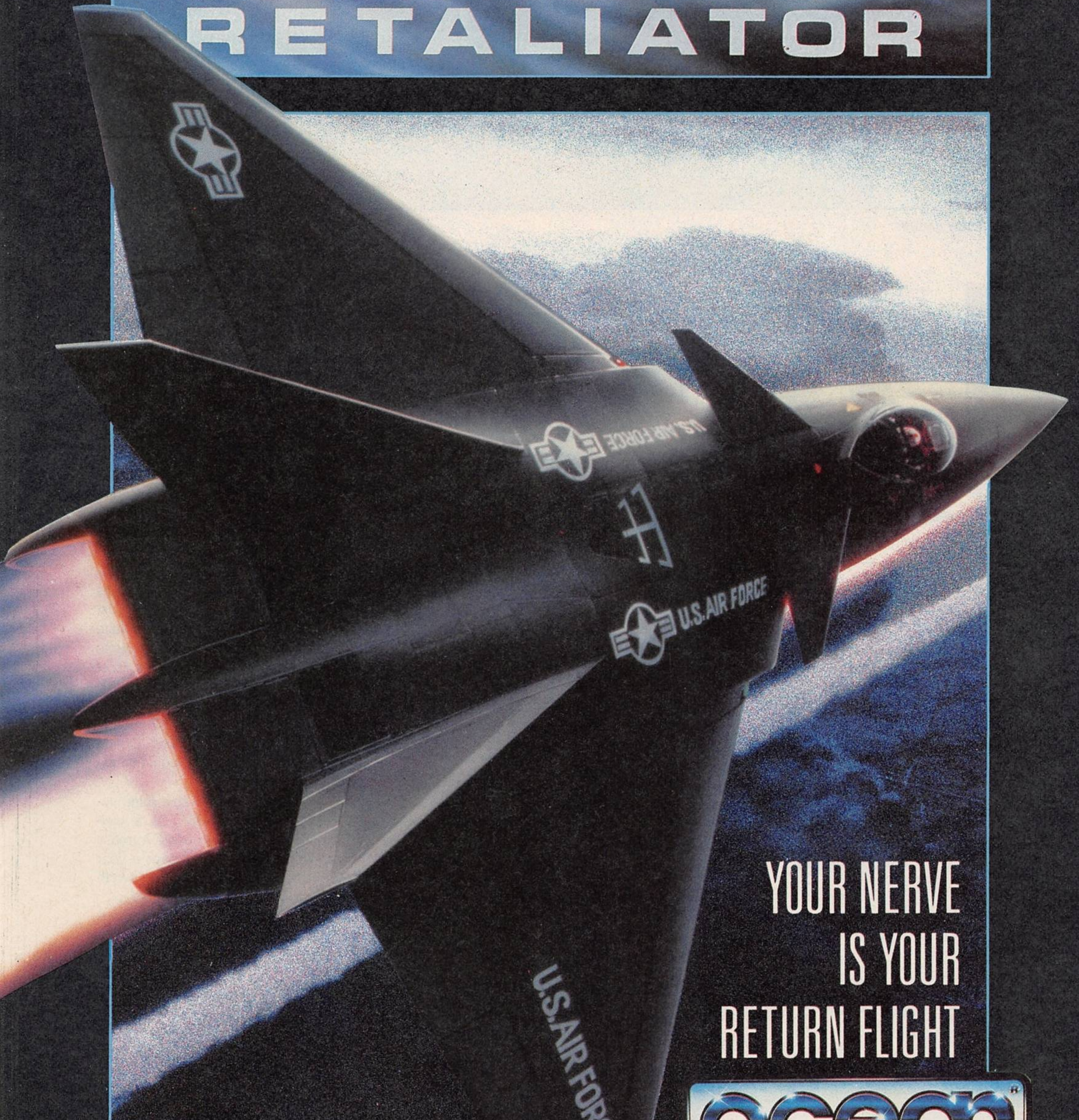
90%



THE SKIES ARE YOUR HUNTING GROUND

AZURA

RETALIATOR



YOUR NERVE
IS YOUR
RETURN FLIGHT

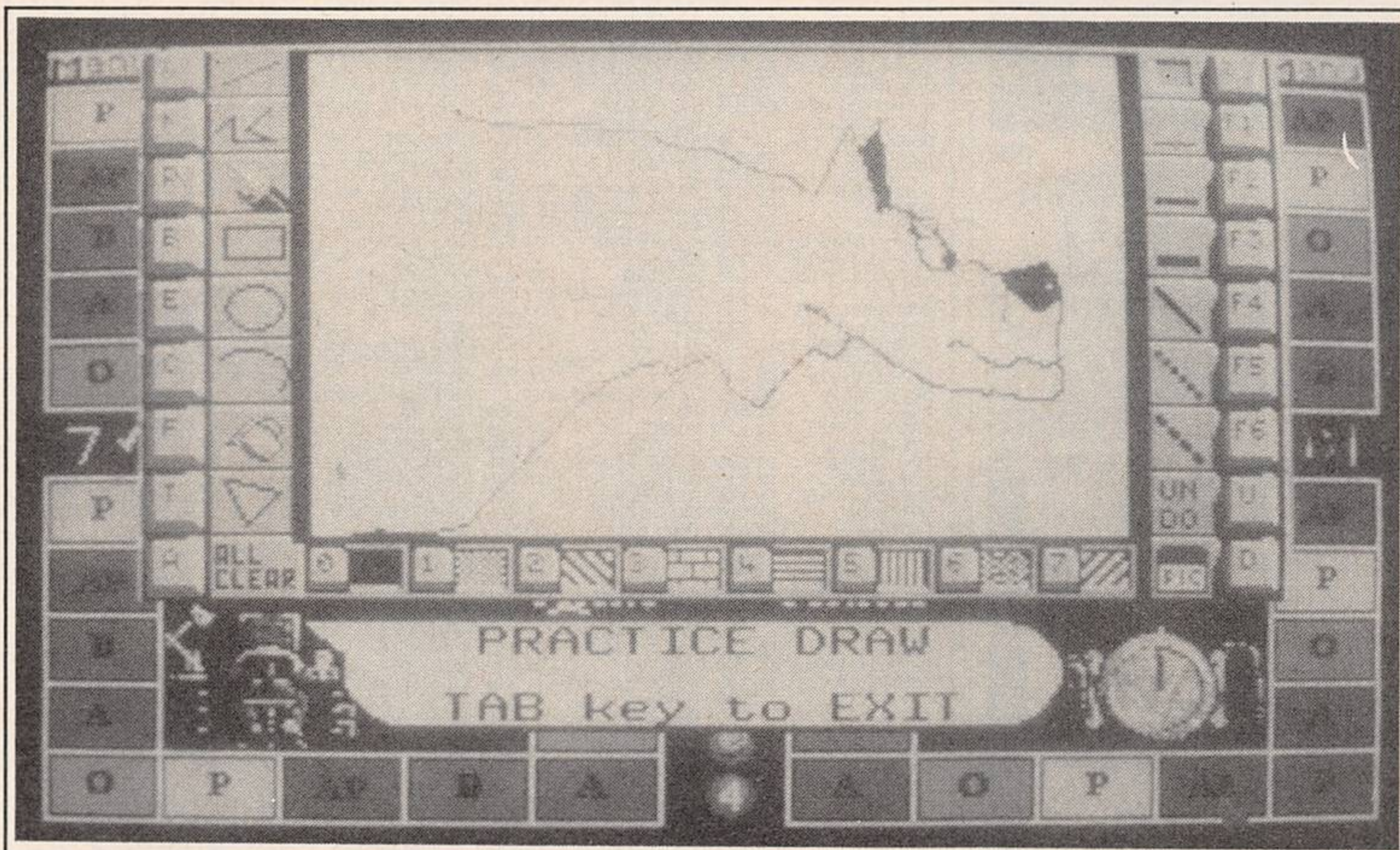


AVAILABLE SOON FOR
ATARI & AMIGA

6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633
Telex: 669977 OCEANS G · Fax: 061 834 0650

AMIGA

SCREEN
SCENE



How much would you pay for the Ed's drawing?

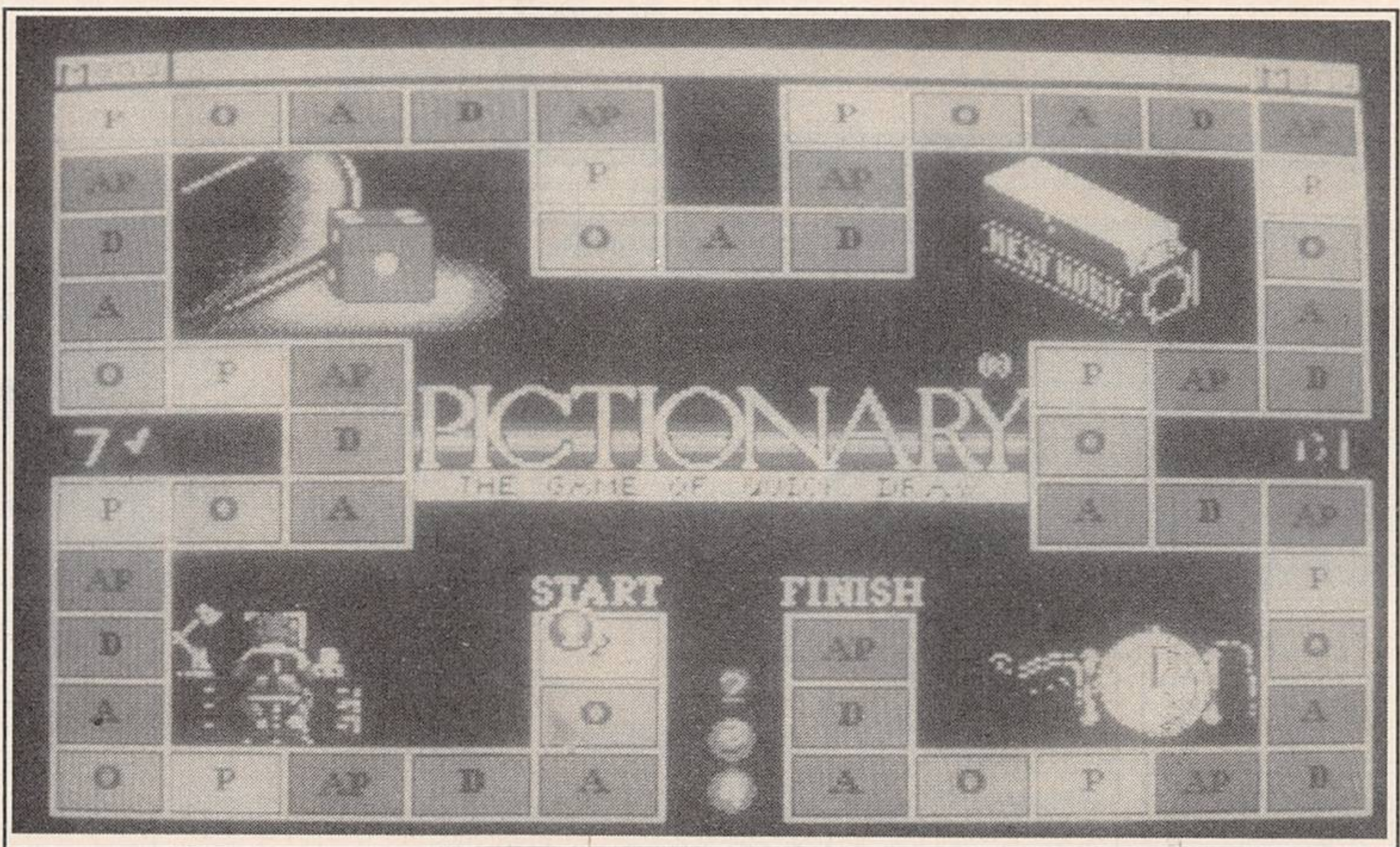
straight lines, circles and use freehand to create your doodle. There's certainly amusement watching people's weak attempts to draw with a mouse, but it's

PICTIONARY

Since the demise of *Trivial Pursuit*, everyone's favourite after hours board game is *Pictionary*.

What you do is come back from the pub with your mates, steaming drunk, get out the game and get more drunk whilst you fall about laughing at everyone's pathetic attempts at sketching Monet's "View From Tower Bridge" or a banana. Well, by that time you can't tell the difference.

The idea behind *Pictionary* for those of you who never do those kind of things, is to move your counters round a board to the finish before anyone else. What a great game concept! But hang on there's more. . . . You move by having the rest of your team guess what a doodle — specified by the square and a card — you've



A game of skill and scribbling.

drawn is. There's a time limit so higher arts degree students can't produce charcoal, gouache or litho prints. It's all quite a laugh because generally, in the time you're given, most people's drawings are crap.

The problem with most board games is that when they're translated to the screen they lose much of their spontaneity. *Pictionary* sadly, is no exception. You are given a nice box to keep the game in, laminated, colour question cards, and are then expected to draw everything on the screen. If

you don't split into teams (the game accommodates as many as six individuals) you don't get to draw anything at all — the computer does it. When the game is played this way it rapidly degenerates into a first-to-the-space-bar guessing game. Naturally the computer draws accurately so there's no fun to be had there.

When played in teams at least an element of human fallibility creeps in. You have to draw the picture on what is effectively a basic art package. Various options offer you the ability to draw

painfully slow work.

Pictionary then makes little sense in translation to the computer, especially when you consider that the Amiga version costs marginally more than the board game itself. Sorry Domark, but no way can I recommend that.

Mike Pattenden

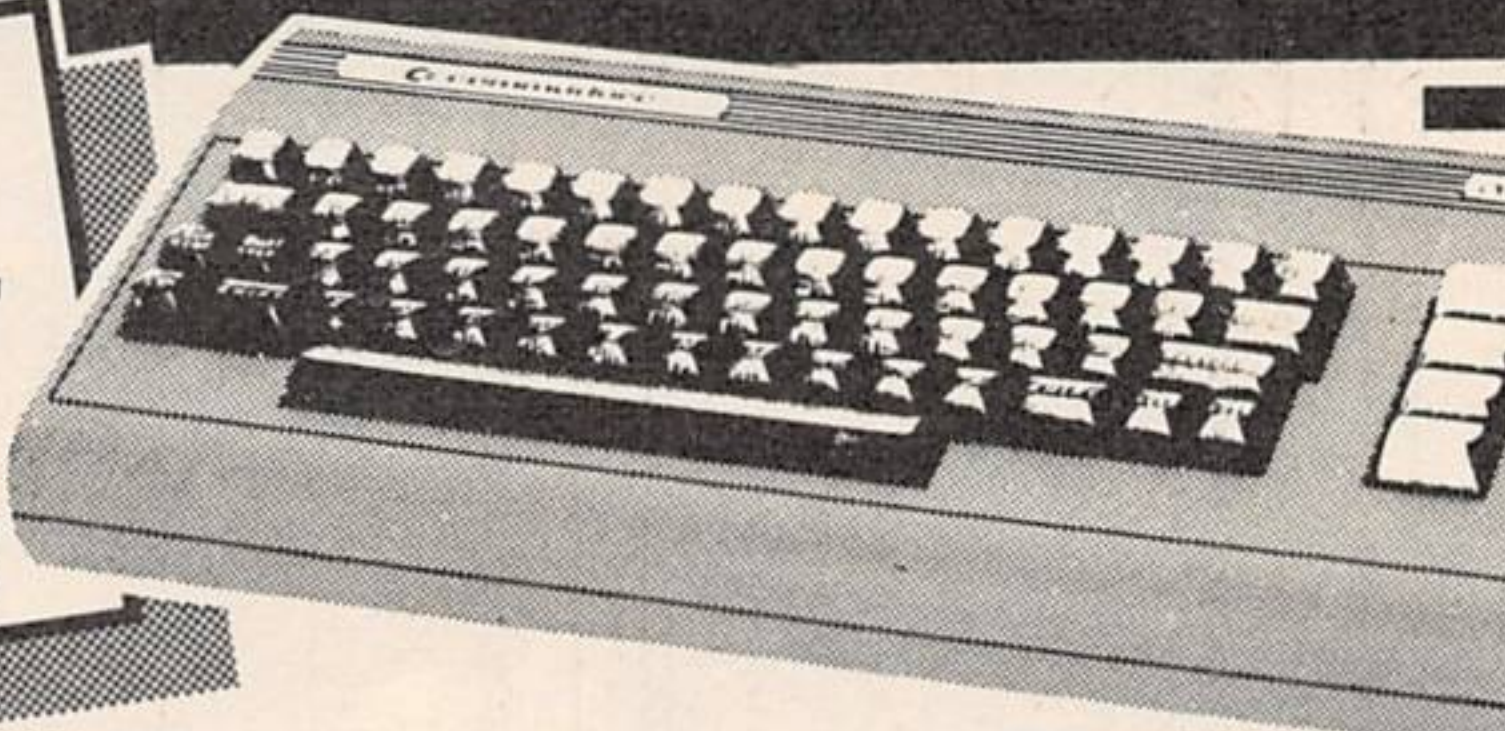
SOUND 60%
GRAPHICS 66%
PLAYABILITY 56%
LASTABILITY 50%

55%

Domark
Price: £24.99

COMMODORE 64 REPAIRS & SPARES

**OR BRING IT
TO US FOR
WHILE-U-WAIT
REPAIRS -
AROUND 1 HR**



**NEED YOUR COMPUTER REPAIRED FAST?
FED UP OF WAITING WEEKS FOR YOUR COMPUTER TO ARRIVE?**

THEN WAIT NO LONGER-send your computer to us for fast repairs!
We offer a full repair service on all these makes-Commodore 128,
Commodore 16, Commodore Plus 4, Vic 20.

We also have spare parts available by mail order.

WE DON'T JUST REPAIR YOUR COMMODORE 64-we check loading, sound,
memory, in fact fully overhaul your computer for only **£40.00** - which
includes VAT, postage + packing, insurance, parts and labour. **NO HIDDEN
EXTRAS.** All other models please call us for a quote on the numbers
below.

HOW TO SEND YOUR COMPUTER

Just pack your computer, including power supply, in suitable packaging
and send it to the address below, enclosing your cheque to the value of
£40.00-You can also pay by ACCESS/BARCLAYCARD



VideoVault
LIMITED

Send your computers now to-
VideoVault Ltd, Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AA
Telephone: 04574 66555/67761/69499

COMMODORE 64/ VIC POWER SUPPLY UNIT

Developed by us- is 1/3 size of
conventional power supplies.
Just **£35.00** + £2.00 p + p



VISA

MEGASAVE FANTASTIC SAVINGS

COMMODORE 64	OPERATION WOLF	D3 6.25	BOMBER	17.50	MOON WALKER	16.90
3D POOL D3 6.65	PANIC STATION D1 7.20		CABAL 16.90		MR HELI 15.90	
ACTION FIGHTER D3 6.95	PASSING SHOT D2 6.45		CARRIER COMMAND 15.95		MYTH 17.90	
AFTERBURNER D1 6.95	PLAYER MANAGER D1 6.90		CHAMBERS SHAOLIN 16.90		NEW ZEALAND STORY 16.90	
ALTERED BEAST D3 6.90	PLATINUM 1 D1 7.40		CHASE HQ 16.90		NEVER MIND 14.50	
A.P.B. D2 6.90	POOL OF RAD. disk only 16.95		CHICAGO 90 13.90		NINJA WARRIOR 13.90	
ARCADE MUSCLE D1 9.25	POWER BOAT USA D6 7.40		COMMANDO 13.90		OIL IMPERIUM 15.90	
BARBARIAN II D2 6.45	POWER DRIFT D1 7.40		CONFLICT EUROPE 16.90		ONS LAUGHT 16.90	
BATMAN (THE MOVIE) D1 6.95	QUARTER BACK D1 7.20		CONTINENTAL CIRCUS 16.90		OZE 16.90	
BATTLE CHESS disc 10.95	RAINBOW ISLAND D3 6.90		CYCLES 17.90		OPERATION 17.90	
BEACH VOLLEY D1 6.90	RAINBOW WARRIOR D3 6.90		DAY OF VIPER 13.90		THUNDERBOLT 17.50	
BLOOD MONEY D3 6.90	RALLY CROSS D3 6.90		DIAMOND TOMB 13.90		OPERATION WOLF 15.95	
BLOODWYCH D2 6.90	RED HEAT 6.65		DOGS OF WAR 13.90		PAPERBOY 13.90	
BLUE ANGELS D6 7.40	RICK DANGEROUS D3 6.90		DOUBLE DRAGON 13.90		PASSING SHOT 15.90	
BOMBER D1 7.40	ROCKET RANGER (DISK) 12.95		DRAGON NINJA 13.90		PLATINUM II 16.90	
CABAL 7.20	RUN THE GAUNTLET D3 6.65		DRAGON'S FLAME 17.50		PLAYER MANAGER 13.90	
CARRIER COMMAND D5 9.95	RUNNING MAN D3 6.65		DRAGON SPIRIT 13.90		POLICE QUEST II 15.90	
CHAMBERS SHAOLIN D1 7.20	SHINOBI D3 6.90		DRAXKHEN 19.90		POOL OF RADIANCE 16.95	
CHAMP GOLF (D+H) 6.90	SILKWORM D3 6.90		DR. DOOMS REV. 16.90		POPULUS 16.90	
CHASE HQ D1 7.40	SOCCER SPECTACULAR 8.90		DUNGEON MASTER 15.90		POWER BOAT USA 17.90	
CONT'NTAL CIRCUS D3 6.90	SOCCER SQUAD D3 6.90		DYNAMITE DUX 17.50		POWERDRIFT 17.50	
CRICKET MASTER 6.90	SPEEDBALL D2 6.95		ELITE 15.90		POWERDROME 16.95	
CUREAZUREBOND disk 16.90	ST. & GREAVSIE D3 6.90		EMPEROR OF MINDS 15.90		PRECIOUS METAL 16.90	
DARK FORCE D5 9.90	STAR WARS TRILOGY D5 9.90		F16 COMBAT FIGHTER 15.90		QUARTER BACK 14.90	
DOUBLE DRAGON D3 6.45	STEALTH FIGHTER D6 9.95		FALCON F16 13.90		RAINBOW ISLAND 15.90	
DRAGON NINJA D3 6.75	STORM ACROSS EUROPE 16.90		FALCON MISSION DISK 13.90		RALLY CROSS 13.90	
DR DOOM'S REV D1 7.40	STRIDER D1 7.40		FAST LANE 13.90		RED HEAT 16.90	
DYNAMITE DUX D1 7.40	STUNT CAR D3 6.90		FEINDISH FREDDY 13.90		RED LIGHTENING 20.90	
EMLYN HUGHES D2 6.45	SUPER LEAGUE SOC. D1 6.90		FIGHTING SOCCER 16.90		RICK DANGEROUS 15.90	
F1 MANAGER D3 6.95	SUPER QUINTEZ D1 7.40		FOOTBALL DIRECTOR II 12.90		ROBOCOP 16.90	
F16 COMBAT PILOT D6 9.90	SUPER WONDER BOY D1 7.40		FOOTBALL MANAGER II 13.50		ROCKET RANGER 19.99	
FALLEN ANGEL D3 6.90	TALL GASGOINE SOC. D3 6.90		FOOTBALL OF YEAR 2 13.90		RUN THE GAUNTLET 15.90	
FIRST STRIKE D2 6.90	TANK ATTACK D3 8.95		FORGOTTEN WORLD 13.90		RUNNING MAN 16.90	
FOOTBALL DIRECTOR 6.00	TEST DRIVE II D6 6.95		FUTURE WARS 16.90		R.V.F. HONDA 15.90	
FOOTBALL MAN. II D3 6.45	THE HITS 1986/88 D1 8.90		F29 RETALIATOR 17.90		SHADOW OF BEAST 25.90	
FOOT MAN. II exp. kit D4 5.40	THUNDERBIRDS D3 8.90		GALAXY FORCE 17.90		SHINOBI 13.90	
FOOTBALL OF YEAR D1 7.40	THUNDERBLADE D1 7.40		GEMINI WINGS 13.90		SHUFFLEPACK CAFE 13.90	
FORGOTTEN WORLDS D1 7.25	TIN TIN D1 7.40		GHOST BUSTER II 17.50		SILKWORM 15.90	
GALAXY FORCE D1 7.40	TIME SCANNER D5 9.90		GRAND PRIX CIRCUIT 14.90		SIN CITY 19.90	
GHOSTBUSTER II D1 7.40	TOLKIEN TRILOGY D5 9.90		HARD DRIVING 14.90		SLAYER 13.90	
GHOULS 'N' GHOSTS D1 7.90	TOOBIN D3 7.40		HEAVY METAL 16.90		SPEEDBALL 15.95	
GOLD (Elite) 1 or 2 D1 7.40	TREBLE CHAMPION D1 7.40		HEROES OF LANCE 16.95		ST. AND GREAVSIE 13.90	
G. GOOCH CRICKET 6.90	TUSKER D1 7.40		HIGHWAY PATROL 15.90		STAR GLIDER II 15.95	
GRAND PRIX CIRCUIT D1 7.40	TYPHOON STEEL disk 16.90		HOUND OF SHADOW 17.90		STAR WARS TRILOGY 16.90	
HEAVY METAL D1 7.40	VIGILANTE D1 6.95		INDIANA JONES II 13.90		STEVE DAVIS SNOOKER 12.90	
HILLSFAR disk 13.90	WAR MID EARTH D6 6.95		INFESTATION 15.90		STORM TROOPER 15.90	
INDIANA JONES II D3 6.90	WEIRD DREAMS D3 6.90		INTERPHASE 16.90		STRIDER 13.90	
INNER SPACER D3 6.90	WICKED D1 7.40		IRON TRADER 13.90		STRYX 14.50	
JAWS D3 6.90	XENON D3 6.90		JOAN OF ARC 15.95		STUNT CAR RACER 15.90	
K. D'GLISH SC MAN. D2 6.85	XENOPHOBE D3 6.90		KICKOFF 12.90		SUPER HANG ON 15.90	
KICK OFF D3 6.85	XYBOTS D3 6.90		KINGDOM ENGLAND 15.90		SUPER LEAGUE SOCCER 16.90	
LAST NINJA II D1 8.95	ZAPP SIZZLERS D1 9.95		KNIGHT FORCE 15.90		SUPER QUINTEZ 14.90	
LAZER SQUAD D3 6.90			KULT 15.90		SUPER WONDER BOY 17.50	
LICENCE TO KILL D3 6.90			LANCHSTER 13.90		SWORDS OF TWILIGHT 17.50	
LIVERPOOL SOCCER D1 6.90			LAST NINJA II 16.90		TARGHAN 15.90	
MANCHESTER SOC. D1 7.40			LAZER SQUAD 15.90		TEST DRIVE 2 16.90	
MAN UTD SOCCER D1 6.90			LEISURE SUIT LARRY II 13.90		TIME 19.90	
MASTER GRAND PRIX D1 7.40			LICENCE TO KILL 13.90		TIN-TIN 13.90	
MAZE MANIA D1 6.90			LIFE & DEATH 19.90		TOOBIN 14.50	
MENACE D1 6.90			LIGHT FORCE 16.90		TUSKER 17.90	
MICROPROSE SOC. D5 9.95			LIVERPOOL SOCCER 15.90		TRACKSUIT MANAGER 12.90	
MONSTER SLAM D2 6.90			LOMBARD RALLEY 15.95		TRIAD II 14.50	
MOONWALKER D1 7.40			LORDS OF RISING SUN 19.90		U.M.S. II 16.90	
MR HELI D2 6.90			LOST PATROL 16.90		UNTOUCHABLES 16.90	
MYTH 13.90			MANCHESTER SOCCER 16.90		VIGILANTE 10.50	
NAVY MOVES 6.90			MASTER GRAND PRIX 14.90		WAR IN MIDDLE 15.90	
NEW ZEALAND STORY 6.60			MICROPROSE SOCCER 15.90		EARTH 15.90	
OP. THUNDERBOLT D1 7.20			MILLENIUM 2.2 13.90		XENON II 15.90	
					XYBOTS 13.90	

Mail Order Only. Postage included Great Britain. Add 75p per item EEC. Overseas add £1.50 per item.
Fast service, send cheque/PD to: Megasave, Dept CU, 49H Sutherland Street, Victoria, London SW1 V4JX

Please send for free list of new releases on Amstrad, Atari ST
Amiga, Commodore, Spectrum and +3 and P.C. state which list. Future League Ltd.
D-Disk: D1 @ £10.95, D2 @ £8.75, D3 @ £9.95, D4 @ £7.95, D5 @ £13.95, D6 @ £12.45



TURBOSOFT

(DEPT 64 USER)
41 SOUTH STREET
LEIGHTON BUZZARD
BEDS LU7 8NT
MAIL ORDER ONLY
Tel: 0525 377974

IN CROWD
ONLY £10.99 disc £13.99
Barbarian, Gryzor, Last Ninja,
Predator, Karnov Combat
School, Target Renegade,
Platoon

DARK FORCE
ONLY £8.99 disc £13.99
Last Ninja, Batman,
R-Type, Darkside

**ZZAP SIZZLERS COLL
VOL 1**
ONLY £9.99 disc £11.99
Bionic Commandos, Dropzone,
California Games, Solomon's
Key, Impossible Mission 2

SPECIAL ACTION
ONLY £8.99 disc £13.99
Captain Blood, Driller,
SDI, Vindicators,
Dailey's Olympic
Challenge

SUPREME CHALLENGE
ONLY £4.99 disc £10.99
Elite, Ace, Sentinel,
Starglider, Tetris

THALAMUD THE HITS
ONLY £9.99 disc £11.99
Hunter's Moon,
Que-Dex, Hawkeye
Armalyte, Delta,
Sanxion

COMMODORE SPECIALS

DEFENDER OF THE CROWN	£3.99
FOOTBALL DIRECTOR	£2.99
TOP GUN	£2.99
CRAZY CARS	£2.99
TROLL	£1.99
STIFFLIP & CO	£1.99
RIMRUNNER	£2.99
CAULDRON II	£1.99
SACRED ARMOUR OF ANTRIAD	£1.99
4 SOCCER SIMULATOR	£4.99
FOOTBALL MANAGER II	£4.99
RUNNING MAN	£4.99
PACLAND	£3.99
BOB'S FULL HOUSE	£4.99
AFTERBURNER	£4.99
THE TRAIN	£3.99
GAUNTLET	£2.99
STRIP POKER II+	£3.99
JACK THE NIPPER	£2.99
LORD OF THE RINGS	£4.99
THE HOBBIT	£3.99
A.T.F.	£3.99
SHANGHAI	£3.99
FERNANDEZ MUST DIE	£3.99
BOOK OF THE DEAD	£3.99

TOP 20 COMMODORE

BATMAN THE MOVIE	£6.99
FORGOTTEN WORLDS	£7.25
SHINOBI	£6.99
BEACH VOLLEY	£6.99
ROBOCOP	£6.99
RAINBOW ISLANDS	£6.99
STRIDER	£7.25
DYNAMITE DUX	£6.99
ACTION FIGHTER	£6.99
MYTH	£6.99
FIRST STRIKE	£6.99
RICK DANGEROUS	£6.99
LAZER SQUAD	£6.99
EMLYN HUGHES INT SOCCER	£6.99
HOSTAGES	£6.99
SPEEDBALL	£6.99
RENEGADE 3	£6.99
KICK OFF	£5.99
CITADEL	£6.99

COMMODORE

Cabal	£6.99
Dragon Spirit	£6.99
3D Pool	£6.99
Treble Champions	£6.99
Gazza's Soccer	£6.99
Altered Beast	£6.99
Chase HQ	£6.99
Ghostbusters II	£6.99
Power Drift	£6.99
Tusker	£6.99
Super Wonderboy	£6.99
Untouchables	£6.99
Double Dragon	£6.99
Operation Thunderbolt	£6.99
Knight Force	£6.99
Airborne Ranger	£10.99
Gunship	£10.99
Quarterbay	£6.99
Stunt Car Racer	£10.99
F-16 Combat Pilot	£10.99
War in Middle Earth	£6.99
Colossus Chess 4	£6.99
Colossus Bridge	£9.99
Heroes of the Lance	£6.99
Dragon Ninja	£6.99
Red Heat	£6.99
Running Man	£4.99
Silkworm	£6.99
Saint & Greavsie	£6.99
Bomber	£9.99
A.P.B.	£6.99
Pools of Radiance	disc £14.99
Heroes of the Lance	disc £11.99
Hillsfar	disc £14.99
Course of Azure Bonds	disc £19.99
Dragons of Flame	disc £14.99
Mr Heli	£6.99
Continental Circus	£6.99
Weird Dreams	£10.99
Brian Clough Football	£1.99

TOP 20 AMIGA

XENON II	£16.99
RAINBOW ISLANDS	£13.99
LORDS OF THE RISING SUN	£20.99
F-16 COMBAT PILOT	£16.99
BOMBER	£19.99
FALCON MISSION DISC	£13.99
NEW ZEALAND STORY	£16.99
SPACE AGE	£25.99
SHADOW OF THE BEAST	£24.99
SHINOBI	£13.99
BEACH VOLLEY	£16.99
BATMAN THE MOVIE	£16.99
PAPERBOY	£13.99
DAMOCLES	£16.99
CONTINENTAL CIRCUS	£13.99
A.P.B.	£13.99
STRIDER	£13.99
ALTERED BEAST	£16.99
W. GRETSKY'S HOCKEY	£16.99

AMIGA

Chase H.O.	£16.99
Battle Chess	£16.99
Dragon Spirit	£13.99
Cabal	£16.99
F-29 Retaliator	£16.99
Fast Lane	£16.99
Freddy's Big Top Fun	£16.99
Hard Drivin	£13.99
Knight Force	£15.99
Laser Squad	£15.99
Power Drift	£16.99
Tusker	£16.99
Stunt Car Racer	£15.99
Super Wonderboy	£16.99
Dynamite Dux	£16.99
Tin Tin on the Moon	£16.99
Verminator	£15.99
Weird Dreams	£15.99
Quest for the Time Bird	£18.99
Action Fighter	£15.99
Barbarian Psynosis	£15.99
Ivanhoe	£16.99
Untouchables	£16.99
Neuromancer	£16.99
Gazza's Soccer	£15.99
Lost Patrol	£16.99
Infestation	£15.99
Dungeon Master (IMEG)	£16.99
Dungeon Master Editor	£7.99
Chaos Strikes Back	£13.99
Collosus Chess	£16.99
Test Drive II	£16.99
Populus	£16.99
Populous: Promised Lands	£7.99
F-16 Falcon	£20.99
Double Dragon II	£13.99
Commando	£13.99
S	

THE

AMIGA

GAMES

SCREEN SCENE

SUMMER EDITION

The latest in Epyx's now slightly tired athletic sims to appear on the Amiga is linked to the long forgotten Seoul Olympics, which is a shame because it's an improvement on their recent releases.

The Games Summer Edition allows you to compete in eight events: archery, cycling, the parallel bars, the rings, the pole vault, diving, the hammer and the 400m hurdles.

You may practice any event before bidding for gold against the computer or friends. Each player chooses which country to represent and then proceeds to the game. Several of the events are standard waggle type games but some require careful practice with the joystick before progress can be made.

Graphics are extremely varied due to the different events and are always to an exceptionally high standard. Animation is beautifully smooth and there's plenty of it too. There are some nice graphic touches too, as in the archery event, when a mole appears cursing in Korean if you bury an arrow in the ground. Sound is also good, and although spot effects are occasionally a little lacking the myriad of excellent tunes more than makes up for this.



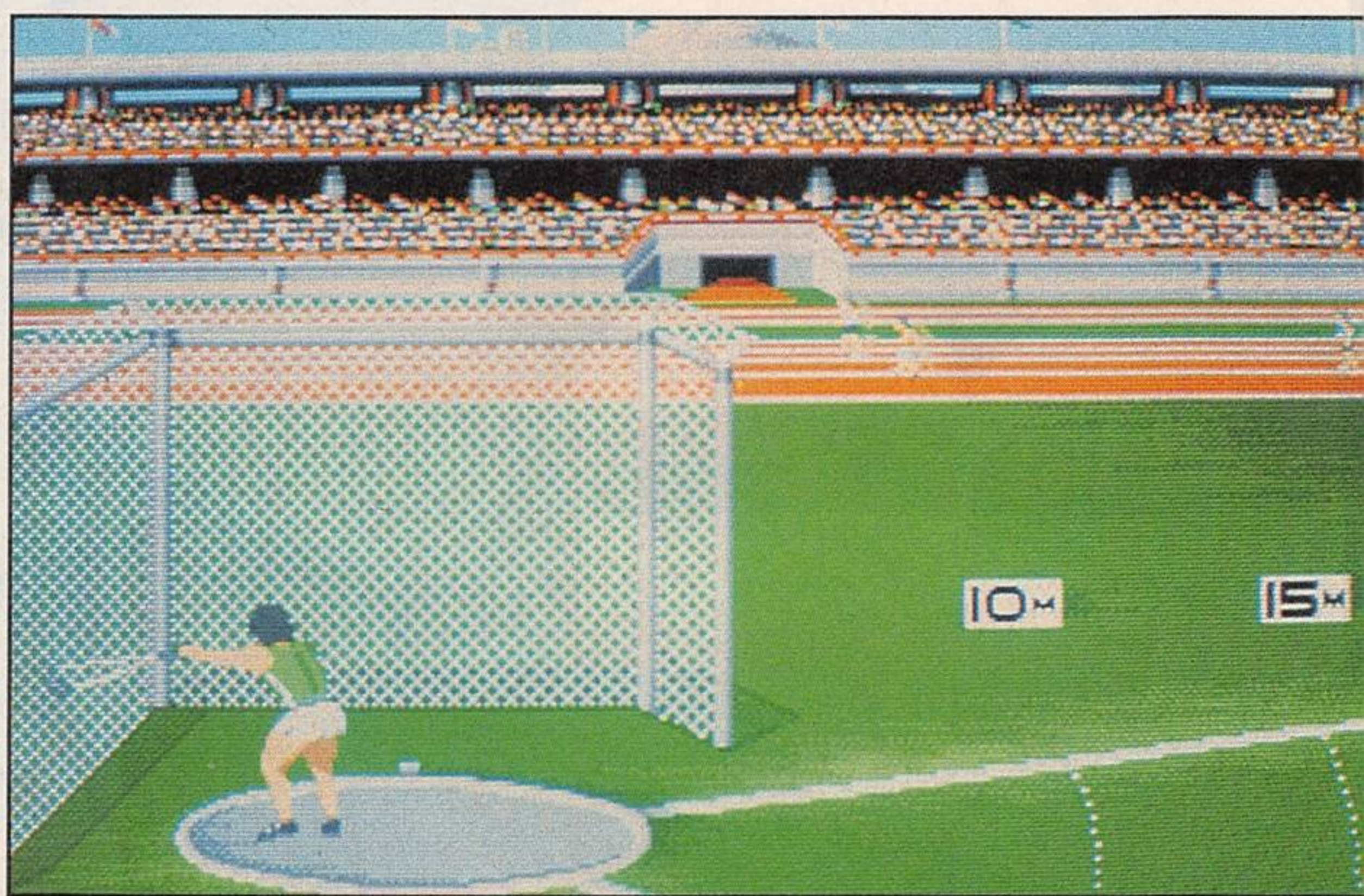
Zing, zing, zing went the arrow.

Epyx have introduced new twists to some events that set *The Games Summer Edition* out from the rest. For example, in the hurdles and cycling the track moves relative to your athlete (rather than the other way round) by use of some excellent 3D routines.

Sensible control systems make it easy to get into the game straight away but cleverly designed events mean that much practice will be required.

The little touches of humour and style are present as in all Epyx games and they really do help to keep the player hooked until you can boast absolute perfection.

One gripe is that the program is on two disks and it doesn't recognise the second disk drive which means that a reasonable amount of disk swapping is required, nevertheless *Games Summer*



Turn around and throw.

Edition is a useful multi-format sports simulation software and I don't hesitate to recommend it.

Mark Mainwood

SOUND	88%
GRAPHICS	94%
PLAYABILITY	87%
LASTABILITY	90%

80%

US Gold/Epyx
Price: £24.95

FIGHTER

BOMBER



AMIGA

Prepare for the most exciting flight simulation you've ever experienced and enter the world of 3D as you've never seen it before!

In FIGHTER BOMBER feel the thrill and reality of flying the world's most advanced military hardware and classic jet aircraft of our time.

You'll be at the controls of devastatingly powerful machines, each responding just like the real thing. Master up to seven of the featured aircraft and enter the Strategic Air Command's annual bombing competition, where the action takes place in the skies above South Dakota, North Dakota, Wyoming and Montana.

FIGHTER BOMBER creates a whole world within your computer for you to explore. Fly over rivers, highways, mountains, pastures, farms, cities, lakes – an endless list of places to discover.

Using the unique "free spirit" control, view the world from an infinite number of perspectives and zero in on the action.

FIGHTER BOMBER brings you the future of 3D simulation software NOW! Available on: Commodore Amiga, Amstrad cassette and disk, Atari ST, Commodore 64 cassette and disk, MS DOS, Spectrum cassette.



C64



PCVGA

ACTIVISION
SIMULATION SOFTWARE

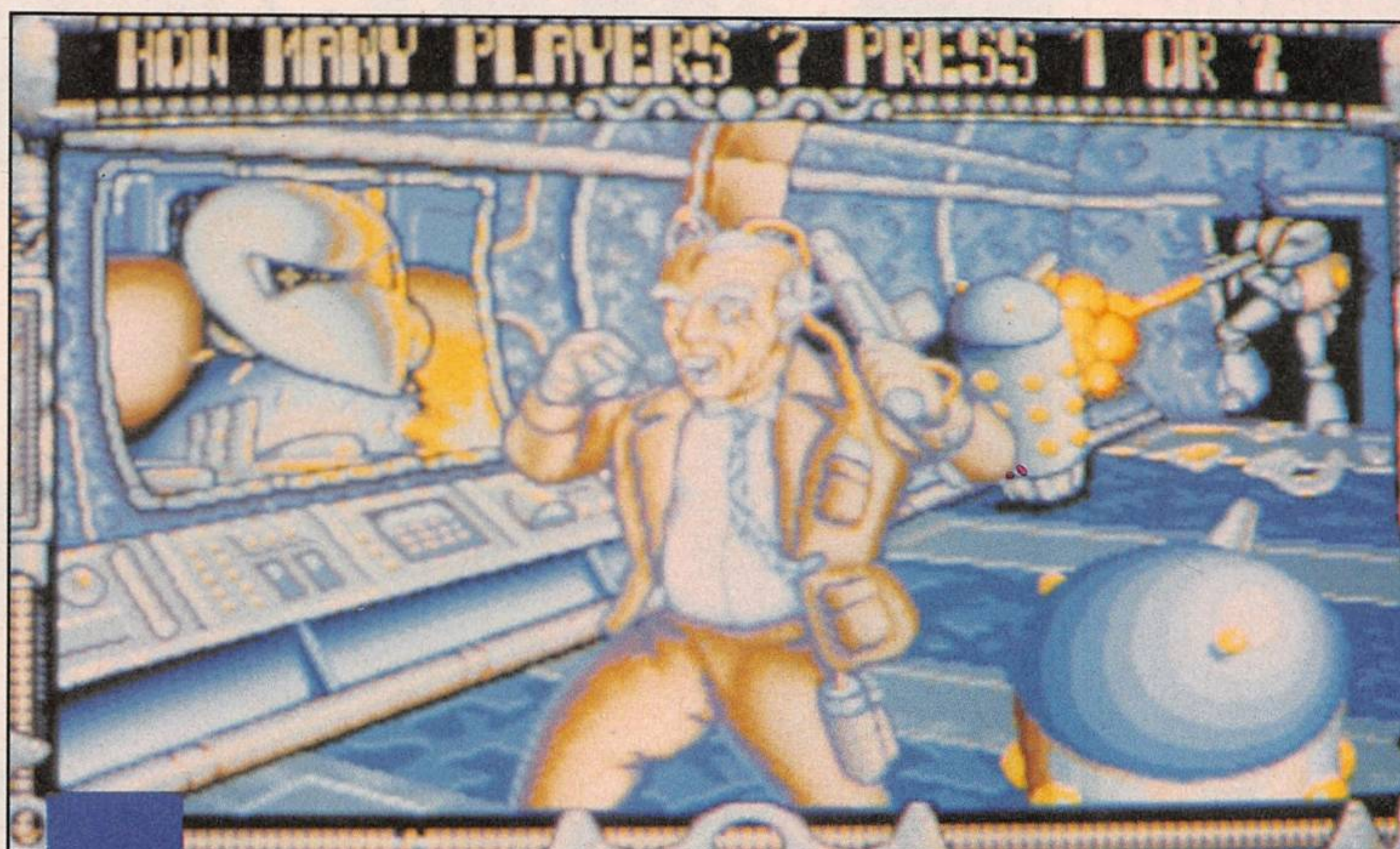
© Computer Game Vektor Grafik 1989



Mail Order: Postronix Ltd., Nene Enterprise Centre, Freehold Street, Northampton NN2 6EW. Tel: 0604 701771 (Outside of UK) Computer Exchange (Technical Support) Tel: 0724 210007

AMIGA

SCREEN
SCENE



Neil Kinnoch gets chased by aliens on the option screen.

LASER SQUAD

When the original 64 version of *Laser Squad* was released in March this year it received a more-than-healthy 92% and entered the CU hall of fame. The April deadline for the Amiga version came and passed and little has been heard since then. Until a new software outfit by the name of Blade announced



Blasting a way in.

their forthcoming Amiga release — *Laser Squad*.

It was its simplicity which made *Laser Squad* such a successful game. The graphics are workman-like, as is the sound, but the concept and the execution are exceptional. You are in charge of

the crack *Laser Squad* and you have a number of missions to complete, whether they involve assassinating a drugs baron, laying siege to a major office block or rescuing buddies held prisoner in a mining complex.

At the start of each mission it's

your responsibility to equip your team. There are various types of armour to choose from and a large selection of weapons and ammunition. At one end of the scale is the Marsec Auto Pistol, which is very low powered and cannot penetrate tough armour whilst at the other is the rocket launcher which can take out just about anything.

The deployment phase is next. Your troops need to be placed in set locations by the entrances to the map.

Each troop has a set number of Action Points which diminish with every action, even if you drop an object. If a player ends a turn with more than half of his total Action Points he automatically goes into opportunity mode (that is to say if the enemy passes his field of vision he gets what is effectively a free strike, so long as he's quick).

Essentially, Amiga *Laser Squad* bar from some improved graphics and its extremely atmospheric sound effects is identical to the 8-bit game. One final improvement has been to include the two original 8 bit expansion pack in the 16 bit version. No actual expansion packs are planned for this version.

Laser Squad is excellent, although I can't help but feel slightly put out by the lack of improvement to the original. But if you're somebody who likes the idea of plenty of over-the-top violence, explosions and some thinking you won't go far wrong with this little baby.

Mark Patterson

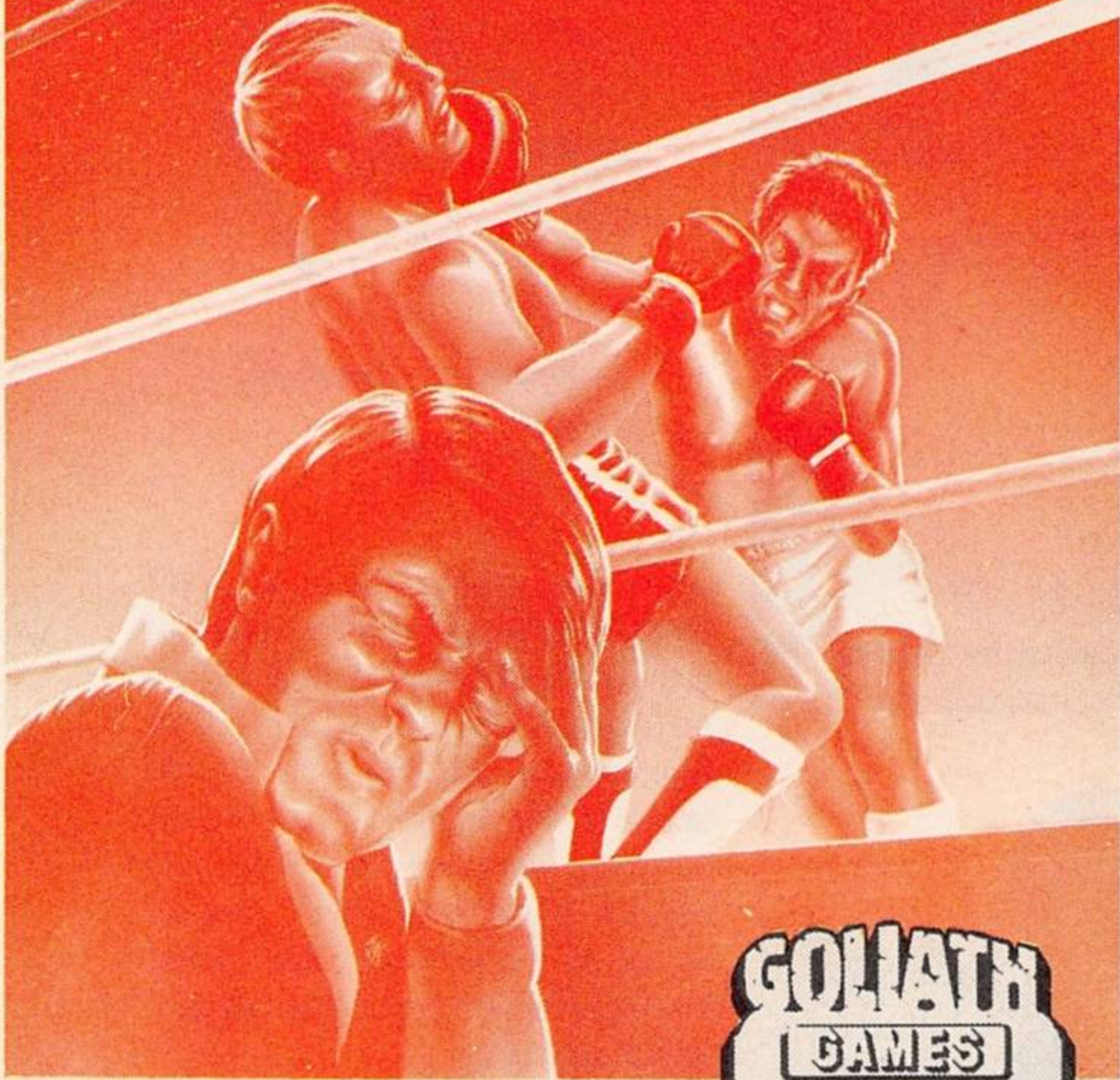
SOUND 85%
GRAPHICS 67%
PLAYABILITY 88%
LASTABILITY 87%

87%

Blade Software
Price: £19.99

A GAME LIKE NO OTHER

World Championship **BOXING** MANAGER



**GOLIATH
GAMES**

The GIANTS amongst software

Following Tracksuit Manager's No. 1 Success comes

BOXING MANAGER

Real Fighting - Real Tactics - Real Management

End of Round 7 your boxer returns to the corner. The cuts worsening and there's a swelling beneath the eye. You have thirty seconds to patch him up. What about your fight tactics? Is he in front? Only the three fight judges know for sure, should you give him further instructions? - too late the bell sounds.

YES ANOTHER SMASH HIT COMING

All fights use an artificial intelligence with indepth commentary as 100 Boxers struggle to become Heavyweight champion of the world.

THIS GAME HAS...

100 Boxers 20 fight Managers all with individual abilities and ratings, 2 scouts • Different governing bodies • Physio • Trainer • Area national and world ranking displayed • Secretary • Filofax • Letters and telephone calls • It's all here with more.

PLUS...

• Move around your office • Use your telephone • Answer mail • Sign agreements with boxers, promoters, governing bodies • Set up deals • Visit physio or pop into the training camp • Manage up to **Five** boxers at once.

ALSO...

Decide upon fight tactics according to the strength and weaknesses of your boxers, what are their weaknesses? sorry - you'll have to find out. Work as a second during rounds. Use sponge, flat iron, towel, water etc. Opponents use intelligence to decide upon their next round plans so beware.

BEWARE...

If you're looking for something easy or a joystick waggling punch up - look elsewhere this is the fight game with reality.

**GOLIATH GAMES specialises in ADVANCED - INVOLVED
- ORIGINAL SOFTWARE DON'T FORGET IT**

AVAILABLE ON...

CBM 64 - 9.95/12.95 DISC

SPECTRUM - 9.95

AMSTRAD 9.95/12.95 DISC

AMIGA • ATARI ST - 19.95

IBM - 19.95 Including V.A.T. Plus 50p post & packing *The GIANTS amongst software*

**GOLIATH
GAMES**

PLEASE SEND CHEQUES/P.O. TO:

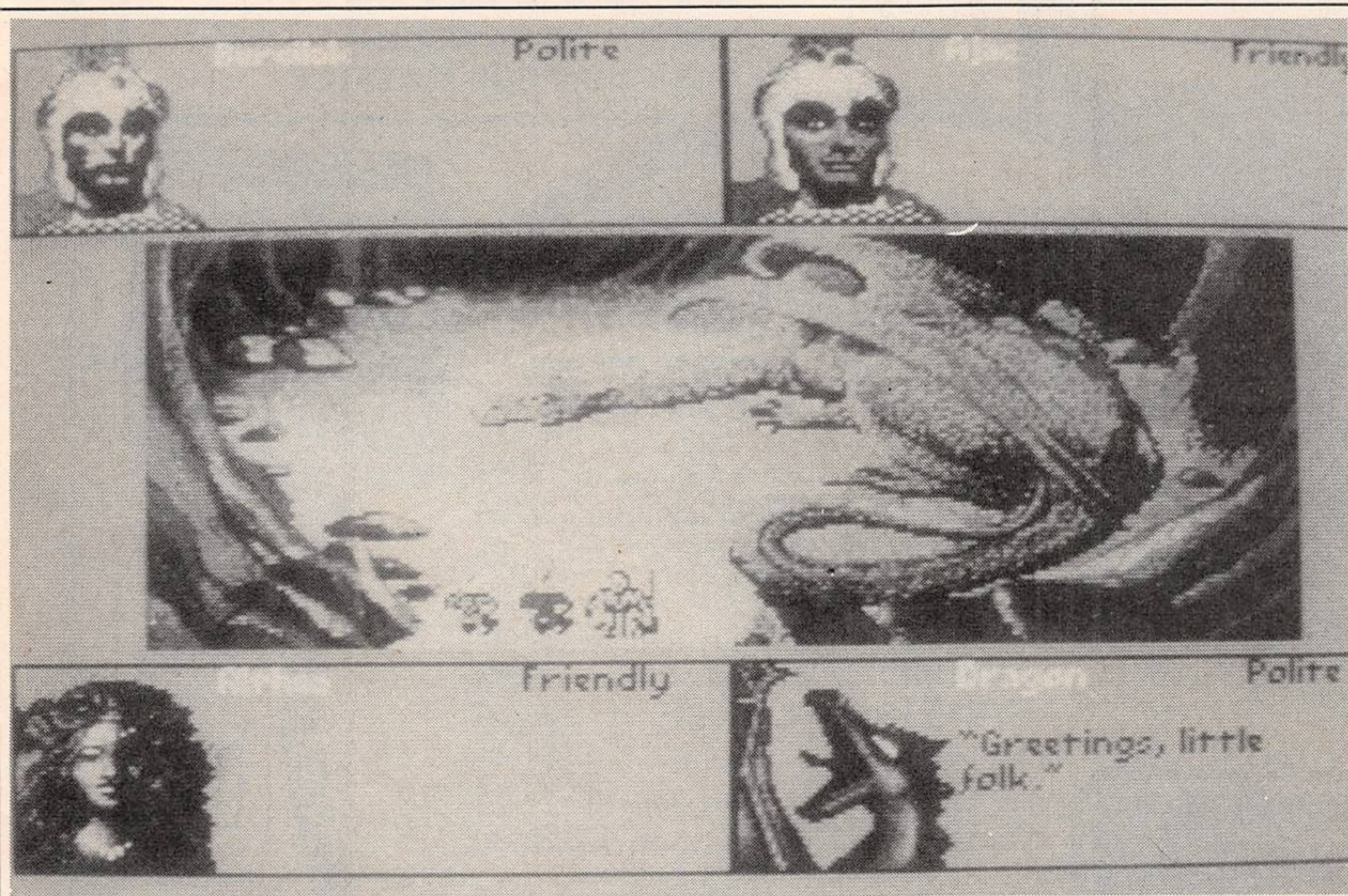
6A SCIENCE PARK, ABERYSTWYTH, DYFED SY23 3AH



COMING SOON

U.S. GOLD®

SWORDS OF TWILIGHT



The dragon which guards the gate.

Swords of Twilight's instruction manual promises quite a lot. It's not just a game, it seems. It offers you "freedom of action in a world of wonder . . . short of first degree burns, this is as close as you can get to a dragon's breath or a wizard's fireball". Sounds pretty

amazing, doesn't it? But what you actually end up with is a slow version of *Gauntlet* mixed with a poor clone of *Times Of Lore*.

As usual, an evil force has taken over the land. You are the only one who can save the world from its dark oppressors — that is you and two other brave warriors, both of whom can be controlled by computer or another player. Characters are chosen from a cast list of thirty-one warriors, all with different strengths and abilities. It's down to you to find a successful mix that will enable you to have both the physical strength to endure the wilderness, and the mental agility to overcome the obstacles and puzzles.

The game is played as a top view eight-way scroller. In three of the four corners of the screen are the pictures of the three characters in the adventure plus any relevant information. In the fourth

corner is a picture of any other characters in the area. It's by using these windows that all the clever manipulation takes place. Pressing fire brings up a short menu, which in turn leads to others. You can move objects around, talk to people and change your temperament from *friendly*, to *wary* or *hostile*. If hostile, you can fight anything that moves. But the real problem with remaining hostile is that not only do bad guys tend to attack you more often, but sensibly enough, your own party spends a lot of time avoiding you.

Talking to people seems to be the real key to success in this game, but having said that, I couldn't help but feel disappointed with the quality of dialogue. Each conversation consists of the bad guys asking who you are, and then you say something like: "I am Nobbin, son of Dobbin, and I am here to right wrongs, can you help

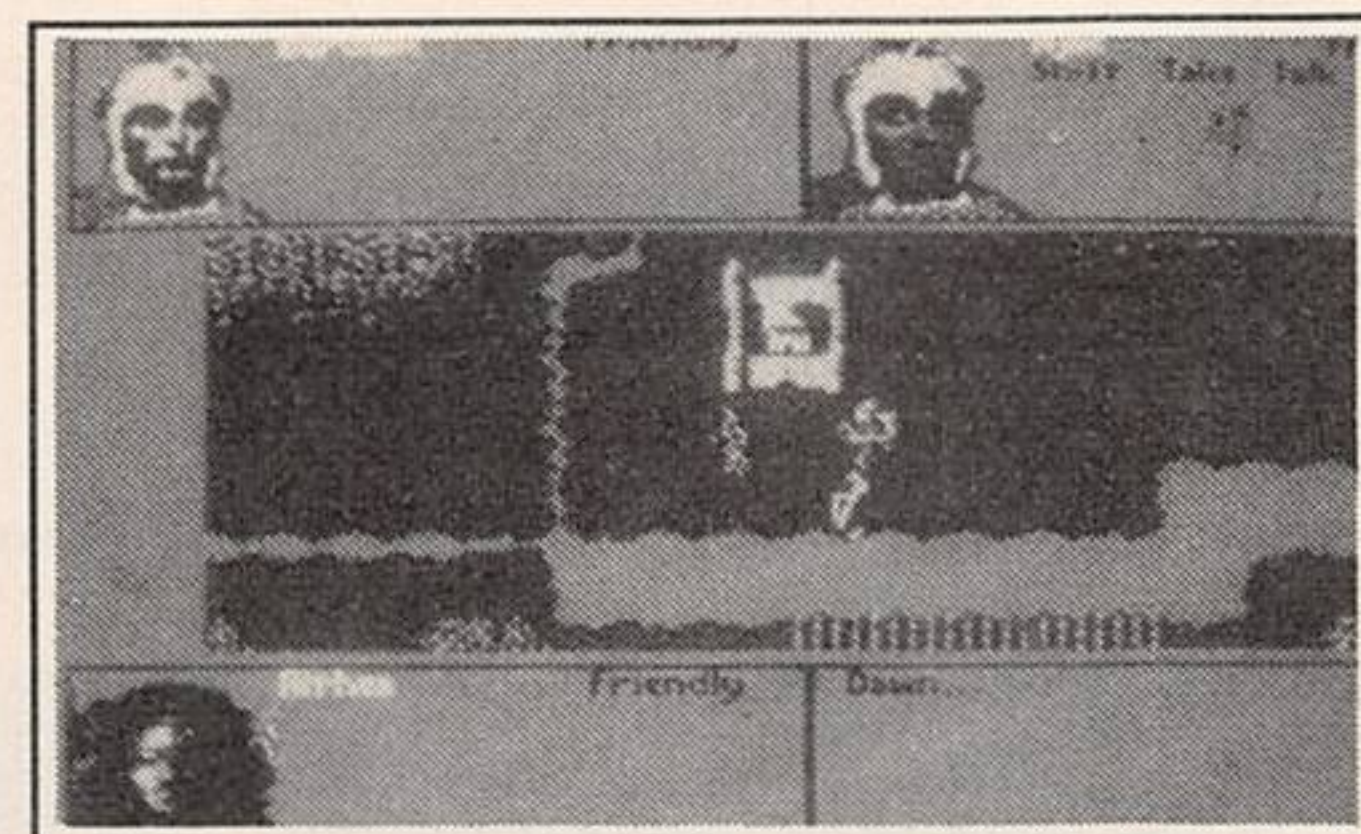
us?" The bad guys refuse and then they depart. This is massively time consuming and adds to the problems caused by the loading system, which seems to load these characters up for no reason at all and then spends ages working out what to do with them. It's all so repetitive and makes the game very dull indeed.

The backdrops are samey and created from a limited set of blocks; the main sprites are equally unvaried, they just vary slightly different in colour. The scrolling is slow and jerky and a lot of objects are far from recognisable. The only graphic I found even remotely impressive was the large dragon that guards the gate to the next country.

There is a terrible tune that plays at the start and one or two spot effects; but on the whole the sound is poor. Considering that it doesn't look as if they used too much memory on the graphics, you would have thought they could have used a little bit more on the sound.

On the whole an uninspired RPG that's too simple to satisfy true rôle players and too dull to entice arcadesters.

Tony Dillon



A wander round pottytown anyone?

Electronic Arts
Price: £24.99

SOUND 47%
GRAPHICS 61%
PLAYABILITY 51%
LASTABILITY 39%

45%

YOUR ONE STOP SHOP

**MORE SOFTWARE THAN YOU CAN HANDLE!
MORE HARDWARE THAN YOU CAN USE!**

Software

SUPERSTORE

20 MEG A590

Hard Drive

with space for 2mb extra RAM to turn your AMIGA into a 3 Meg machine. Essential for advanced graphics etc.

£399.99 *OR £15 MONTHLY

A590

Complete with 2mb extra Ram fitted

ONLY £699.99 *OR £27 MONTHLY

Extra RAM per 1/2Mb
£79.99

A500 RAM UPGRADE

Complete with FREE Photon Paint

ONLY £89.99

AMIGA 2nd DRIVE

- * DISABLE SWITCH
- * THROUGH PORT
- * FREE PHOTON PAINT

ONLY £89.99

ST 2nd DRIVES

**ALSO AVAILABLE
PLEASE ASK FOR DETAILS**

AMIGA A500 BATMAN PACK

ALMOST HALF PRICE



	R.R.P.
A500.....	£399.99
TV MODULATOR.....	24.99
BATMAN (THE MOVIE).....	24.99
NEWZEALAND STORY.....	24.99
DELUXE PAINT II.....	49.99
INTERCEPTOR.....	29.99
TEN STARPACK.....	229.50
TOTAL R.R.P.....	£784.44
LESS DISCOUNT.....	£384.45
OUR PRICE.....	£399.99

**WE STOCK
SEGA,
ATARI, C16,
MSX, BBC/
ELECTRON,
etc.**



*(subject to status) Written details on request.

OCEANIC DISK DRIVE

DISK DRIVE C64 COMPATIBLE

Smart, slim, reliable.

FREE SOFTWARE

Activision Music Studio, Word Processor, Database Communications Programme.

ONLY £129.00

**ALSO 1 MEG AMIGA PACK:-
AS ABOVE PLUS HALF MEG UP-
GRADE, MOUSE, MAT, MOUSE
HOLDER, DUST COVER & 10 DISKS**
**OUR PRICE
ONLY £499.99**

**MAIL
ORDER:-
Carriage
at Cost**
**ORDER HOTLINE
(MON to FRI)
(0782) 202269
ADVISE HOTLINE (0782) 268620
for FAST & FRIENDLY SERVICE**

SEND S.A.E. FOR
SOFTWARE
CATALOGUE &
FREE MAGAZINE



PRINTERS

STAR LC10

Acclaimed "Best Buy" budget printer. Now massively under-priced at just

£169.99 *OR £8 MONTHLY

STAR LC10 Colour

The perfect printer for every Amiga. Colour output from all the better art packages - or just slot in a black ribbon for word processing. Cheap to run too. Very affordable

£229.99 *OR £9 MONTHLY

STAR LC24 - 10

24 Pin quality at a price you can afford. 8 Fonts, 3 print variations, paper parking, 170 CPS draft, 57 CPS LQ

£259.99 *OR £10 MONTHLY

FREE Cable with every Printer

STOKE-ON-TRENT

11 Market Square Arcade,
Hanley Stoke-on-Trent
Manager: Wayne Tel:
0782 268620 Open 6 Days

SHEFFIELD

6 Waingate, Sheffield
Manager: Tony
Tel: 0742 721906
Open 6 days

ST HELENS

27 Baldwin Street,
St Helens
Manager: Adrian
Tel: 0744 27941
Closed Thursday

STOCKPORT

6 Mealhouse Brow,
(Off Little Underbank),
Stockport. Manager: Ray
Tel: 061 480 2693
Closed Thursday

AMIGA

SCREEN
SCENE



STAR COMMAND

The recent spate of SSI games, bar the AD&D licenses have been a little samey, so it was with some trepidation that I loaded *Star Command*, the game that promised to be everything I've been looking for. I can honestly say that after a dozen or so hours of constant play that it is not only one of the best games SSI have ever programmed, it's also one of the best I have ever played.

You, as Commander of eight

sturdy young men and women must take on the known universe and most of the unknown one as you battle to save The Triangle. The Triangle, by the way, is the new human home. The old one, originally known as the Earth, was blown away by marauding pirates out looking for some fun.

The Triangle is so called because of its three protective starbases. Within the Triangle is the only known place in the galaxy where any form of law and order exists. Outside pirates roam wild in small groups. They've never

really formed much of a threat. Until now.

A particularly nasty pirate by the name of Blackbeard, has rounded together as many pirates as he can get his hands on and is now planning the first ever major assault on The Triangle. You must win the massive war that threatens to erupt at any moment.

But not yet. For now you must be satisfied with more menial tasks, yet even the simplest of jobs is fraught with danger. Take the first job for example. It seemed simple enough, just collect a ship-

ment of ore from a mining colony on one planet, and drop the shipment off at another. Simple, only I didn't reckon on being set upon by a gang of pirates while approaching the starbase. I got a couple of shots in before they completely obliterated me.

And that's what this game is all about. Action, adventure and more battles than you could possibly imagine. Of course, it's just as full of options and different weapons as you'd expect an SSI product to be, and more besides. There are 16 types of human armour, 54 different weapons, 9 different types of starships, dozens of different weapons for your ship and loads more besides. It represents total heaven for an unbalanced lunatic like Mark Patterson. Sadly, the graphics aren't brilliant. They're restricted to small single colour sprites and lots of text windows. However, what's lost in aesthetics is more than made up for by the wealth of information at your fingertips. All controls are single keypresses picked from an on-screen menu. The sound is pretty limited too, the game's chief effect being a very clever impersonation of a digital alarm clock. Nevertheless there's already a degree of disk swapping involved. The inclusion of graphic and sonic frills would have meant at least a third disk.

The Triangle may not push the Amiga to its limits, but it has a level of gameplay and depth most conversions and licences can only dream of.

Tony Dillon

SOUND 51%
GRAPHICS 73%
PLAYABILITY 97%
LASTABILITY 98%

94%

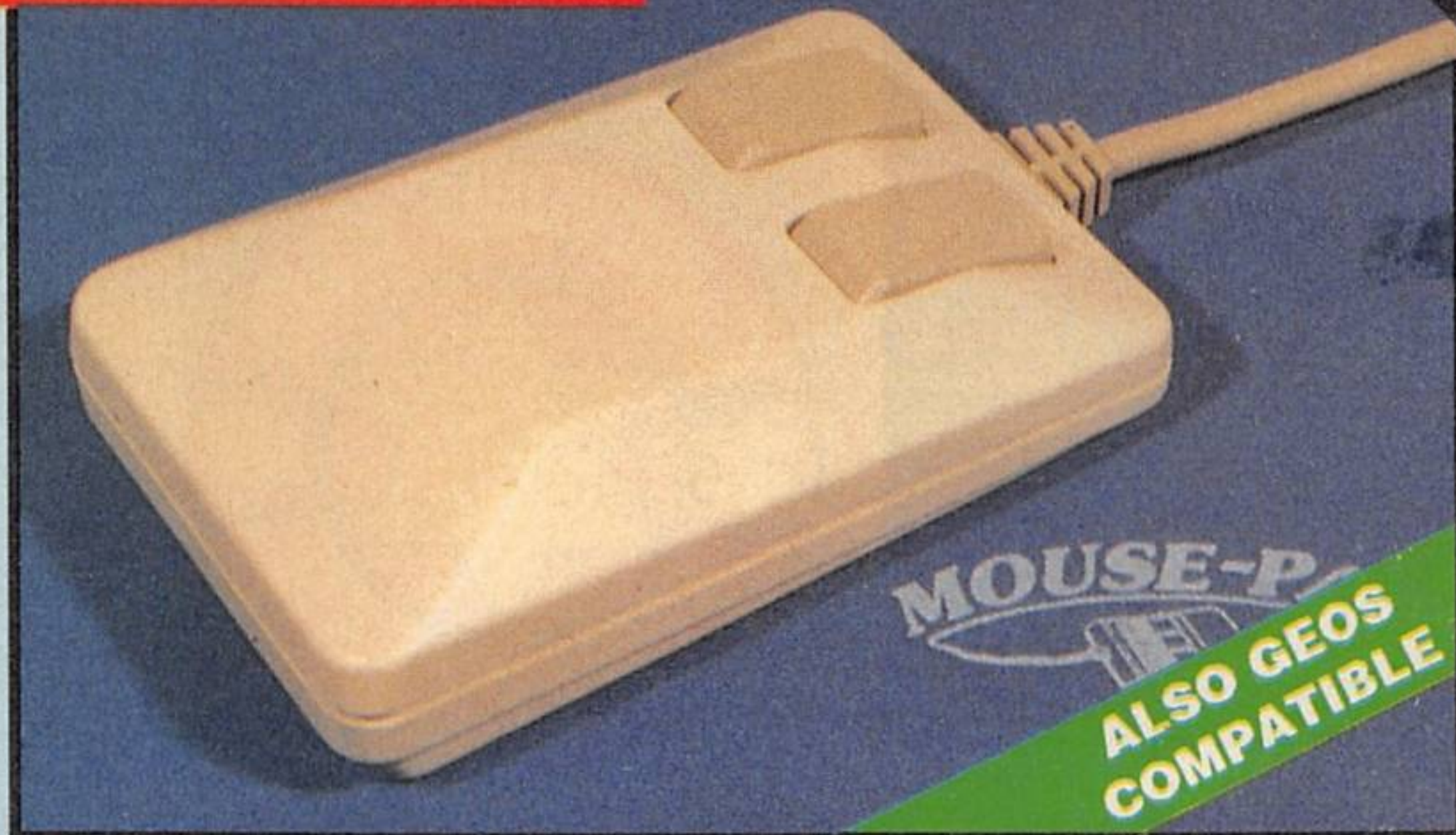
SSI
Price: £24.99



DATEL ELECTRONICS

THE ULTIMATE GRAPHICS PACKAGE...

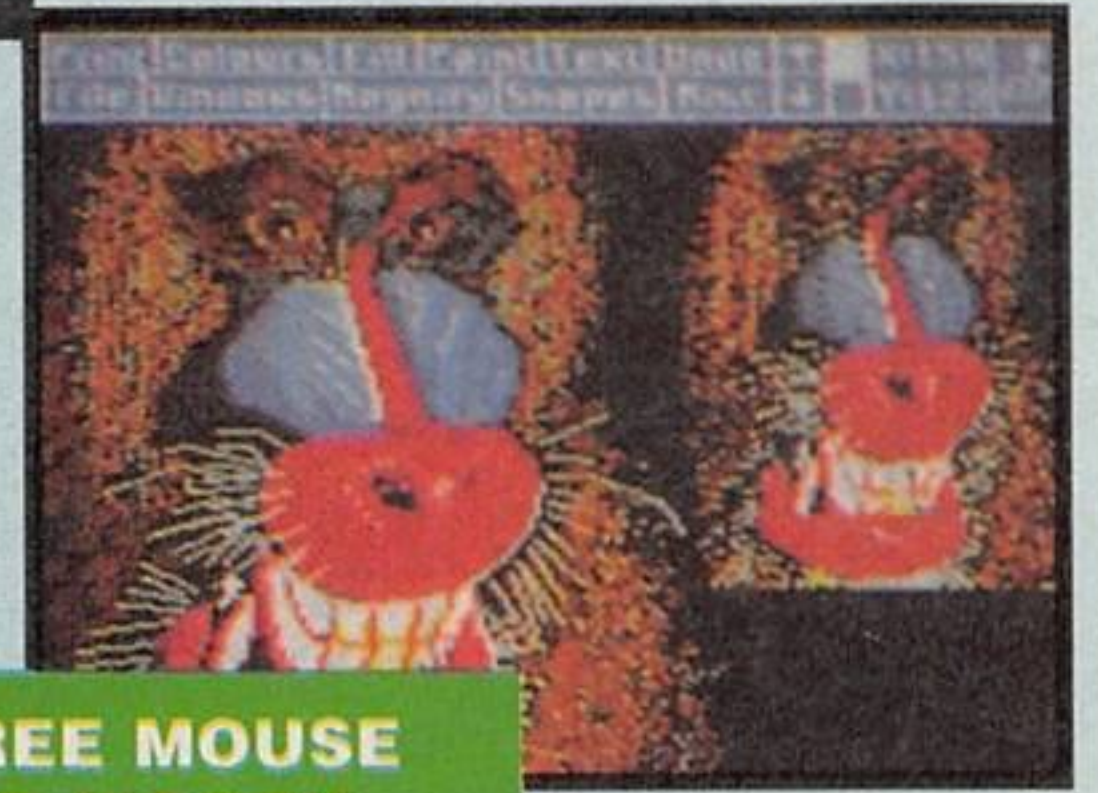
SPECIAL OFFER PACK!



**MOUSE-PAD
ALSO GEOS
COMPATIBLE**



INCLUDES FREE MOUSE MAT/HOLDER WORTH £12.99



COMMODORE 1351 MOUSE

COMPLETE WITH



ADVANCED ART STUDIO™

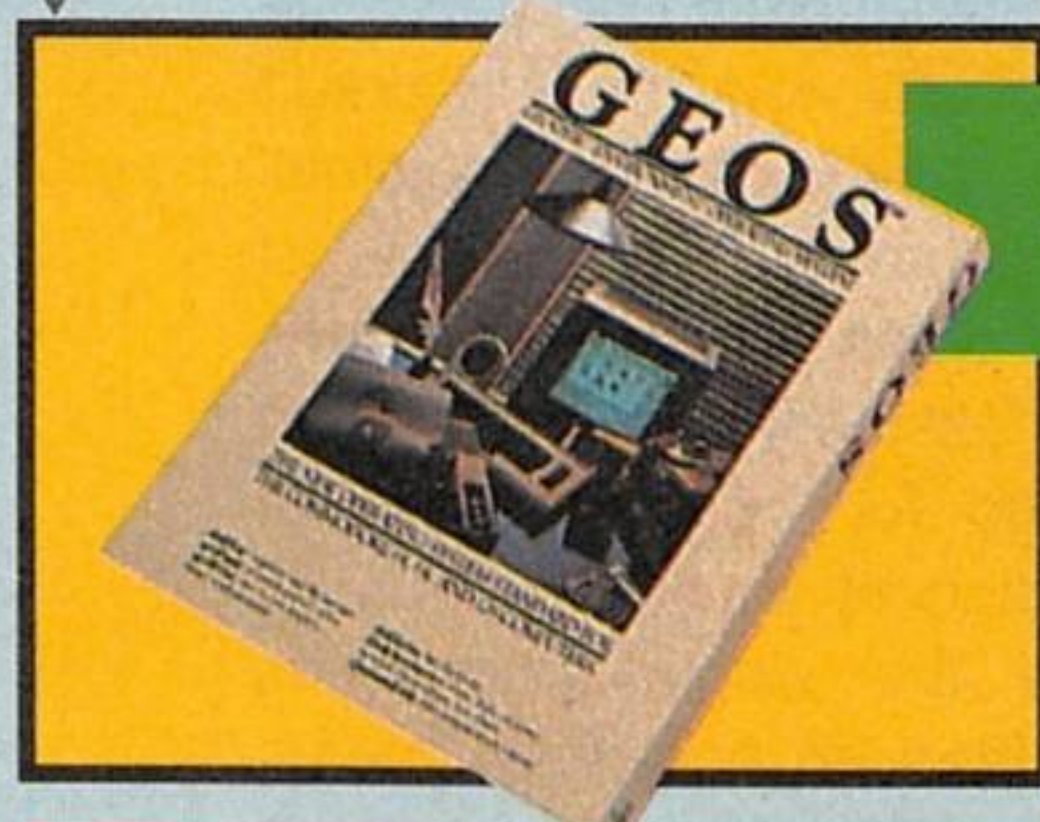
ONLY £34.99

TOTAL PACKAGE INCLUDES 1351 MOUSE/MOUSE MAT/HOLDER AND OCP ADVANCED ART STUDIO

1351 Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.

When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...

- ▼ Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.
- ▼ Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- ▼ Zoom in to add detail in fine mode.
- ▼ Pulldown/icon driven menus for ease of use.
- ▼ Mouse operation, plus joystick and keyboard control.
- ▼ 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- ▼ Full cut and paste facilities plus excellent printer support.
- ▼ Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make the Advanced Art Studio simply the best graphics package.



ALSO GEOS COMPATIBLE

- ▼ The 1351 Mouse has two selectable modes - Mouse or Joystick mode for maximum compatibility.
- ▼ Even works with the Best Selling GEOS utilities.
- ▼ Superb quality.



FREE!
MOUSE MAT AND MOUSE HOLDER
(WORTH £12.99)
WITH EACH PACKAGE

ONLY WHILE STOCKS LAST

A TOTAL GRAPHICS PACKAGE

SAVE £40*

*NORMAL RRP OVER £75.00

- ▼ NO OTHER GRAPHICS PACKAGE CAN OFFER SO MUCH AT SUCH A PRICE!!
- ▼ OCP ADVANCED ART STUDIO ALONE NORMALLY RETAILS FOR £25.00!! THE MOUSE HAS A NORMAL PRICE OF £30.00!! NOW YOU CAN BUY BOTH FOR ONLY £34.99 AND GET A MOUSE MAT AND HOLDER (WORTH £12.99) ABSOLUTELY FREE!!
- ▼ WE HAVE LIMITED NUMBERS OF THESE PACKS - SO BUY NOW!!

WHAT THE MAGAZINES HAD TO SAY...

COMMODORE COMPUTING
"CLASSIC"

C.T.W.

"PICK OF THE WEEK"

C.C.I.

"BEST GRAPHIC PRODUCT OF THE YEAR"

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE
 
0782 744707
24hr Credit Card Line

BY POST

Send cheques/POs made payable to "Datel Electronics"

FAX
0782 744292
UK ORDERS POST FREE
EUROPE ADD £1
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324



THE ULTIMATE UTILITY CARTRIDGE COMES OF AGE!



NOW **ACTION REPLAY MK VI** IS HERE

FOR CBM64/128

THE ACTION REPLAY
MK VI WILL LOAD
A 200 BLOCK
PROGRAM
IN UNDER 6
SECONDS

ONLY
£34.99
POST FREE

WARNING

1988 COPYRIGHT ACT

Datel Electronics neither condones or authorises the use of its products for the reproduction of copyright material.

The back-up facilities of this product are designed to reproduce only software such as public domain material, the users own programs or software where permission to make a back-up has been clearly given.

It is illegal to make copies, even for your own use, of copyright material, without the expressed permission of the copyright owner, or their licensee.

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

TURBO LOADER

Load 202 block program in under six seconds - world's fastest disk serial loader. On-board Ram and Rom achieves such high loading speeds. Works with 1541/1571/Oceanic/1581.

TAPE TURBO

This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.

INFINITE LIVES GENERATOR

Automatic infinite lives!!! Very easy to use, works with many programs. No user knowledge required.

FAST FORMAT

Format an entire disk in about 10 seconds - no more messing about.

PROF MACHINE CDE MNTR

Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for debugging or just for fun!

PRINTER DUMP

Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.

SPRITE CONTROL

Freeze the action and view the sprites - watch the animation - customize your games - kill sprite collisions.

CENTRONICS INTERFACE

For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).

FREEZER FACILITY

Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.

SCREEN EDITOR

Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!

DISK COPY

Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.

EXTENDED TOOLKIT

Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.

THE REVIEWERS SAID

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. The Cartridge King!"

Commodore Disk User



THE ACTION REPLAY MK VI IS NOT ONLY THE WORLDS FASTEST TURBO LOADING CARTRIDGE BUT IT IS PACKED WITH ALL THE FEATURES YOU HAVE EVER NEEDED AND THEN SOME MORE!!!

HOW TO ORDER...

PHONE

0782 744367
24hr Credit Card Line

POST

Send cheques/POs made payable to "Datel Electronics"

ALL ORDERS
DESPATCHED
WITHIN 48 HRS

FAX

0782 744292

UK ORDERS POST FREE
EUROPE ADD £1
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

DATEL ELECTRONICS

DATEL ELECTRONICS LTD.,
FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON,
STOKE-ON-TRENT,
ENGLAND.

TECHNICAL
PHONE LINE
0782 744324

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW. View your favourite screens in a slide show type display.
BLOW UP. Unique utility allows you to take any part of a picture & 'blow it up' to full screen.
SPRITE EDITOR. A complete sprite editor helps you to create or edit sprites.
MESSAGE MAKER. Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music.

ONLY £9.99

Hard Drivin'

A TRUE THREE-DIMENSIONAL WORLD
PRESENTED ON THE SCREEN!



EXCITING STUNT TRACK
WITH A 360-DEGREE LOOP!



QUALIFY AND CHALLENGE
THE TOP HARD DRIVER!



THE ULTIMATE DRIVING SIMULATOR

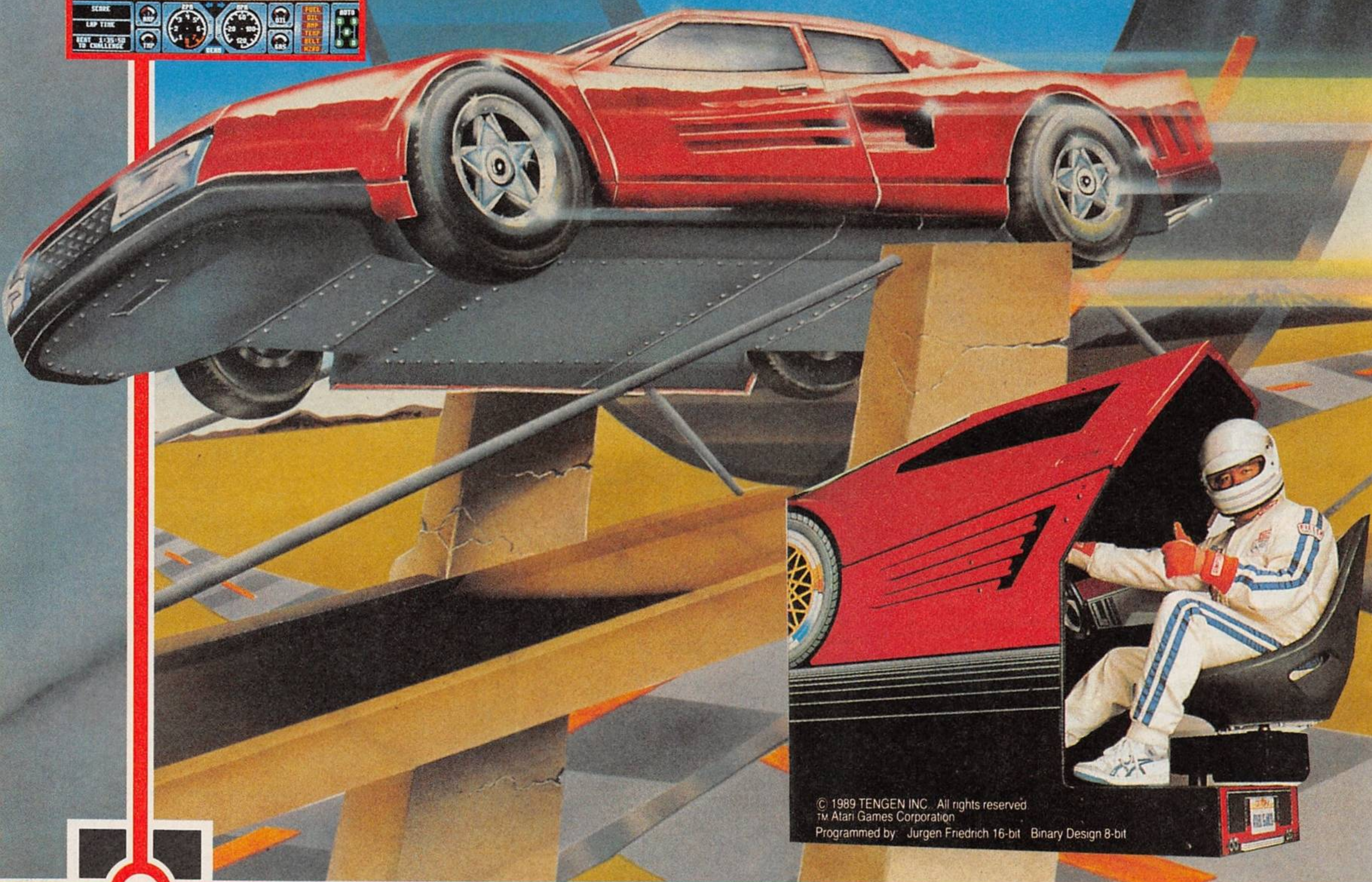
— that leaves all other driving games behind!

How would you like to test drive a high powered sports car on a stunt course? Have you ever jumped a draw bridge or driven a loop-the-loop? Now's your chance!

Or maybe high-speed driving is your idea of excitement. Step on the gas and try to keep control while skidding round the corners, weave in and out of the traffic and avoid oncoming cars!

Hard Drivin', available for your home computer, is not just the best game on offer — it's a whole new driving experience.

Take Hard Drivin' for a test drive today!



© 1989 Tengen Inc. All rights reserved.
™ Atari Games Corporation
Programmed by: Jurgen Friedrich 16-bit Binary Design 8-bit

TENGEN

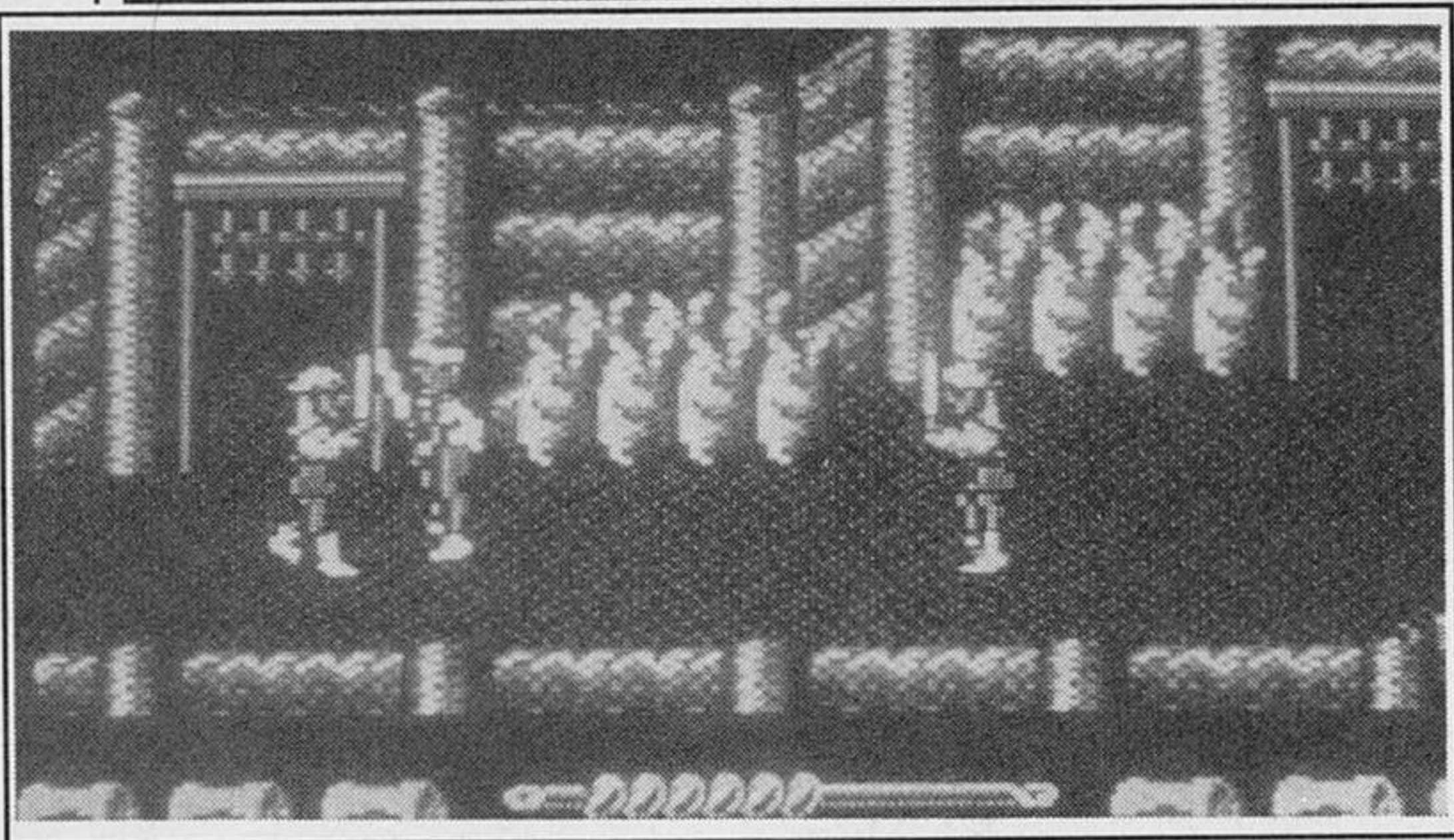
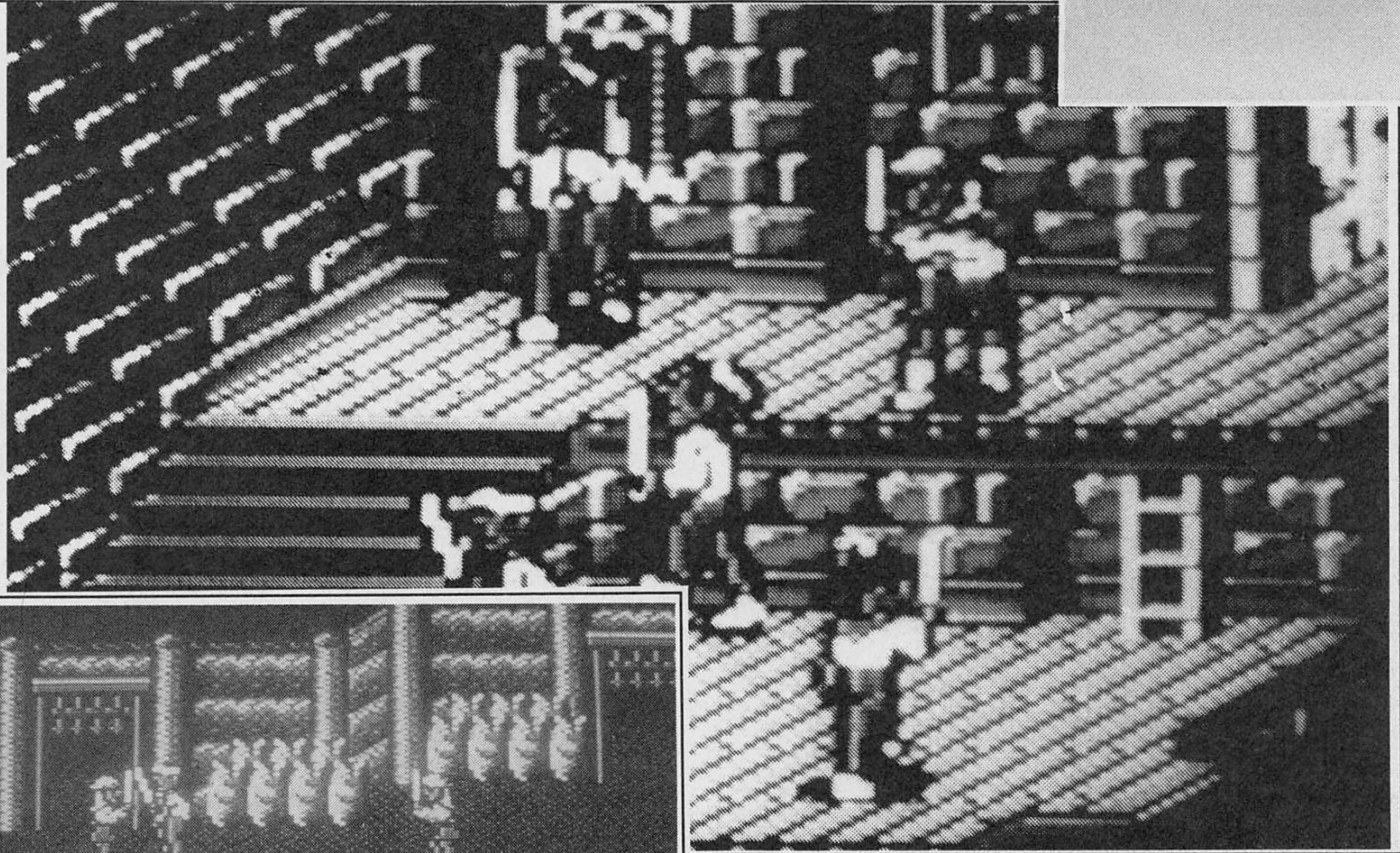
The Name in Coin-Op Conversions.

Domark Ltd, Ferry House, 51-57 Lacy Road, London
SW15 1PR Tel: 01-780 2222

IBM PC · Amiga · Atari ST · Commodore 64 · Amstrad · Spectrum

DOMARK

BUSHIDO



Bushido arrives at a time when the 64 is starved of software. Gone are the bad old days when companies — both reputable and rogue — were turning out games by the dozen, leading to the most bizarre variation in ratings ever seen. The

recess in the 64 market has provided scope for individual games to stand up to scrutiny.

Bushido takes you back to a Sonyless Japan where warlords (Diamyo) battle for supremacy. Once such warrior has entrenched himself inside a huge fortress in order to escape assassination. All attacks on the fortress have so far failed, so a rival warlord has decided to penetrate it with a lone warrior.

You select the character you want to do this mission. A monk might be well versed in martial arts; but when it comes to stealth or handling a sword he could end up doing more harm to himself than to others. On the other hand, a well armed Samurai is more than a match for anyone. Other characters include Ninjas and va-

rious types of warriors and scholars, each one excelling in his own particular field.

Once you're inside the fortress the name of the game, quite simply, is violence. Run into the fortress, do a bit of GBH, then try to find the clues and the equipment to get you through to the next level. Your antics make the game seem silly. When you search for objects you have to scale walls unaided, which makes you look like Spiderman.

You've got quite a lot to collect — pieces of armour, weapons, coins, keys, even ingredients for magic potions. Most items serve a very useful purpose: a wand will open chest and will give you a clue as how to find the entrance to the next level; armoured vests give you all-round protection.

If the unthinkable should happen and you're killed you are thrown out of the fortress, minus all of the objects you collected.

Instead of the standard forfeit of a life, you age by the number of months it took you to heal. The older and mankier your character gets the more time he has to spend in training rather than fighting, until finally, you're old and wizened.

What *Bushido* lacks in graphics and sound it makes up for in action and puzzleability. Especially, its the riddles which help break the monotony on what might have been a tedious kill 'em all game.

A fun offering from Micropose, especially for the games player who doesn't like his games to be too intellectual.

Mark Patterson

Micropose
Price:
£9.99 cass
£12.99 disk

SOUND 79%
GRAPHICS 75%
PLAYABILITY 78%
LASTABILITY 75%

76%

1000%

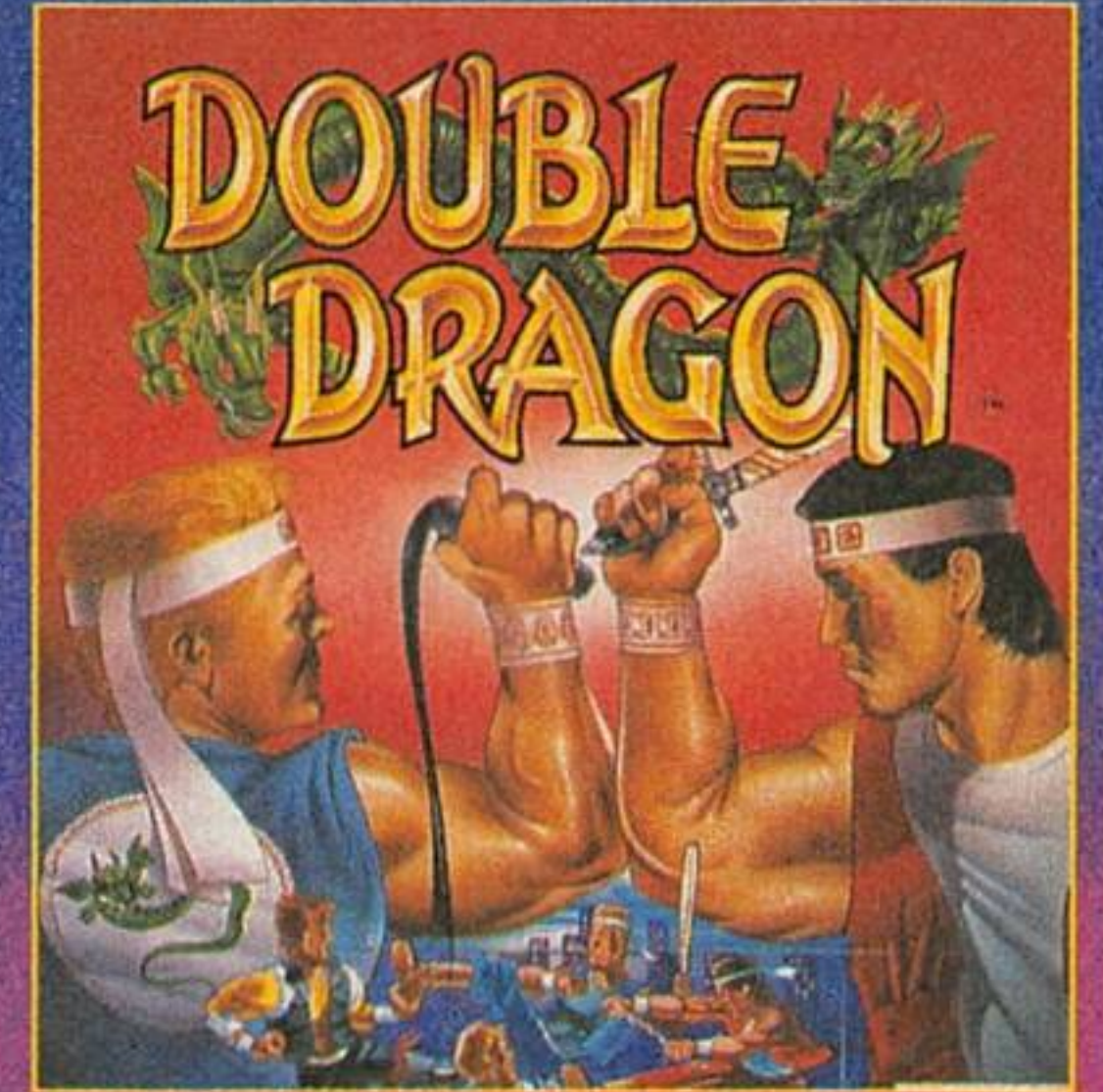
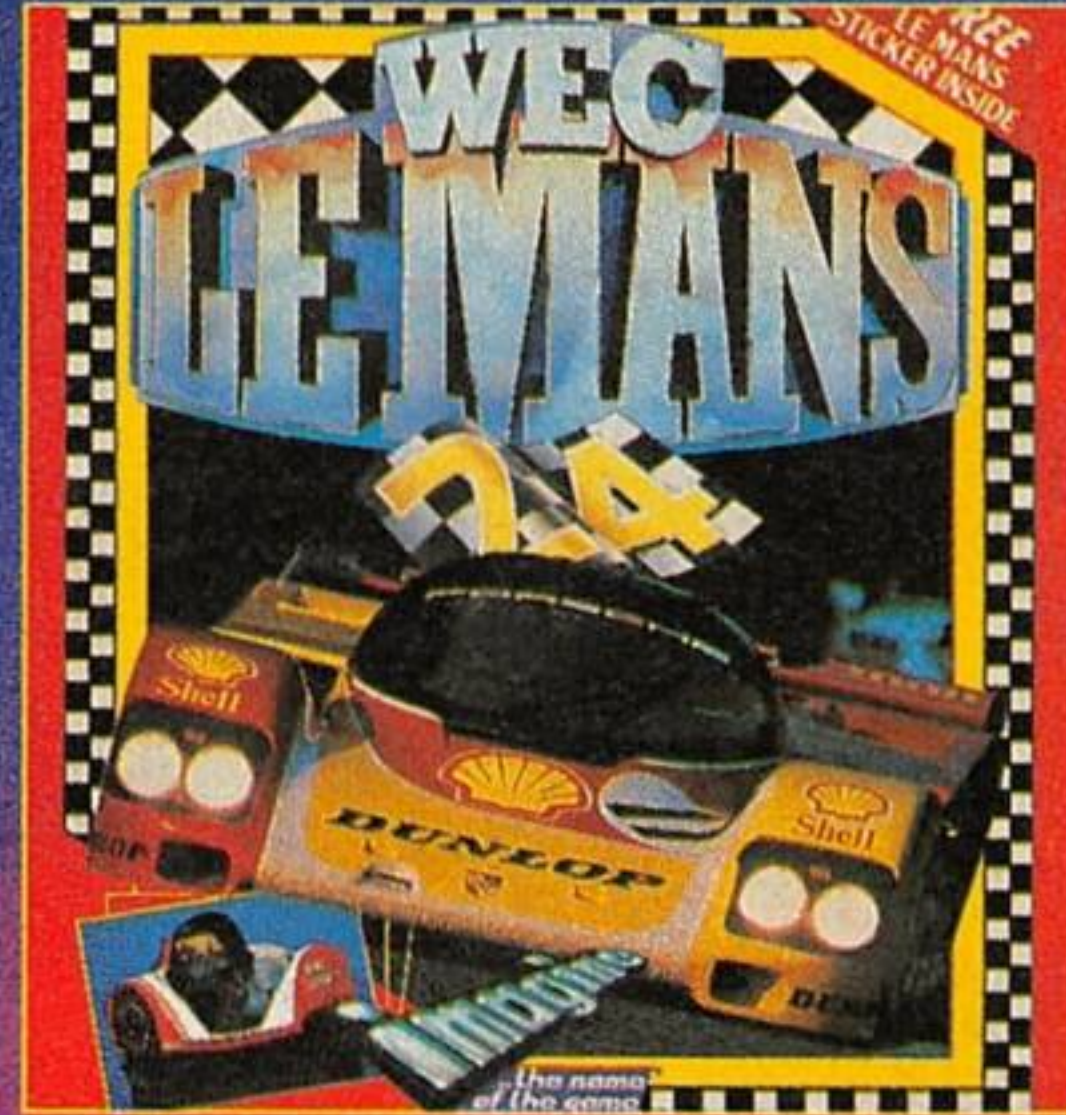
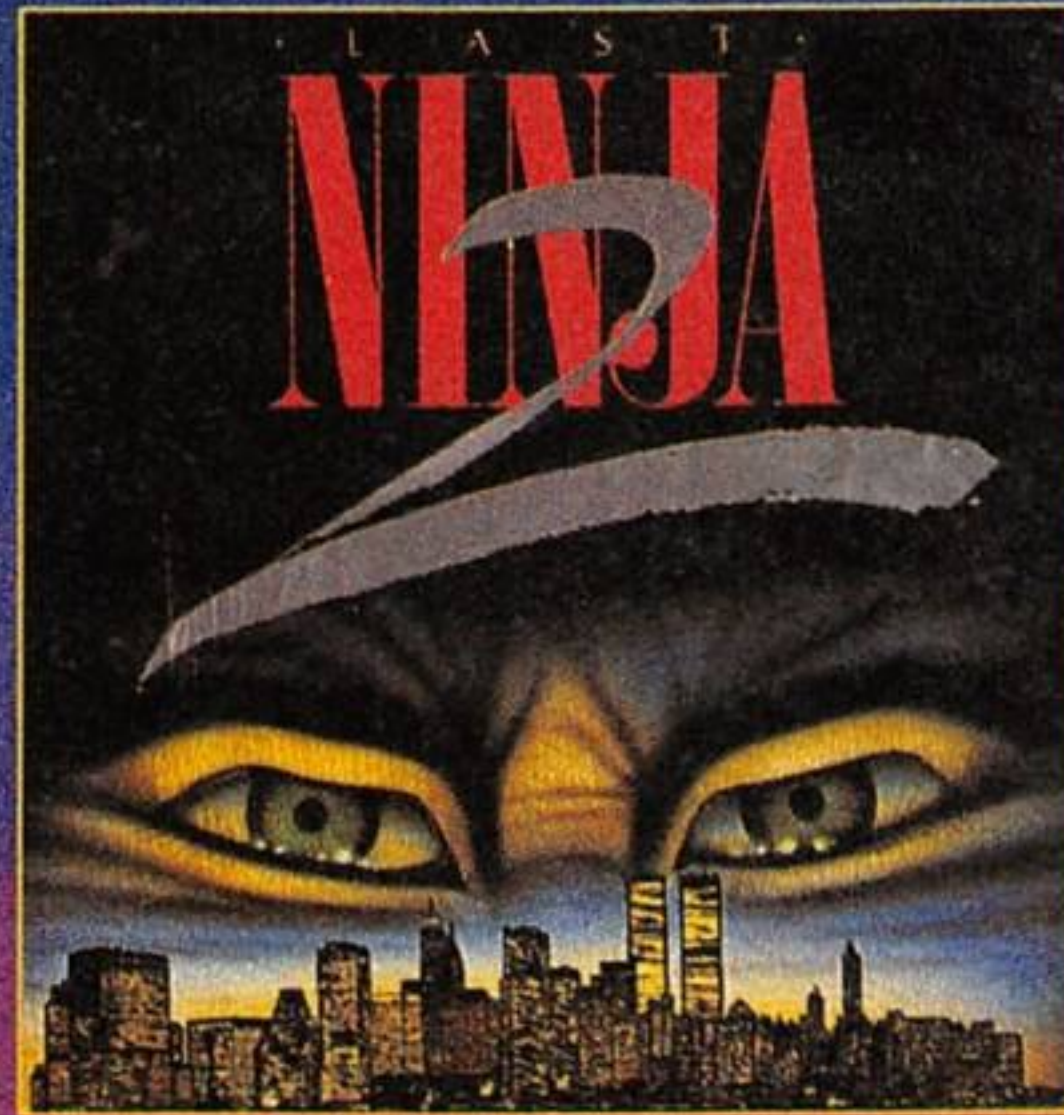
BY NINJA WEC DOUBLE

AFTER BURNER

LAST NINJA 2

WEC LE MANS

DOUBLE DRAGON



SHAKE... RATTLE... ROLL IT
AFTERBURNER — You've played the arcade smash — now experience the white-knuckled realism of a supersonic dogfight at home! Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?

Experience brain-numbing G-forces; bones rattling with the body-jarring pitch and yaw... scan with your radar, lock on your target and FIRE!

AFTERBURNER™ SEGA © are trademarks of SEGA ENTERPRISES LTD. This game has been manufactured under licence from Sega Enterprises Ltd., Japan.

Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

© System Three Software Ltd. All rights reserved.

The World's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. World endurance Championship sports cars battle through day and night sequences where both strategy and driving skills are required to take the winner's laurels. This stimulating challenge inspired by Konami's sit in driving simulator reproduces all the elements at the famous race with every twist and turn of the track.

© Konami

Skillful programming has taken the superb graphics and addictive game play of the monster Arcade hit and faithfully reproduced it in home computer versions.

Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

©1988 Mastertronic International, Inc.

FOUR EXPLOSIVE HITS IN ONE SPECIAL COMPILATION

SPECTRUM
COMMODORE
AMSTRAD

£14.99

CASSETTE

FROM



ALSO AVAILABLE
ON DISK

£17.99

Ocean Software Limited · 6 Central Street
Manchester · M2 5NS · Telephone: 061 832 6633
Telex: 669977 OCEANS G · Fax: 061 834 0650

C

CHEAPO

SHORT CIRCUIT

Hit Squad
C64

In a million-to-one accident, robot number five was brought to life, made into a film, then into a game. Unfortunately not everybody is happy with a multi-million dollar robot running loose.

It's up to you to stop robot five falling into the hands of his owners (who would quite happily see him rust) by guiding him away from security guards, then creating a dummy robot to die in his place.

Hardly well received when it was first released, *Short Circuit* seems to have matured with age and an eight pound price slash. An interesting arcade adventure which, at the price, should be enough for any potential robot ever.
(82%)

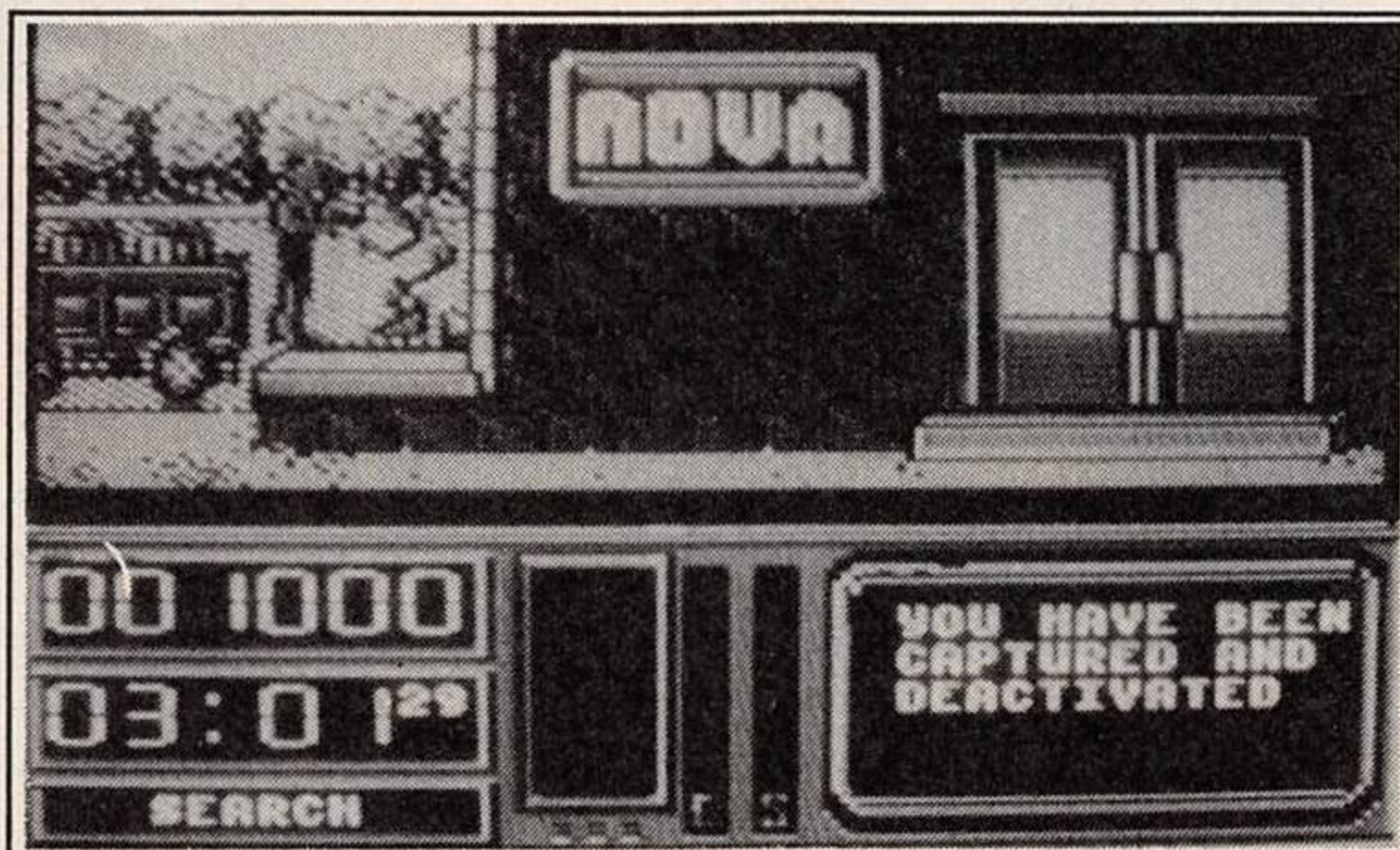
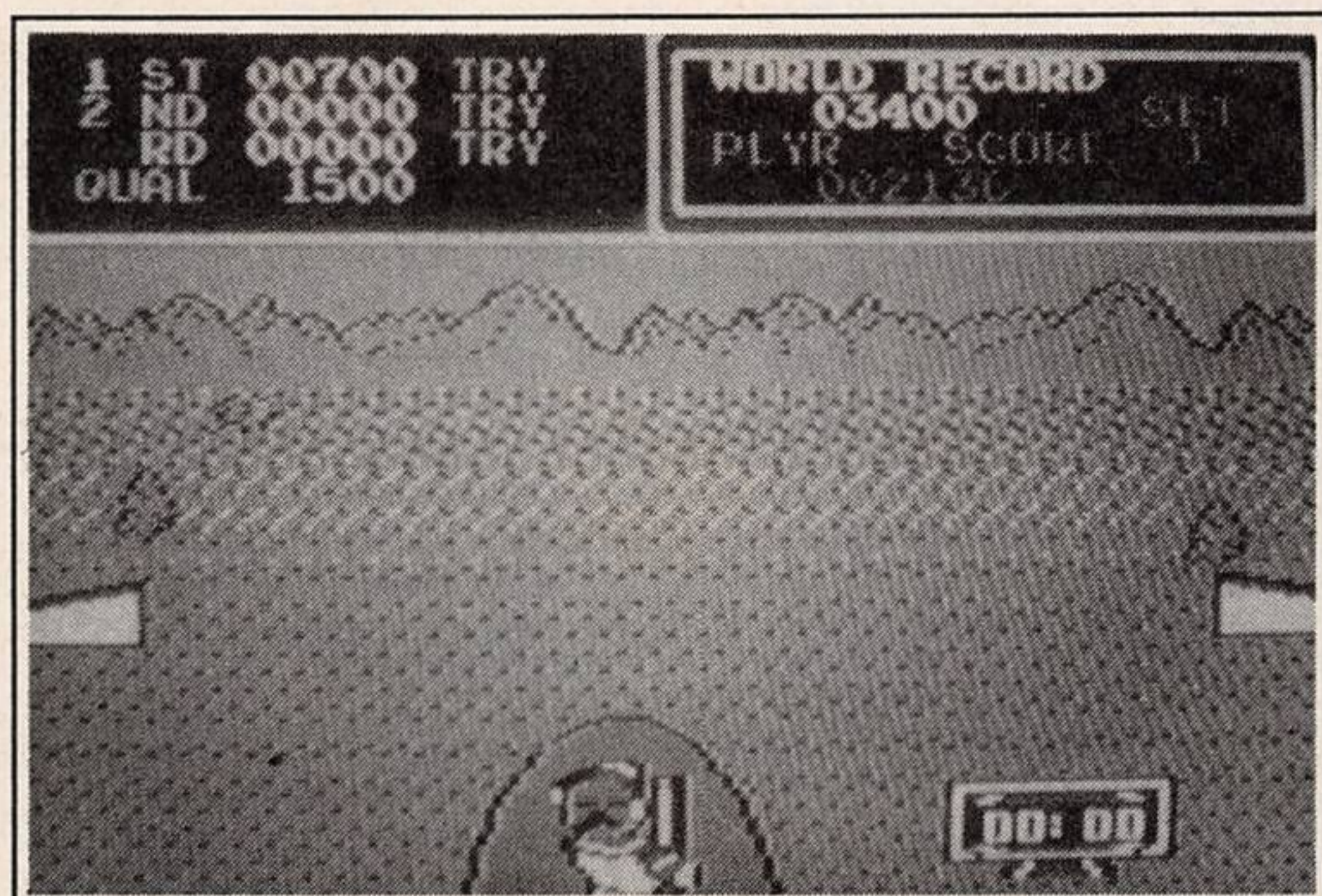
HYPERSPORTS

The Hit Squad
C64

You need to go back almost half a decade in the annals of computing to find the original reviews of this near classic sports game.

Converted from the highly successful Konami coin-op,

Hypersports



Short Circuit

Hypersports was greeted with rave reviews from all sides. Incorporating cartoon style graphics, six testing events including sheet shooting, gymnastics and swimming, and traditional manic left/right joystick waggling. *Hypersports* is an excellent nostalgia trip that's well worth a look for any newcomers.
(83%)

SPEEDBOAT ASSASSIN

Amiga
16-blitz

Speedboat Assassin is one of the first in a new range of budget games that promises you the cheapest, quality 16-bit software this side of a CU coverdisk. To be honest, I think they've blown it already, because this is a pile of crap

right from the word go, apart from some rather natty scrolling.

Played in the vein of *Live and Let Die*, you pilot a speedboat through a rapidly approaching barrage of mines, missile firing towers and enemy speedboats. To begin with you're unarmed but as you emerge into New York

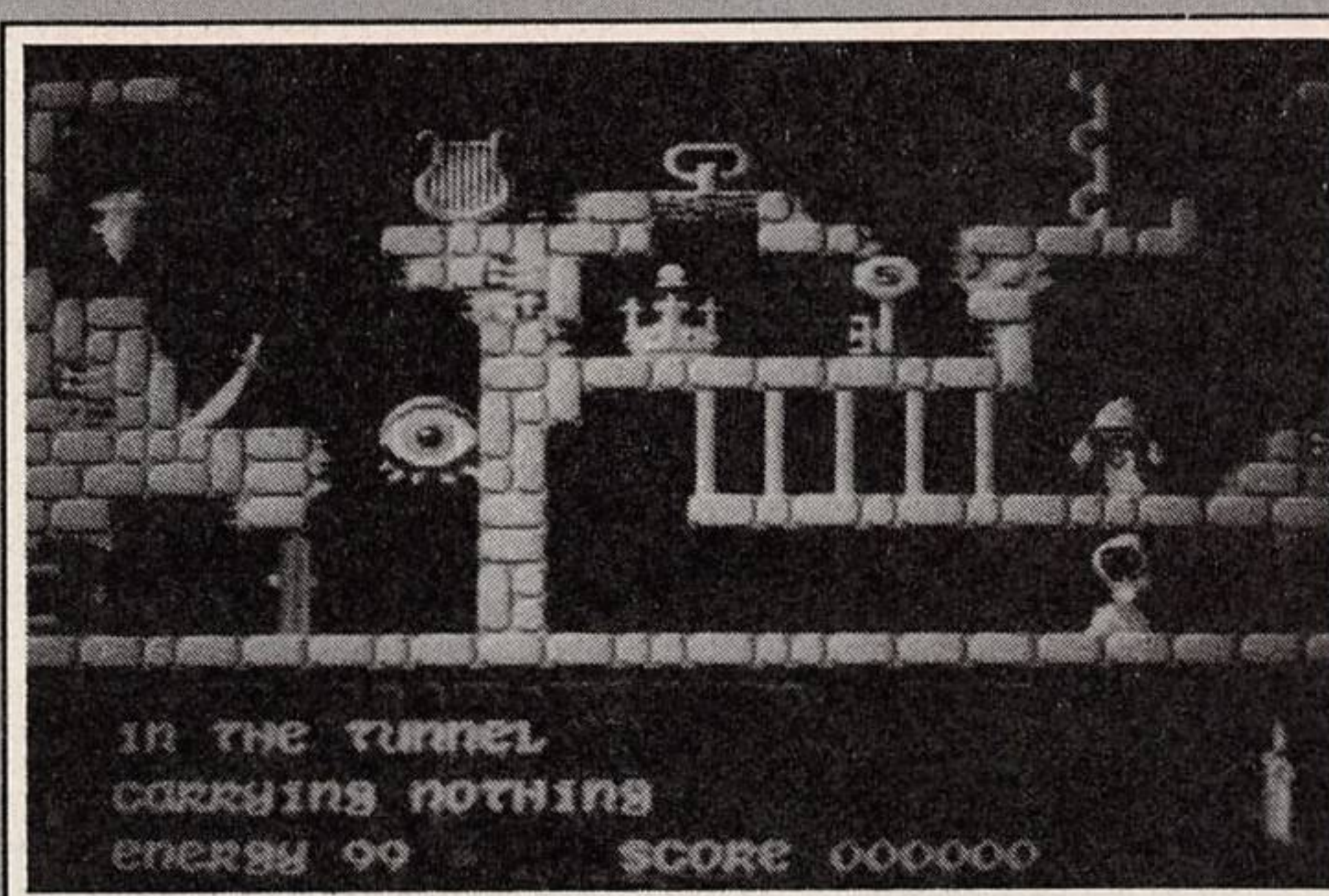


Speedboat Assassin

harbour you're greeted by a friendly helicopter, which ever so kindly leaves you a gun. Sadly, after that the game gets really tedious.

As I've said, the scrolling is fast and smooth, and some of the sprites are huge, but the 3D update is pretty average, and the collision detection is appalling. The sound is dull and the game is one big yawn from start to finish. That still makes it poor value for a fiver.
(38%)

CHEAPO OF THE MONTH



SORCERY PLUS

16 Blitz
Amiga

Now this has to be worth a fiver of anyone's money. *Sorcery Plus* is a 16-bit conversion of an old 8-bit classic. When the original was released it instantly became a cult classic in this building.

This is an arcade adventure along traditional lines. Rush around picking up and

dropping items in a desperate attempt to unlock the wizards imprisoned behind doors around a maze of screens. If you want to know where Rafaele Cecco got the inspiration for *Stormlord* take a look at this. *Sorcery Plus* has neat, if minimal graphics, atmospheric sound and it's totally addictive. Cheapo of the month.
(84%)

DATTEL ELECTRONICS

DATA RECORDER



- Quality Commodore compatible data recorder.
- Pause control, counter, etc.
- Suitable for 64/128.
- Send now for quick delivery.

ONLY £24.99



SPRINT 128

- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no power programmes to load.
- Works with most applications.
- No more to buy!

ONLY £29.99

PARALLEL PRINTER CABLE

- Connects full size printers to the parallel port of your C64/128.
- Many programmes and cartridges (Action Replay/Final Cartridge etc.) will drive printers from this port.

ONLY £12.99 COMPLETE

ROBOTEK 64



MODEL & ROBOT CONTROL MADE EASY.

- 4 output channels - each with onboard relay.
- 4 input channels - each fully buffered TTL level sensing.
- Analogue input with full 8 bit conversion.
- Voice input for voice control.
- Software features:- test mode/analogue measurement/voice activate/digital readout etc.

ONLY £39.99

INCLUDING HARDWARE/SOFTWARE/MIC. ETC.(STATE TAPE OR DISK).

NOW WITH "JIFFY DOS"!



OCEANIC 118N DISK DRIVE FOR 64/128

NEW

The Oceanic 118N is a superb quality Disk Drive specially designed for the Commodore 64/128.

Just look at these features...

- Slimline design - very compact.
- External Power Pack so no overheating problems (unlike some types).
- Ready to go - no more to buy.
- Direct drive motor for super quiet operation and extra long life.
- Now probably the best selling replacement Disk Drive for the 64/128.
- Comes complete with manuals, connecting leads etc.

ONLY £129.99 INCLUDING FREE ART STUDIO!!

FREE COPY OF OCP ADVANCED ART STUDIO (WORTH £29.99) WHILE STOCKS LAST



DIGITAL SOUND SAMPLER

- The new sampler allows you to record any sound digitally into memory & then replay it with astounding effects.
- Playback forwards/backwards with echo/reverb/ring modulation.
- Now with full sound editing module to produce outstanding effects.
- Full 8 bit D to A & ADC conversion.
- MIDI compatible with suitable interface. (i.e. Datel unit for £29.99, see ad.)
- Live effects menu includes real time display of waveforms.
- Line in/mic in/line out/feedback controls.
- Powerfull sequencer with editing features.
- Load/save sample. Up to 8 samples in memory at one time.
- Complete software/hardware package. Tape or Disk (please state).

ONLY £49.99

COM-DRUM DIGITAL DRUM SYSTEM

- Now you can turn your digital sound sampler into a digital drum system.
- 8 digital drum sounds in memory at one time.
- Complete with 3 drum kits. Real drum sounds - not synthesised.
- Create superb drum rhythms with real & step time.
- Full editing. Menu driven. Load/Save facilities.
- Output to hi-fi or through TV speaker.

ONLY £9.99 STATE TAPE OR DISK

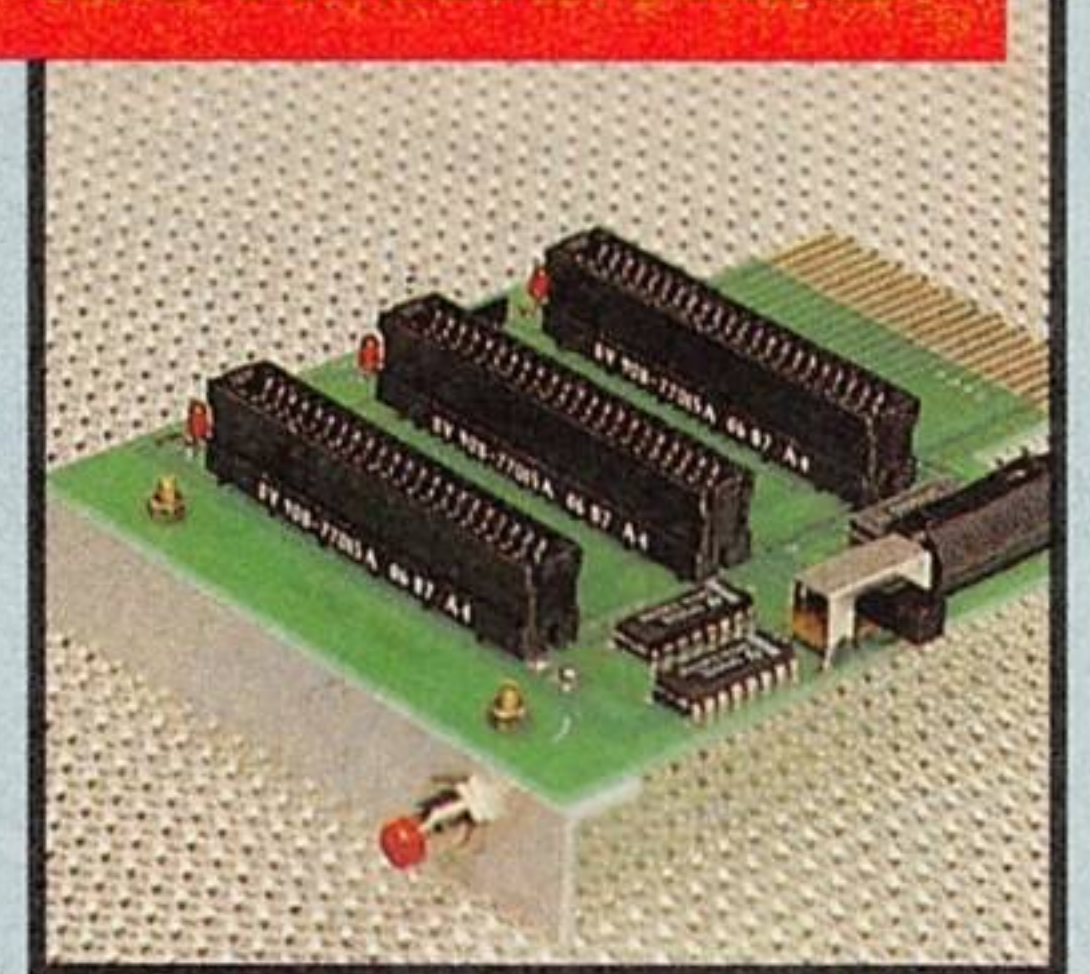


RESET CARTRIDGE

- Unstoppable reset button.
- NOTE:- user port cheaper type reset buttons offered by others are not unstoppable.
- Resets even so called "unstoppable" programs.
- Add pokes from magazines etc.
- Simply plugs in to cartridge port.

ONLY £5.99

3 SLOT MOTHERBOARD



SAVE WEAR & TEAR ON YOUR EXPANSION PORT

- Will accept three cartridges on it's high grade PCB.
- Switch in/out any slot.
- Fully buffered.
- Reset button and an onboard safety fuse.

ONLY £16.99

TOOLKIT IV

THE ULTIMATE DISK TOOLKIT FOR THE 1540/1541.

- A disk toolkit is an absolute must for the serious disk user. Toolkit IV has more features than most for less.
- DISC DOCTOR V2 - Read & write any track & sector including extra & renumbered tracks. Repair damaged sectors.
- HEADER/GAP EDITOR - Decodes & displays ALL header information including off bytes & header gap. Rewrite the entire header & header gap. Renumber sectors. Also edit any sector tail gap.
- DISK LOOK - Sort directory. Recover lost files. Display file start/end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Bam.
- FAST FILE COPY - Selective file copy. Works at up to 6 times normal speed.
- FAST DISK COPY - Copy an entire disk in 2 minutes or less using single 1541.
- FILE COMPACTOR - Can compact machine programs by up to 50%. Save disk space.
- FORMATTER - 10 second format an entire disk or format any individual track or half track 0 to 41.
- ERROR EDIT - Quickly find & recreate all read errors including extras & renumbered tracks or sectors & half tracks from 0 to 41.

ONLY £9.99

DATEL ELECTRONICS

**UNBEATABLE
MIDI PACKAGE!!**



**SAVE
£30**

▼ **KEYBOARD MODULE...**
allows for entry of music from the QWERTY keyboard. Sequencer works like digital recorder.

**DATEL MIDI 64
INTERFACE PLUS
ADVANCED MUSIC
SYSTEM**

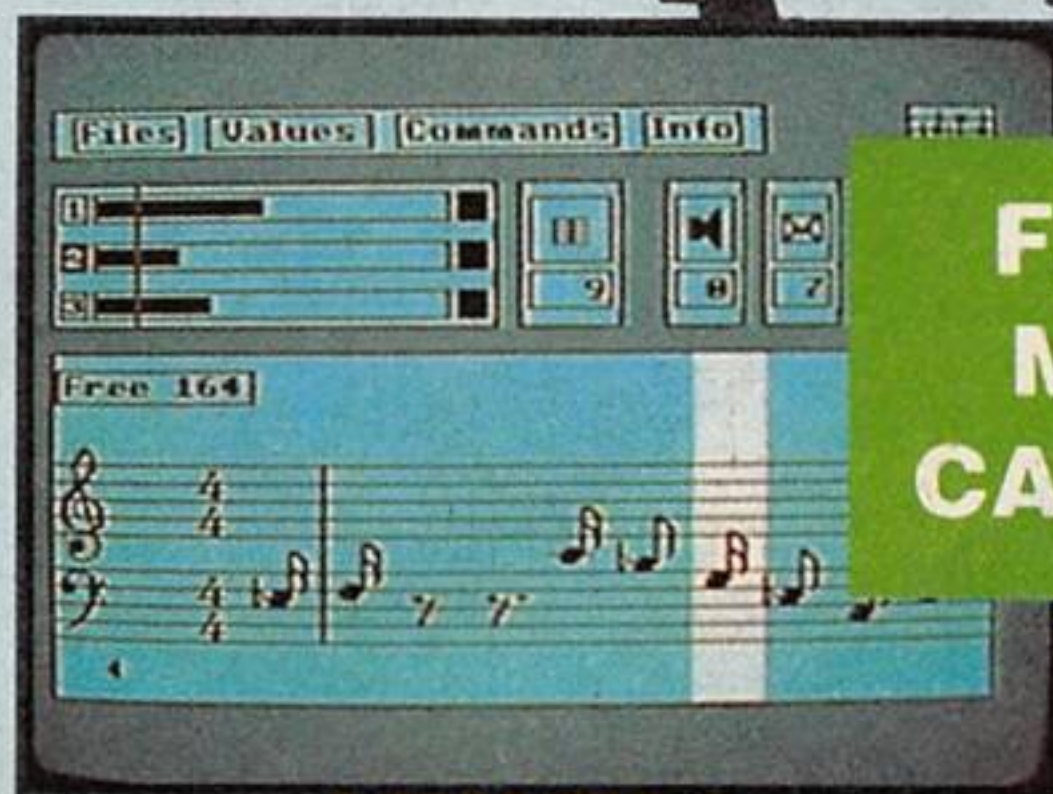
ONLY £39.99

**NO MORE TO BUY - THE
TOTAL MIDI CONNECTION**

▼ The Advanced Music System is probably the best MIDI/music package ever produced for the 64/128 offering a huge range of musical composition features plus MIDI compatibility - add the Datel MIDI Interface and you have the **TOTAL MIDI SOLUTION!!**

▼ **EDITOR MODULE...**
just like a word processor for music. All the features you would expect.

▼ **MIDI MODULE...**
this is the module which allows the full potential of the Music System and your MIDI keyboard to be achieved. Using the Datel MIDI 64 Interface any MIDI instrument (including Yamaha - see below) can be connected to your 64.



**FREE
MIDI
CABLES**



▼ **SYNTHESIZER MODULE...**
probably the most powerful module. Create sounds with full waveform editing, realtime sequencing etc.

▼ **PRINTER MODULE...**
allows you to print out your music to a range of printers including Commodore and Epson compatibles. Printout can be edited and can also include lyrics if required!

▼ **LINKER MODULE...**
allows large musical compositions to be created from up to 26 files linked together - offering Tempo and Time Signature adjustments.

▼ **HUGE RANGE OF FEATURES...**
Advanced Music System has literally hundreds of commands and features - we have only outlined the main headings - this is a truly professional package.

BUT THAT'S NOT ALL...

**...WE CAN OFFER THE ABOVE MIDI PACKAGE TOGETHER
WITH THE SUPERB YAMAHA SH10 MIDI SYNTHESIZER
FOR AN UNBEATABLE PRICE!!**

Just look at these features...

- ▼ The world's first shoulder keyboard.
- ▼ With 25 built-in instrument choices.
- ▼ Choice of 25 rhythm styles.
- ▼ Vibrato, sustain and portamento special effects available.

- ▼ 3 fill-in variations for professional rhythm changeovers.
- ▼ Complete range of 32 keys for great melody play-a-long.
- ▼ Compose your own backing into the chord sequencer.



**UNBEATABLE
OFFER**

ONLY £99.99

SYNTHESIZER, MIDI 64 INTERFACE AND ADVANCED MUSIC SYSTEM PLUS FREE MIDI CABLES - NO MORE TO BUY!!



VIC 20 RAMPACK

- ▼ Simple plug-in memory expansion cartridges for your VIC 20.
- ▼ Never be short of memory again!
- ▼ Two models available - 16K or 32K.
- ▼ Both models are switchable for various memory settings i.e. 3K, 16K, 24K, etc.
- ▼ Many VIC programs require extra RAM - this is your answer.

ONLY £14.99 FOR 16K

ONLY £19.99 FOR 32K

**NOW YOU CAN
INCREASE
THE MEMORY OF
YOUR C16 EASILY**



C16 RAMPACK

- ▼ Plug in RAM cartridge gives you up to 16K EXTRA MEMORY!!
- ▼ That's over 28K free for Basic and even an extra 18K in HiRes mode!
- ▼ Plugs in to memory expansion port - then just switch on.

ONLY £14.99

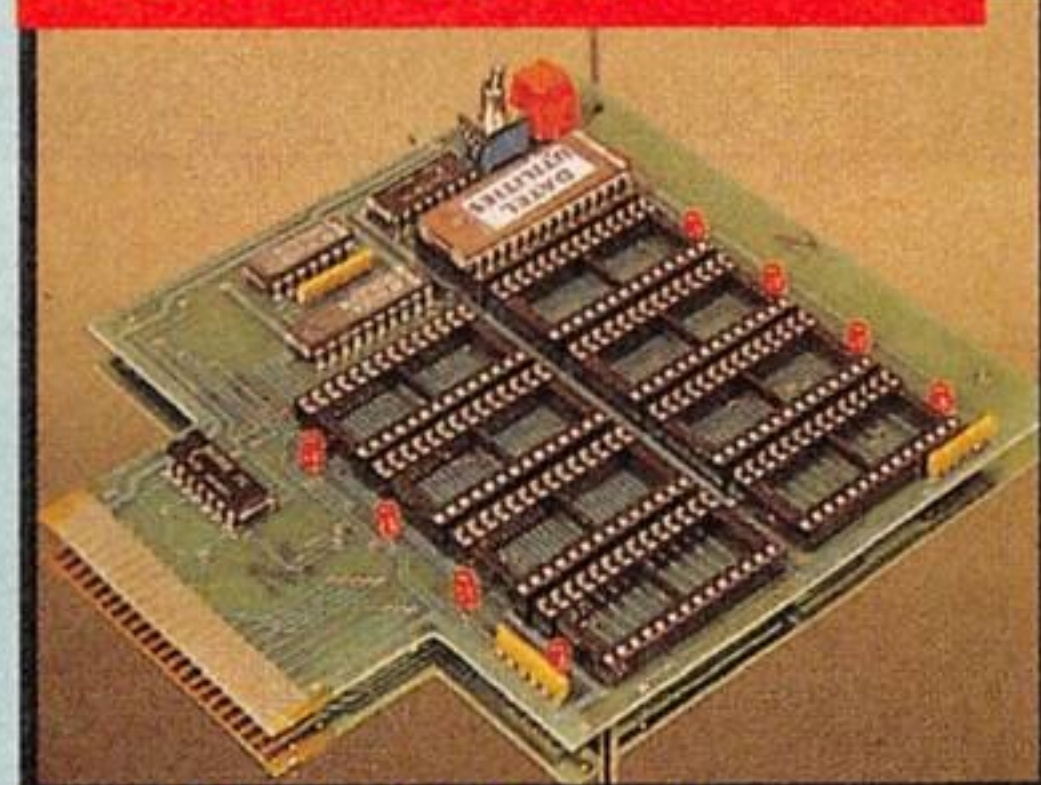
EPROM ERASER

- ▼ This handy AC/DC Eeprom Eraser will erase up to 4 chips quickly and easily.
- ▼ Built-in timer and safety switch on cover.
- ▼ Superbly styled - small enough to fit in pocket - even as it works!!
- ▼ Works from built-in battery (supplied) or from AC/DC adaptor if required.

ONLY £39.99

**LIMITED NUMBERS AT THIS
AMAZINGLY LOW PRICE!!**

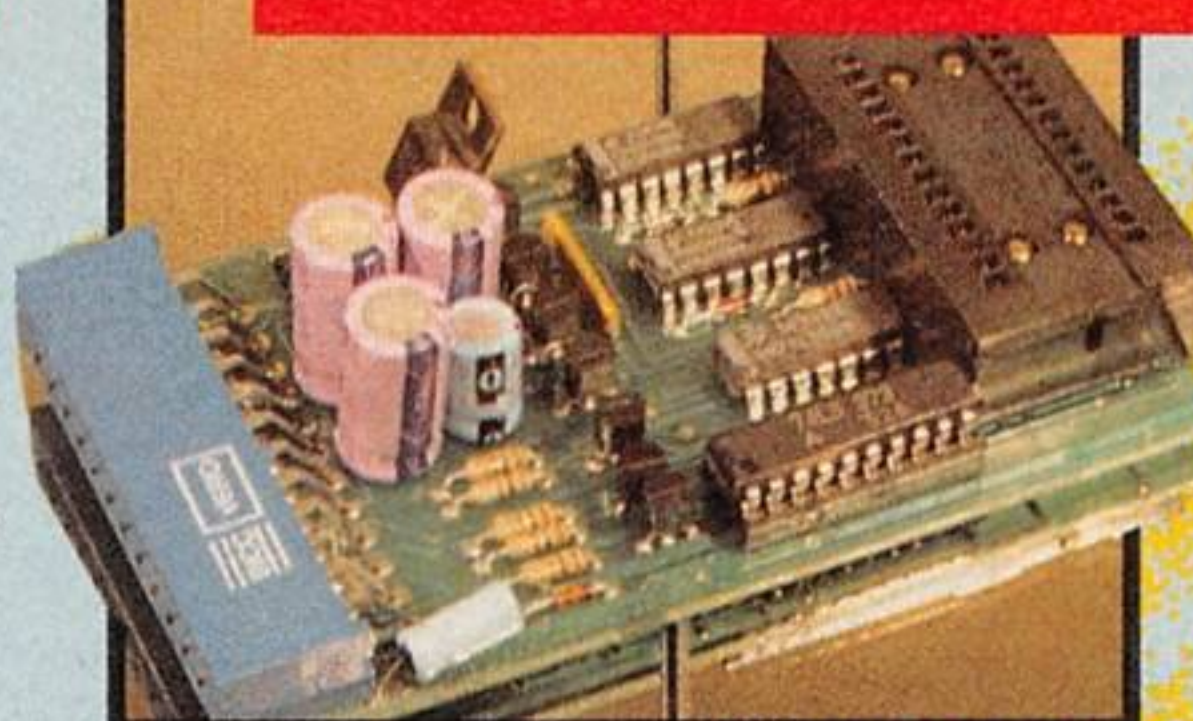
256K SUPEROM EXPANDER



- ▼ Select instantly from 8 sockets which accept up to 32K EPROM each.
- ▼ Program your own EPROMs using our EPROM programmer.
- ▼ No need to have lots of cartridges - just make a selection from the Superom menu.
- ▼ Fully menu driven on power up.
- ▼ Select any slot under software controls.
- ▼ Unique EPROM generator feature will take your own programs - basic or m/c & turn them into autostart EPROMs. (EPROM burner required).
- ▼ Accepts 2764/27128/27256 EPROMs.
- ▼ On board unstoppable reset.
- ▼ On board operating systems - no programs to load.

ONLY £29.99

EPROMMER 64



- ▼ A top quality, easy-to-use EPROM programmer for the 64/128.
- ▼ Fully menu driven software/hardware package makes programming/reading/verifying/copying EPROMs simplicity itself.

- ▼ Will program 2716, 2764, 27128 & 27256 chips, 12.5, 21 or 25 volts.
- ▼ Fits into user port for maximum compatibility with cartridges/Superom Board etc.
- ▼ Full feature system - all functions covered like device check/verify.
- ▼ We believe EPrommer 64 is the most comprehensive, most friendly & best value for money programmer available for the 64/128.
- ▼ Ideal companion for Superom Board, Cartridge Development System, our kernel expanders or indeed any EPROM base project.
- ▼ Comes complete with instructions - plus the cartridge handbook.

ONLY £39.99

COMPLETE

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE

0782 744707
24hr Credit
Card Line

BY POST

Send cheques/POs made
payable to
"Datel Electronics"

FAX

0782 744292

UK ORDERS POST FREE
EUROPE ADD £1
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS
AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

**SALES ONLY
0782 744707**

**TECHNICAL ONLY
0782 744324**

AS UPDATE

We're road-bound, space-bound and going underground in this month's update. There's news of the 8-bit versions of two excellent Amiga games, plus a review of a newie from Dinamic.

whack, and believe me you have to, you crash into a corner before you realise what's happened. Naturally, before you can race, you have to qualify. This is where the game falls apart. It is almost impossible to do so. The fastest time you can get without crashing and staying on the road for the whole course is always at least ten seconds — and you're only allotted that; so no race Amigo.

The graphics aren't bad, the scrolling is smooth and there are some nice effects. It's just a shame the terrible design means that you haven't a hope in hell of ever seeing the race, let alone another bike.

36%

WICKED

C64

Activision

The plot for *Wicked* is simple.

Good and Evil are battling for supremacy throughout the twelve constellations. In order to take control of a constellation the area needs to be free of the enemy's spores. This is accomplished by shooting the bad growths then collecting seeds and placing them in gaps on the screen in order to promote growth.

You don't get a running scoreline, but the character who has the upper hand is placed in the centre of the screen — a sun for good and a bloated blue face for evil. All of this and more has been retained from the Amiga version.

The graphics are fantastic, the sound is great. More important, the overall feel of the game has been converted perfectly. A faultless game which goes to show what can be done with a 64.

84%

OIL IMPERIUM

C64/128

According to new boy Mark Mainwood, Amiga *Oil Imperium* was a "real winner that will have you hooked for weeks", and just to back that up, he gave it 85% and a screenstar. The 64 version is not just similar to the Amiga, it's as perfect a copy as you could get, both graphically and in gameplay.

As before, you play an oil tycoon millionaire type, just starting off in the business along with three other companies (human or computer owned), and it's from this point that you begin the long, perilous climb to success through buying oilfields, drilling them and burning down your opponent's oilfields. It's all in the name of fun.

Graphically, the only differences are the slightly lower resolution and colour palette, and on the computer, the Amiga monitor has been replaced by a Commodore 1701.

A perfect conversion, if not actually better than the Amiga. A message to all 64 owners: You lucky, lucky people.

86%



Oil Imperium

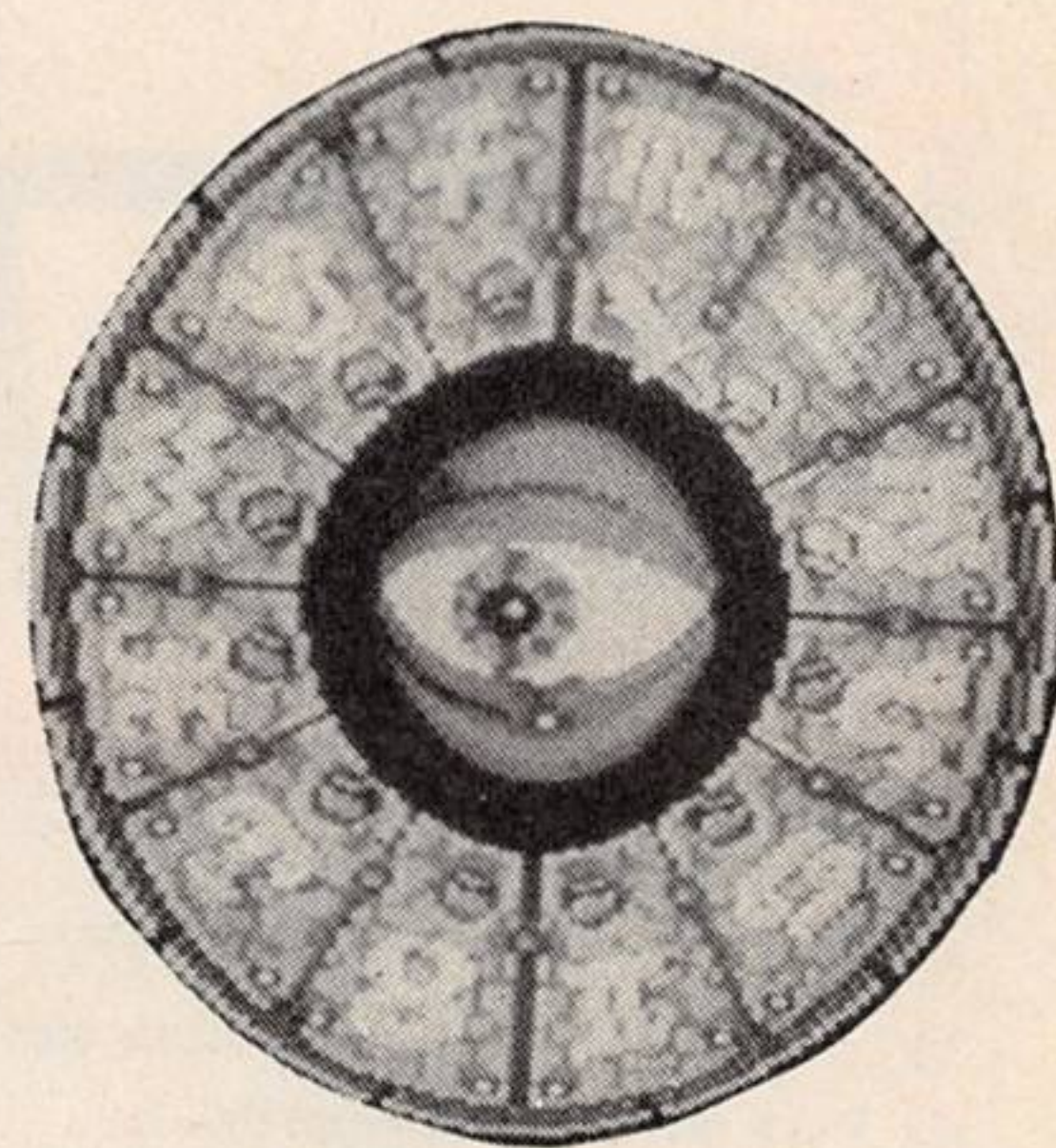
MASTER GRAND PRIX

Dinamic

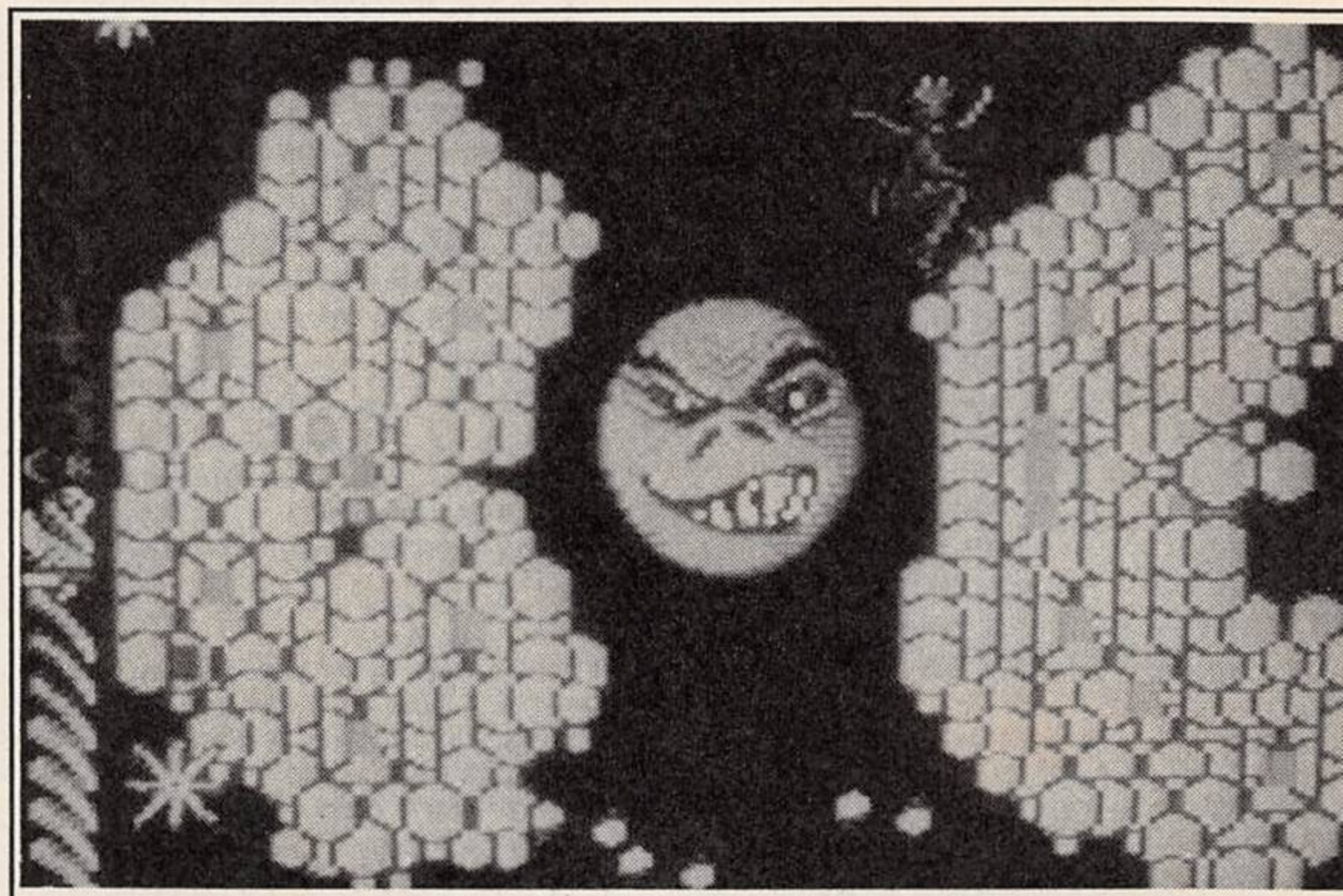
C64/128

MGP is a very fast, very frantic top view motorcycle race game that allows you to compete in the World GP, endorsed by none other than Jorge Martinez 'Aspar'. With that sort of game description, you have to sit down and think: 'Why haven't I heard any hype about a game that sounds this good?'. The answer is simple, it's pretty useless.

First things first. Regards the speed of the game, it is far too fast. When you race at top



Wicked



You've played the game

NOW GET THE VIDEO **FREE**

INCREDIBLY, WE ARE GIVING AWAY A FREE VIDEO WORTH AT LEAST £10 THIS CHRISTMAS/NEW YEAR THROUGH THIS ADVERTISEMENT ONLY, WITH EVERY



CHOOSE ONE FREE VIDEO FROM THESE THREE

LOAD-IT!

DATA-RECORDER FOR C64/128 COMPUTERS

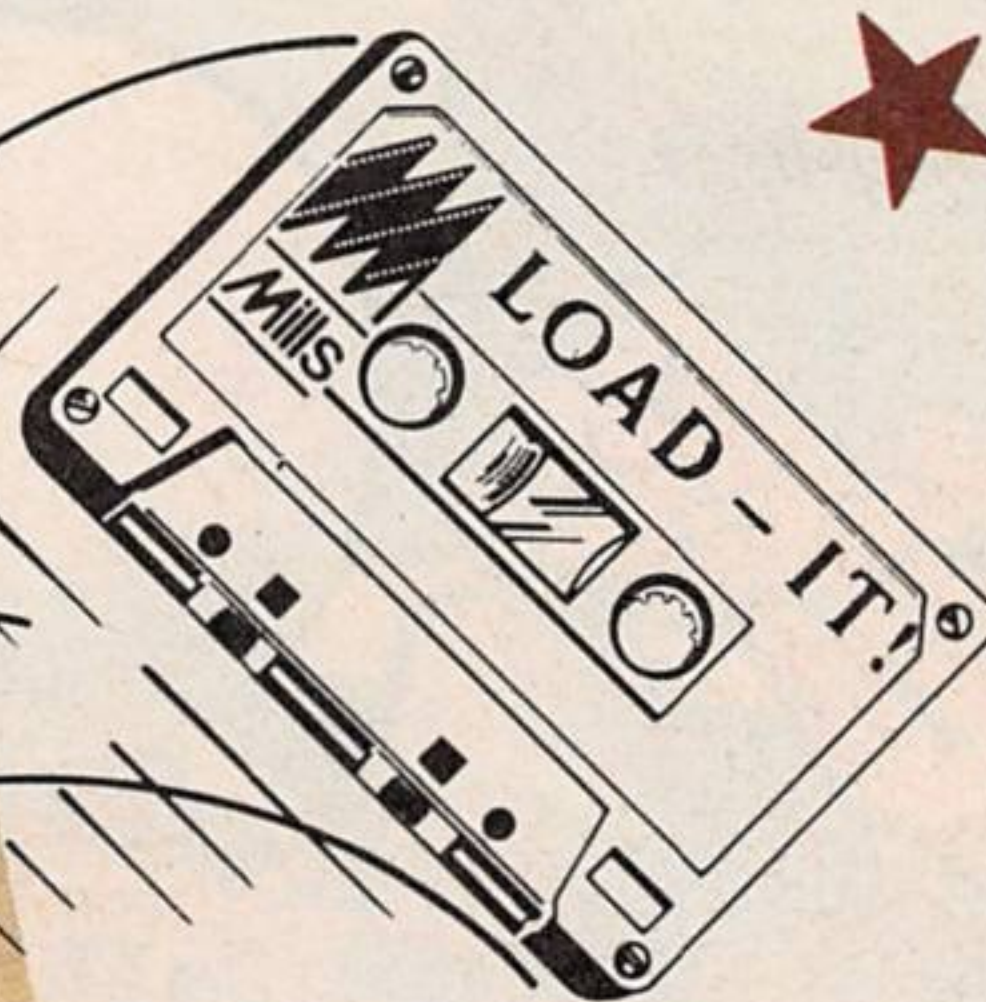
STILL FOR ONLY **£39.99** INC P&P

★ **FIRST TIME LOADING - EVERY TIME**

★ **ADJUSTABLE HEAD ALIGNMENT**

★ **LED LIGHTS TO INDICATE MAXIMUM SIGNAL POSITION**

★ **ONE FULL YEAR GUARANTEE**



THIS OFFER CLOSSES ON JAN. 30th

SEND OFF **NOW**

FOR YOUR 'LOAD IT' AND FREE VIDEO

CUT-OUT OR PHOTOCOPY THIS COUPON AND SEND IT TO:

Mills Computer Products Ltd, Chewton Street, Eastwood, Nottingham NG16 3HB

PLEASE SEND ME LOAD-IT(S)

NAME

ADDRESS

POST CODE

I ENCLOSE CHEQUE FOR £39.99 OR PLEASE DEBIT MY ACCESS/VISA ACCOUNT

CREDIT CARD PHONELINE

0773-761246



--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

SIGNED EXPIRY DATE

MY CHOICE OF FREE VIDEO IS TOP GUN

(Please number your 1st and 2nd choice)

LIVING DAYLIGHTS

(Please allow 28 days for delivery) TEMPLE OF DOOM

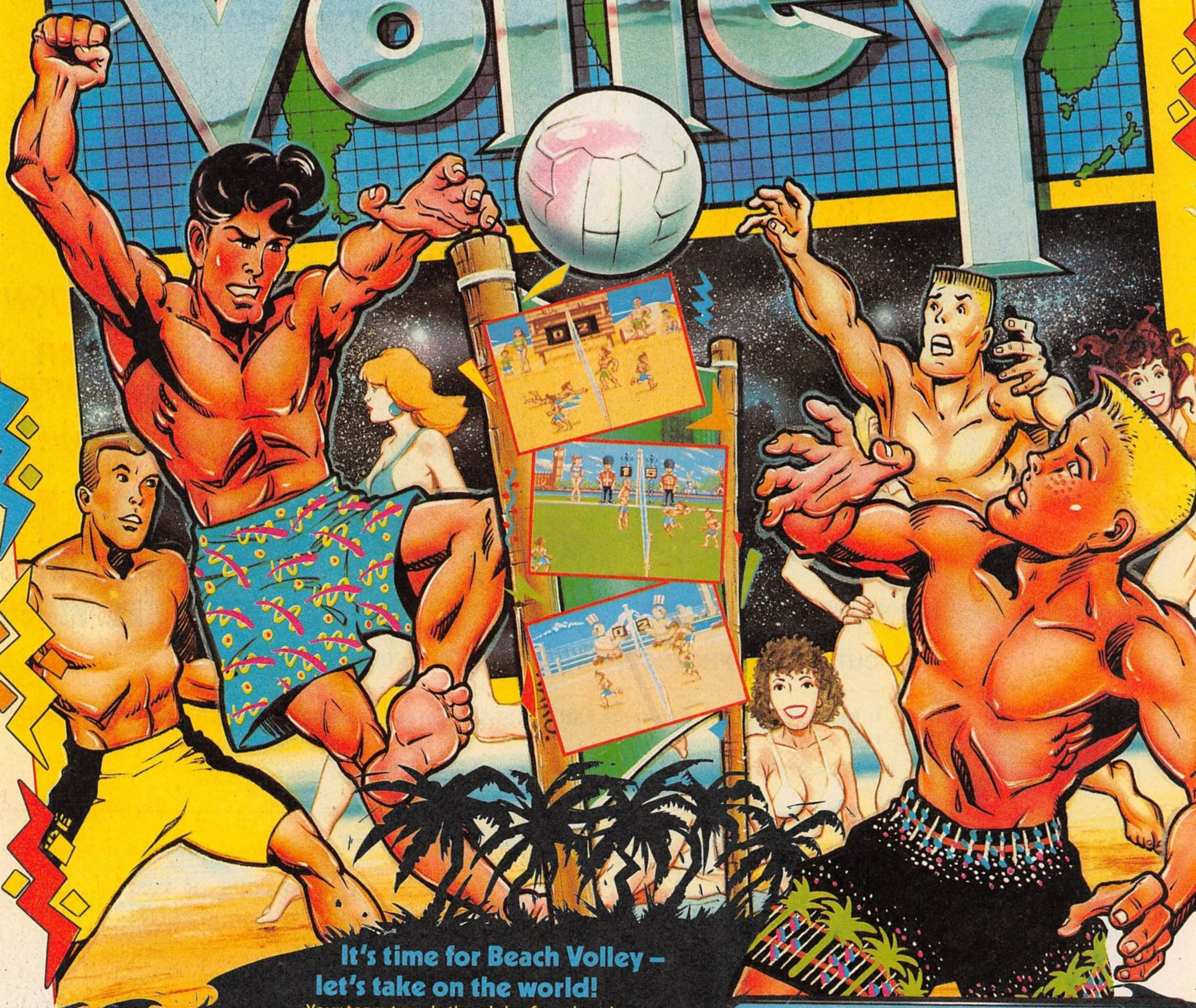


THE SUN'S BEATING DOWN,
ROCK 'N' ROLL MUSIC'S PLAYING . . .



Beach

VOLLEY



**It's time for Beach Volley –
let's take on the world!**

Your team travels the globe from London to Sydney challenging all comers in the latest craze that's sweeping the beaches.

Fantastic action with variable service and play controls as you lob the defences, try a lightning reflex short smash to win back your service, jump block to defend your match winner.

This is Beach Volley . . . you may even catch a tan!

SPECTRUM AMSTRAD

8.99 9.99

SPECTRUM COMMODORE

CASSETTE

ocean[®]

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

CU LETTERS

Maturity

● I'm writing this letter to bring some ideas to your attention.

But firstly I must say that you've done a fine job on maintaining an excellent computer magazine, but maturing at the same time. And luckily you haven't taken the 'baby trail' like some other magazines, where all readers are treated like four-year-olds.

Now, my first suggestion is the possibility of bringing out a collection of tips, say once a year, from the recent issues, binging in a few more, and releasing it as a separate publication, in other words, not a poncey little thing cellotaped to the front of the mag.

Secondly, how about a helpline like the current, except only dealing in adventures? That would nicely complement Valley Rescue.

Finally, how about some more special articles. I disagree with people who want computer reviews and nothing else, for that makes a dull and quick read. The recent articles on special effects and jukeboxes really have nothing to do with computers but make a good read.

Sam Gibson,
52a North Deeside Road,
Cults, Aberdeen

Thanks for the compliments. A full tips booklet would be a nice idea, but to produce it separately would simply be too expensive and difficult to promote. There is a possibility of it happening as a supplement, though. We believe the features, as you point out, give the mag greater depth, but we'd disagree that they have nothing to do with

computers. The gap between comics, film and music is closing all the time.

Handy tips

● I recently discovered a couple of useful tips that you might like to pass on to your readers. If you have problems with the buttons on your mouse, try opening the case and putting a small piece of card (about 1mm in thickness), cut to the approximate size of the silver contacts, on the leaf contacts (I think that's their proper name), then replace the screws.

What happens in most cases is that the upper leaf will become indented from where the point of the button is continually pressing down on it, and ceases to operate correctly. Placing a small thin piece of card on the upper leaf contact ensures that instead of just a single point of the upper leaf being pushed on to the lower leaf, all of it is.

Tip 2: Recently I purchased some of those 'lifetime guaranteed unbranded' disks, only to find that some 50% of them came up with read/write errors when I tried to format them, Diskdoctoring also produced the same result. Then as a last resort I tried the Diskwipe function found on the Project D utility followed by Diskdoctor and they all formatted without a

problem, thus saving me the cost and hassle of returning them to the supplier. Whether this was just something peculiar to my disks and A500 I'm not sure but it may be worth passing on.

V. Kirby,
15 Trenchard Close,
Stanmore, Middx

Has anyone else got any useful tips? Like how to get stains out of your disk mat, or stop dust from fouling your monitor screen?

Smart arse

● With reference to your 'motorcycle enthusiast' and the RVF Honda, as featured in The Last Word September '89 issue, I would like to point out that the Honda 750 RVF does exist. This machine is exclusively a works bike only available to 'factory' riders.

Also, the bike pictured in the advert is a VFR, being the VFR 750R (also called RC30). This bike is a road/race replica of the RVF, costs £9,000 and is available in limited numbers. A VFR 750F is also manufactured by Honda, this being a mass produced model, is not a race replica, and costs £4,800. Sorry about being a clever

dick, but you may as well have the facts.

S. White,
16 Hatfield Gardens,
West Monkseaton,
Whitley Bay,
Tyne & Wear

Just goes to show doesn't it? The Ed has kicked The Last Word very hard in the goolies for not bothering to check its tip-offs. Apologies to Microstyle and all those who wrote in putting us straight.

German mags

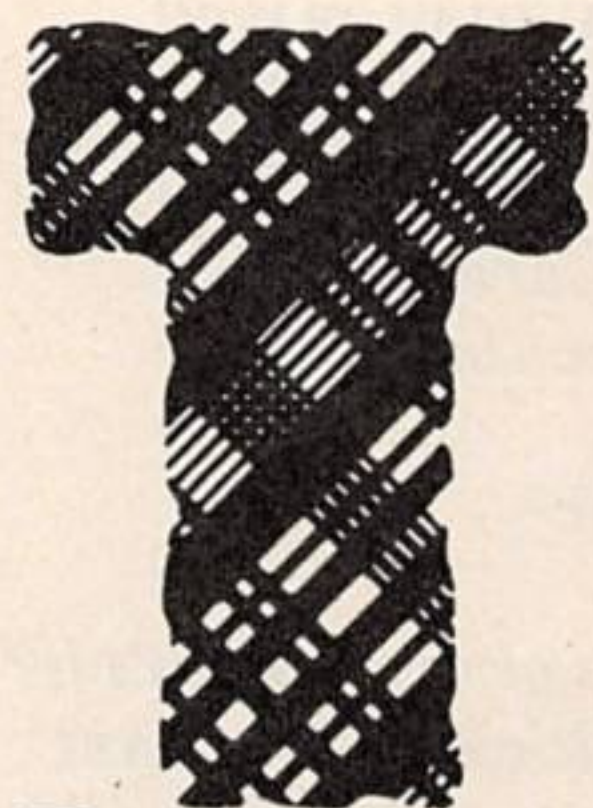
● After a long period of CU-less time I bought your mag again. With interest I read the letter of Simon Parkinson. It's worth knowing the differences to our German magazines.

The main ones are 'Power Play' and 'ASM'. In both you'll get many clues and tips for adventures, action games, game-machines and especially RPGs. None of them beat your 'Play to Win' column though. PP is relatively serious and very clear in its layout. ASM seems to be a little chaotic. They throw away their equivalent of Screen Stars in masses. PP's ratings are very good and are discussed each time. ASM tends to say things are either fabulous or awful. Yours are very good, too. Lastability is a unique feature. Not to be missed.

The best thing about CU is the colourful layout. It is an experience to study the reviews with bright screenshots. You really get an idea of what's going on. Journey onward this path and you'll hold your German readers.

Thomas G. Joswig,
Nuerenberg,
Germany





here's no end to Keith Campbell's stamina. This month's Valley zips around the world (in somewhat less than eighty days) to bring you news of foreign software, a weather report from Bournemouth and does battle with the Smart Eggs. And, of course, there's much, much more.

PLANETFALL

Come in Rolf Hay and Jens Koller! Here's help specially for you, all the way from Abu Dhabi! Asif Hassan says that you can't open the mural — but don't worry about it, all will be revealed when the time comes. Floyd is supposed to die, and there is no way into the radiation lab without dying. That was help? Guess you're back to square one, but at least you can give up trying on those particular problems. But Asif does have a more useful tip for you, too! Try setting the laser on a lower number. And as an extra hint, Asif adds: "the giant microbe is attracted to the heat of the laser".

STARCROSS

Here's Asif Hassan again, with some *Starcross* hints, requested in September's Valley. The disks are transporter devices, and the unicorn is just scenery. The observatory does have a use, but you need a piece of smoked glass first. "Have you ever followed the cleaning mouse around?" asks Asif. "The green rod is in the room that it goes to when it drops off the garbage. And the purple rod is up the sleeve of the dead alien in the wrecked spaceship." How you manage to get it, of course, is another problem.

SPACE QUEST I

And here's a warning to Chris Thompson, who was recently trying to discover the code for the star generator in *Space Quest I*. "If you don't have it, you may have to restart the game." Guess what? It's the ubiquitous Asif here again! "You have to go to the tape library in the ship at the beginning of the game," says Asif. "A scientist will stagger in and tell you a word, which you must then look up! But whatever you do, don't do it in the ship," he adds. "There is a tape reader elsewhere that will give you the code."

CASTLE BLACKSTAR

Mrs Cornish of Reading wants to go for a ride on a broomstick! Who can tell her how to make it fly?

PERSONAL NIGHTMARE

"I'm beginning to get quite frustrated with *Personal Nightmare*," writes Dennis Janssen from Amsterdam. "I've played this game almost every day for six weeks, and I have the feeling I've accomplished almost nothing." Dennis's main problem is an army of tin soldiers that keep shooting him. "The obvious way to prevent this is to destroy them before you go to bed, but I can't get the glass case open," explains Dennis.

THE BIG SLEAZE

"What do the two guys at the police station want, and what should I give or show the policeman?", asks Mitch Poomfret of Stockport. Mitch is also wondering when he should load Part 3. *Don't forget — there's help down here in The Valley, just waiting to come to your rescue! The Valley is a depression deeper than Marvin, at Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. There will be a reply dropping through your letter box, just as soon as I can sort things out for you. So get writing!*

COMMENT

Adventurers disappointed by the dearth of good new adventures around these days, may be interested to learn that there are games out there that haven't seen the light of day in the UK. I came by a couple of Amiga disks recently, from a source in Italy, containing an American adventure with the unlikely name: *Scary Mutant Space Aliens From Mars*. The game was a pirated copy of what appears to be a commercial product — containing the classic credits: "Password Protection removed by Vision Factory & The Beyonders", and "Spreaded in Italy by FPL INC."

I was just beginning to enjoy the game's over the top spoof scariness, ("... The side of the ship cracks open and a boarding ramp extends itself to

INTO THE

V A L L E Y

the ground. A strange yellow light is emanating from inside the ship. The whole scene is pretty scary.") when I came up against an apparently insuperable problem — I couldn't find the code (37 digits? But that's longer than the input field . . .) to log in to the alien ship's computer. This is also the problem facing Alessandro Cattaneo of Gallarate, also in Italy. I don't know whether or not Alessandro's is a pirated copy too, but the thought strikes me that the clue might be buried in the packaging, of which I do not have the benefit of owning.

No doubt the answer to this and other problems will emerge eventually, packaging or no packaging. All I can say is that it is a pity that Readysoft Inc., producers of *Scary Mutants*, have not released their game in the UK and other European countries. I would have welcomed an opportunity to review it. A game of this calibre is bound to lend itself to piracy if it cannot legitimately be purchased.

So there! Now, what have you all been up to this month? Here's an adventure that should have been exported — every single copy of it ever made . . .

★ I hope you can help me (seeing as I've got the same surname as you). I'm stuck in *Not A Penny More* etc. I got it for £3 but I didn't get a book. I cannot get anywhere, only to the residential homes. Also if you've got a spare book could I have it, pleeeese?

*Tom Campbell,
Barlow, N. Yorkshire.*

Campbell's Comment: No, you can't, Grandad. And I'm doing you a favour saying that! As for the game, throwing it away would probably be too good for it. I suggest you take it to where you bought it, put it on the ground, and jump up and down on it. It's even worse than *Mindfighter*, and that's saying something. Why on earth did you buy it — don't you ever read my reviews?

Now witness some low down grovelling . . .

★ Here's an apology. When I last wrote to you I said you had published a clue

for *Fish* straight from the hint section from the booklet. This 'hint' appeared in another magazine, so sorry about that!

*Helen Moore,
Auckland, New Zealand.*

Campbell's Comment: It's against my religion to talk to readers of other magazines, but as it's not Sunday today, I'll make an exception! So here's another tip. Stick to CU in future!

Oh no! What's this? Not another solution to that basement problem.

★ In *Rigel's Revenge* I believe the true solution to the 'basement' problem is not as M Ferris (CU June 89) says to put everything through the window one by one! This is tedious, and I am sure was not intended by the programmers to be the proper solution. The easiest way, and the one I believe to be right, is to DROP ALL and then PUT ALL THROUGH WINDOW. This is a lot easier and quicker!

*Mitch Pomfret,
Bramhall, Stockport.*

Campbell's Comment: It might be, but I still prefer the fun solution . . . So I phoned Smart Egg on their latest number, to settle the matter once and for all. "Is that Nigel?" I asked. "No it isn't," answered a helpful fellow at the other end. "Is Nigel around?" I continued, with

determination. "Dunno!" came the response, and with that he put the phone down. Charming!

And finally, how are those sunbathers doing down in Bournemouth?

★ Down here in beautiful Bournemouth the sun is no longer shining, the surfers surf no more, and it pisses down with rain all day. The holidaymakers have been renamed to haemorrhoids because they are a pain in the arse and always come in groups.

We, the intrepid explorers of Bournemouth, have become intrepidly stuck again. This time on Arazok's tomb. There are a few things we're unable to accomplish!

1. Get into the transporter tube
2. Use the Vioro Screen
3. Kill the snake

Hope you can help up or we will have to stay in all day and see who will be the first to fall asleep on *Elite*.

*Dan Stride,
Somerset, Dorset.*

Campbell's Comment: Along the coast not a million miles from Hove (Brighton, actually) mowers have started mowing again, but hoses haven't been allowed to hose. With the holidaymakers gone, we hope soon to have a little H₂O for a while, before it's all sold off. Er, what was the question again?

ADVENTURE CLUES

QUEST FOR THE GOLDEN EGGCUP:

Release the caged bird to get rid of the Guardian.

POOL OF RADIANCE:

To clear the Barren River, use the teleports, and throw three rocks. Keep doing this until you get to an L-shaped corridor. Then go to the teleport in the front, and do it again. Go through the door, and destroy all the equipment — but don't kill the Lizardman.

QUEST FOR THE GOLDEN EGGCUP:

Wave the wand to cross the crevasse.

THE BIG SLEAZE:

The sliding doors are a red herring. Push the obelisk and open the grille with a crowbar. To use your torch, look inside the office safe!

SHADOWS OF MORDOR:

Get Sam to help you drag the logs.

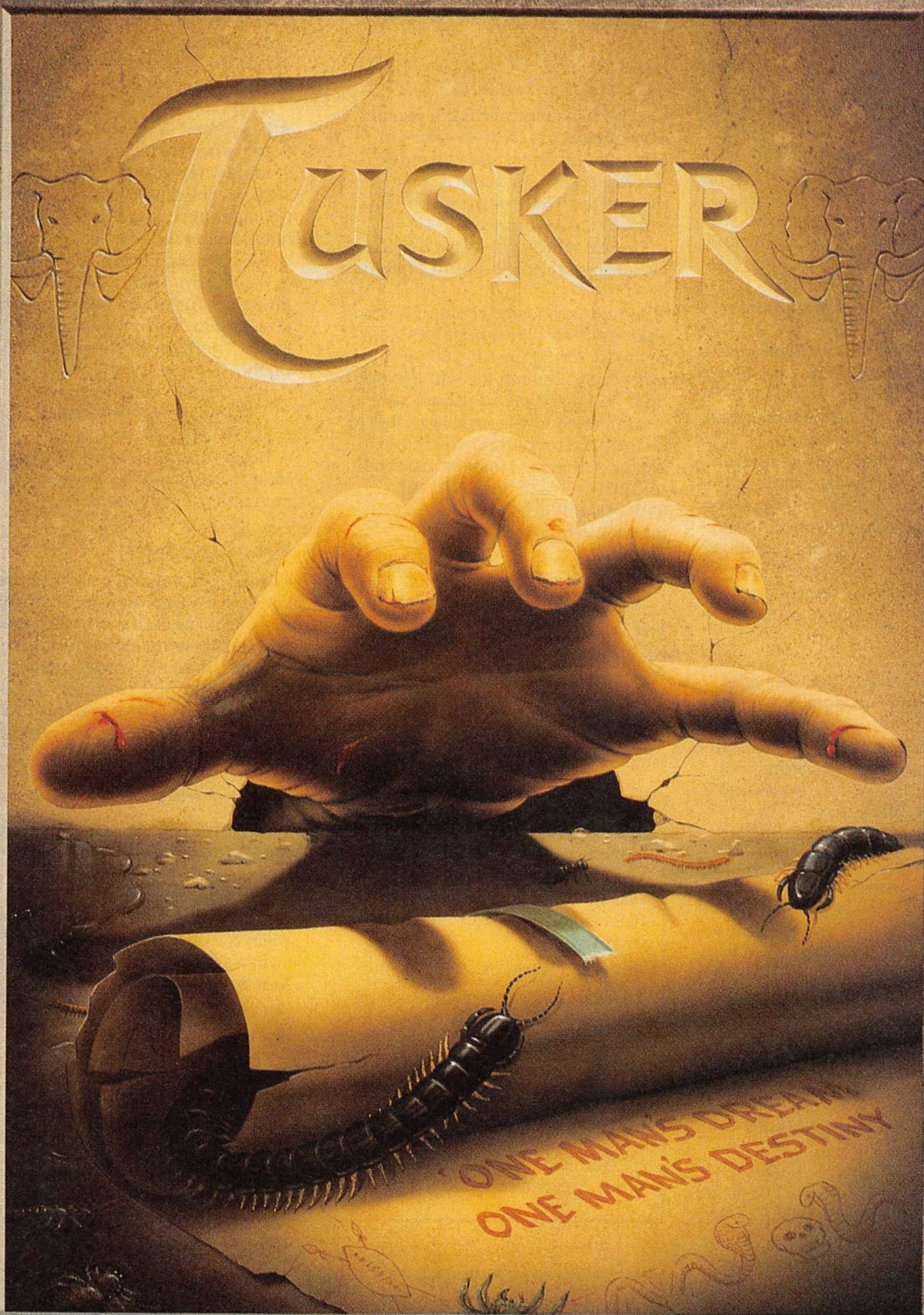
SPACE QUEST I:

Use glass from the pod to reflect the light beam.

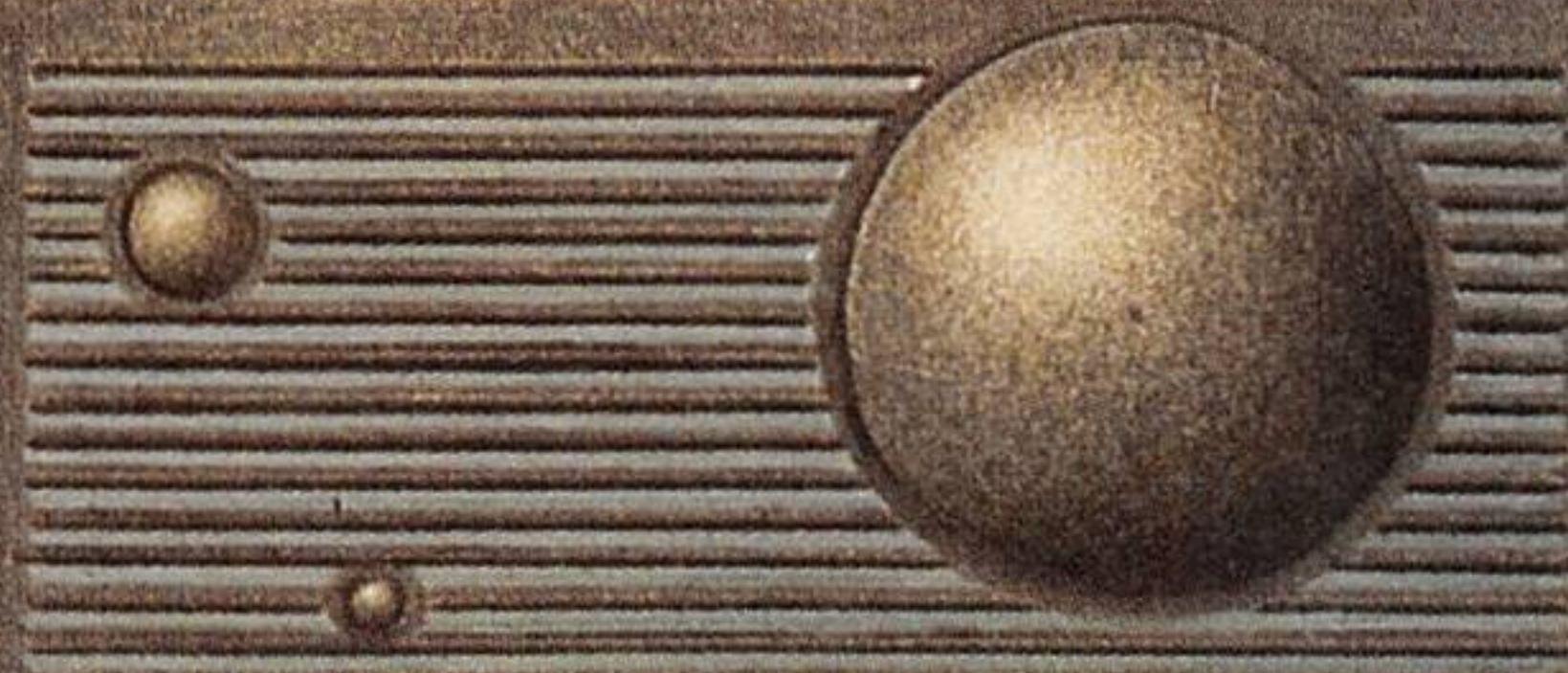
SPACE QUEST II:

Climb the dead tree to cross the chasm!

LEEY



C.64



S Y S T E M • 3



AMIGA

SYSTEM 3 SOFTWARE, BLENHEIM HOUSE, 1 ASH HILL DRIVE, PINNER, MIDDLESEX HA5 2AG
Telephone: 01 866 5692 FAX: 01 866 8584

AVAILABLE ON SPECTRUM, AMSTRAD CPC, C.64 AT £9.99. DISC £14.99
AMIGA £24.99 ATARI ST £19.99



INTO THE

VALLEY



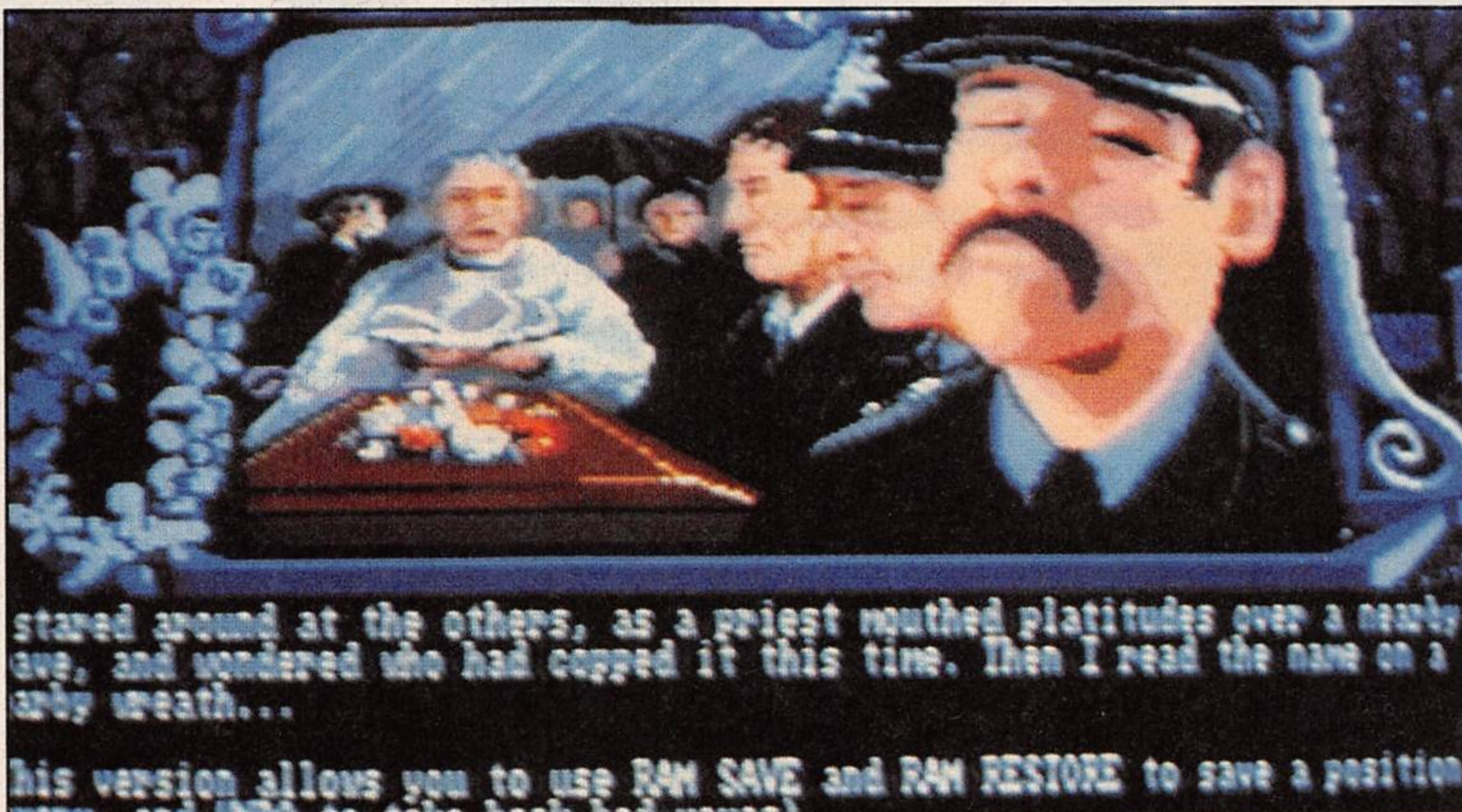
Level 9
Amiga
Price: £24.99

"It's not easy being a ghost. To start with, picking things up is extremely difficult, and even when you master the art, most everyday objects are just too heavy to lift. But it has its compensations. The company is great, for one thing. Well, at least, the lot in my cemetery are. Violet has stopped moaning, and Edith has stopped worrying. David's still a bit of a show-off, but I can put up with that now I've proved my worth. Once I'd sorted out the row between Bert and Edna, a couple 're-united in death', I found they'd do anything to help me.

"By the way, I'm Alan Chance, ex-cop. The 'ex' is because I was set up and murdered during a drugs raid. Now that I'm deceased I know who was behind it — he gave himself away at my funeral, when he didn't realise I was watching! Now all I've got to do is get my kindred spirits to help me to make sure he gets his just deserts, and clear my name."

Scapeghost, sadly, marks the end of an era. It is not only the latest, but the last ever traditional adventure from Level 9, who are moving on into the world of 'arcade oriented' products.

The usual Level 9 high-level commands are supported, such as GOTO, UNDO and RAM SAVE. The graphics are of the pull-down type, and with Level 9's multi-tasking system, the prompt often re-



stared around at the others, as a priest mouthed platitudes over a newly ave, and wondered who had copped it this time. Then I read the name on a grey wreath...

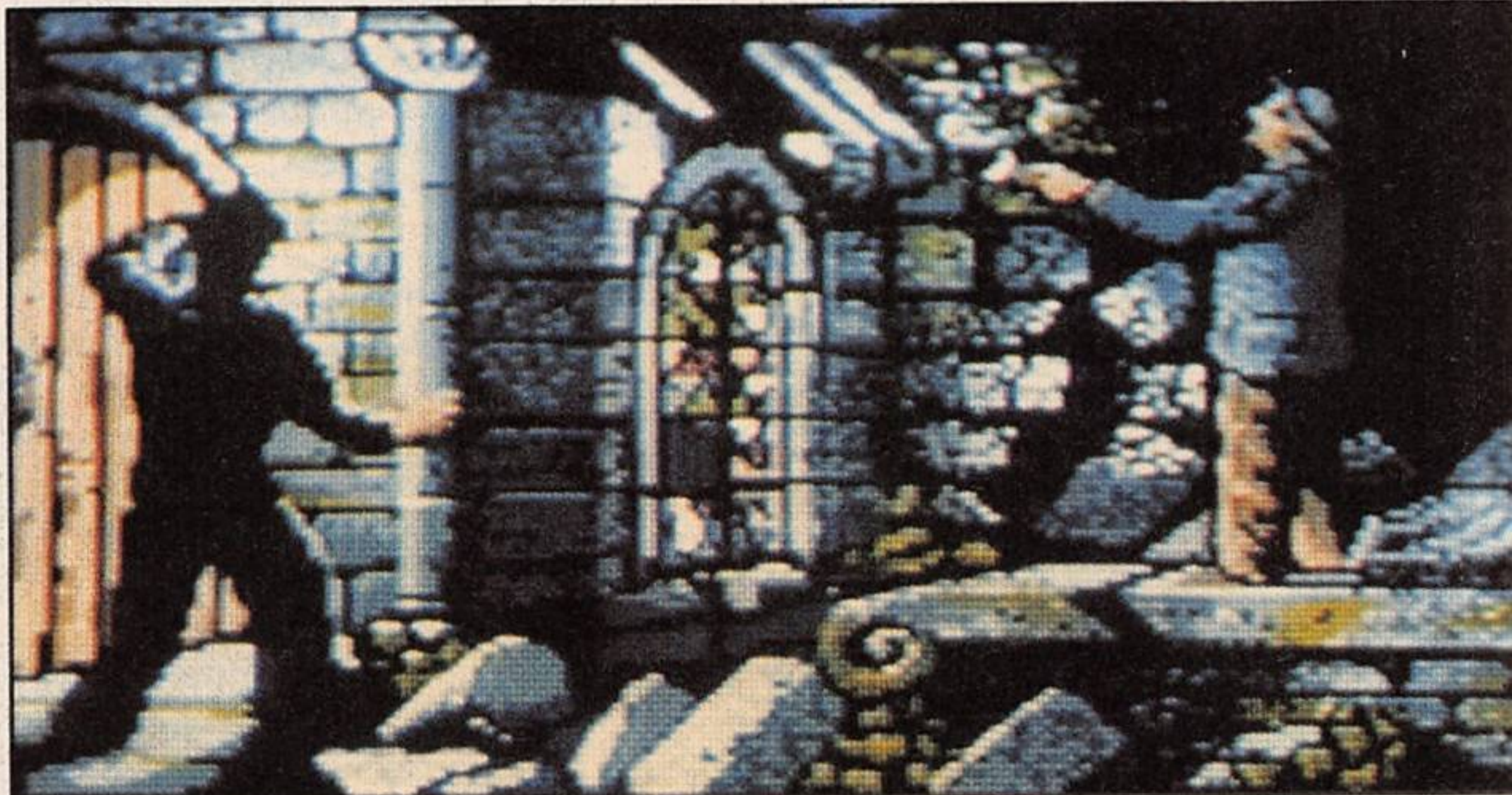
his version allows you to use RAM SAVE and RAM RESTORE to save a position

SCAPEGHOST

turns before a new picture has displayed, speeding up the action. The artwork is rather low-key, and disappointingly, less exciting than the standard achieved in *Ingrid's Back*.

But an adventure is nothing if its puzzles do not satisfy and entertain. In part 1 of *Scapeghost*, they're nicely pitched. First there's a learning phase, in which the player has to come to terms with his new "body" and learn how to carry objects as an insubstantial ghost. Next comes a recruiting phase, where the player needs to persuade his fellow ghosts to carry out his commands. Here clever use is made of 'WAIT n' when speaking to other characters (where 'n' is a number of moves) in order to ensure their efforts are co-ordinated. All this is necessary before the final problem in Part 1 can be cracked, which is to delay the gangsters from recovering the drugs.

I found the whole part very playable, making extensive use of GOTO and RUN TO to move automatically across the cemetery. There are some gentle clues in the replies, which avoid leaving the player



high and dry without any idea of what to do next.

Having delayed the gang's plans in part 1, in part 2 you'll be concentrating on collecting clues to aid the police, whilst finally, in part three, you'll have to rescue a hostage and prevent the gang from destroying evidence.

This novel story line comes from an idea by Sandra Sharkey and Pete Gerrard, and with Pete Austin's design and the

Level 9 adventure system, combines to make a very original adventure which is enjoyable to play. It is all the more of a disappointment to learn that *Scapeghost* is the end of the line. Think again, Level 9! When you are rich from the best pickings of the arcade world, please find time in your schedule to throw the occasional crumb to those loyal adventure fans who helped you make it.

GRAPHICS: 78%
PLAYABILITY: 91%
PUZZLEABILITY: 94%

95%

HELPLINE

RESPONSES

INTERCEPTOR

I'm answering **H10** who wants to destroy the submersible aircraft carrier. Aim directly for its turret and unleash a huge volley of missiles. More often than not this will do the job.

Mark Patterson,
somewhere in Commodore User.

POLICE QUEST

To get the first part of the quest underway drive around until you are directed to area B2 by the radio; things should pick up from there. . . .

Andy Phang,
Western Australia.

ELITE

To get into the hacker screen type 'SARA' when first prompted for the start up password, then enter the correct code. During the game press the "*" key and hey presto, you're in. Now you can enter the following bytes:

Byte	Value	Result
18	FF	Loadsamoney
23	02	Large cargo bay
24	01	ECM system
26	01	Pulse Laser
28	01	Beam laser
2C	01	Escape Capsule
2F	01	Energy bomb
32	01	Docking Computer
34	03	Galactic hyperdrive
36	01	Mining Lasers
38	01	Military Lasers
3C	01	ECM Jammer
3F	01	Cloaking Device
40	01	Food
47	01	Textiles
49	01	Radioactives
4C	01	Slaves
50	01	Liquor/Wines
54	01	Narcotics
5C	01	Computers
63	01	Machinery
67	01	Alloys
69	01	Firearms
6C	01	Furs

Thanks, as ever, to everyone who sent in a letter.

If you want to get hold of a particular solution, poke, hint, tip or listing then send it in to the Helpline and we'll print your enquiry. A selection of replies will be published each month — and the rest we will send on to you.

And, if there's a particular problem with which you think you can help, send your reply to Responses at the same address below.

72	01	Minerals
75	01	Gold
79	02	Platinum
83	01	Gem Stones
84	01	Alien Items
88	01	Unhappy Refugees
8C	01	Thargoid Documents
9F	10	Mission 1
9F	20	Mission 2

To be given a mission, dock with the nearest space station.

Jonathon McDelland,
Northern Ireland.

MANIC MINOR

In answer to Abigail Stead's plea for *Manic Minor* we have a poke, unfortunately they require the machine to be reset. So wham in the cartridge or the paper clip (remember kids, CU accepts no responsibility for blown computer fuses or major chips that might be incurred).

Then type in
Poke 1 6573,234 (return)
Poke 1 6572,234 (return)
Poke 1 6571,234 (return)
SYS 1 6384 (return)
All that and you get infinite Willy's.

Steven Tsony,
Fiern Barnet.

RIGELS REVENGE

Get goggles, wear goggles, search body, get satchel, wear satchel, W, examine door, untie wire, push bed, push bed, get gun, open door, tie wire, W, W, W, get bone, follow tracks, E, E, E, E, E, N, E, D, E, N, examine sink, get medikit, up, pull bar hard, wear medikit, remove suit, remove satch, put gun in satchel, press red button,

remove medikit, pull bar up, put all out of window, climb out of window, get suit, wear suit, get medi, wear medi, get bone, get satch, N, press green button, wear satch, open door, S, up, drop bone, get bone, up, W, S, SE, up, S, press green button, jump gap, D, E, S, S, up, E, E, get gun, E, get screwdriver, put screwdriver in satchel, get rubble, E, throw rubble at light, wear goggles, E, get Rigelian uniform, wear headphones, turn dial, push switch up, W, S, E, D, turn dial, get bomb, up, up, E, (keep going SE until you reach a path going east, wear uniform, E, introduce bomb.

Now save the data for level two.

And that answers **H7** from Ada Francis

Phillip Breslin,
Leeds.

ENQUIRIES

ALIEN SYNDROME

I'm the owner of a Commodore 64 and I need help in a game called *Alien Syndrome*. If you know of a poke for infinite lives I would be not grateful.

Also I need some tips to finish *Nightmare* on the Commodore 64.

Scott Billson,
Leics, Ref J5.

ROAD BLASTERS

I need a poke for *Roadblasters*

on the Amiga, I keep running out of fuel. I also need a poke for *Combat School* on the C64 as I keep dying on the mission. I also need pokes for *WEC Le Mans* and *Last Duel* on the C64.

Daren Payne,
Oxford Ref J6.

KRISTAL

I have a problem. I am absolutely stuck with the *Kristal*. If someone can give me the answers to these questions I'd be more than grateful.

1. How do you get the object in the right hand trunk on the surface of Meruvia?
2. How do you (if it is actually possible) land at Magno?
3. What does the belt of invisibility do?
4. How do you use the psychisorber?

Paul Hayman Ref J7.

L.E.D. STORM

Could anyone be able to give me a poke or listing (e.g. infinite fuel) for *L.E.D. Storm* (64 version) on disk? Because when I get to level four, there is a snake-like row of cars that is IMPOSSIBLE to get past.

A. Wade,
South Australia Ref J8.

OPERATION WOLF

Please, please help me with *Operation Wolf* (Amiga) as I keep kicking the bucket! I bought the game after the good review in CU, but I now totally agree with the reviewer — it's HARD! DIFFICULT! IMPOSSIBLE!! Can anybody give me a poke, cheat mode, or listing for infinite ENERGY (not infinite ammo as that was already published in CU a few months back)? Please help! The most annoying thing is, everytime I die (stage 2 upwards), I've got to swap disks to reload the whole thing. Aaargh! Despicable, Ocean,

PLAY TO WIN

Despicable!
Andy Phang,
Australia Ref J4.

DENARIS

A few weeks ago I bought *Denaris*. When I got home and switched on my C64, to my disappointment it didn't load. But after fiddling with the tape recorder I got it to work.

I soon got up to the big monster only to find I couldn't get past it.

Please can you help me?

Matthew Davis,
Hampshire Ref J3.

CUSTODIAN

Has anyone out there got a poke for the Amiga game *Custodian*? or even a cheat will do. It is too hard. How many pods do you need for the first level?

Jon Hassel,
Sussex Ref J2.

DRUID II

I have had *Druid II* for the Commodore 64 for quite a while now, but I still cannot get very far. So please, please can someone out there give me a listing for infinite lives and/or energy.

Neil Simpson,
Surrey Ref J1.

DRAGON NINJA

I need help with *Dragon Ninja* for the Amiga. There was a hack for this game on the CBM 64 in the April issue but there hasn't been any pokes or listings since then for *Dragon Ninja* on the Amiga. Jumping the gaps on level 2 and 5 is difficult. I seem to fall through the gap and end up losing a life. Could someone send in a poke or listing (preferably a poke) for this game? The end of level enemies on level 3 & 5 are difficult. I lose a lot of energy on these two enemies. Any help would be appreciated.

Warren Gardner,
Essex J11.

THUNDERBIRDS

Please help me. I have had this

game for a few months now, I have completed Mine Menace (1) and Bank Job (3), but please could you tell me how to do part of SUB CRASH. I have shut down the reactor, set off the rear torpedoes, and both characters have an aqualung. When I get to the doors by the flooded compartments it says the water pressure is wrong. What's wrong, please tell me how I use the aqualung, get in the water and resurface the sub. Great though.

James Nicol,
Colby J9.

NEW ZEALAND STORY

Through recommendation I bought a copy of the August issue of CU. After reading I found that CU is very colourful and provides a lot of information especially the Helpline. I am poor at playing games, as such. Can anybody please help me with infinite lives for *New Zealand Story* on the Amiga.

Thank you.

Shirley Tan,
Singapore J10.

AUF WIEDERSEHEN MONTY

About a year ago I bought *Auf Weidersehen Monty*. I have been playing it ever since I bought it but I always run out of lives at Denmark. Sometimes I can't even get that far! I have heard of a cheat mode that gives infinite lives but I cannot find it anywhere. So please can send it in, I will be waiting with bated breath!

Niall Saville,
Notts Ref J15

POOL OF RADIANCE

I've got three little problems with *Pool of Radiance*. I hope you can help me with it. First of all I don't know how to clear Valjevo Castle. I killed Tyranthraxus and a lot of giants and guards but they keep coming. Then there is

proclamation LIX (it's the last proclamation I've got). I don't know exactly what it was because I lost my book in which it's all written (stupid me) but I think it's the one to rescue a family or a boy. (I already rescued a boy from the Merchant's Camp). So how do I finish that last proclamation? And finally, where is that famous Pool of Radiance that everyone talks about? I searched everywhere. I tried every wall if it was a secret passage way, but bad luck. By the way I have CBM64 version. Please help me so I can finally finish the game. Thanks to everyone who is able to help me and excuse me for my bad English (I am Dutch).

Joeri Piet,
Holland Ref J16.

SPACE QUEST

Can anyone out there put an end to these sleepless nights? I need hints, tips and clues on *Amiga Space Quest 2*. How can I get past the swamp? HELP!!

J. Cook,
Somercotes Ref J14.

CASTLE OF TERROR

HELP!!! — I have the computer game *Castle Of Terror* and I am really cheesed off with it, no matter what I try I just can't get into the castle, I'm beginning to think it's impossible. Can you help me please, oh, and also how to get into the church and to move objects? Thankyou.

C. Ranford,
Birmingham Ref J13.

LAST NINJA II

I have been playing *Last Ninja II* since Christmas and, no matter how many times I've tried, I can't get onto the helicopter ladder at the end of Level 5. Somebody out there PLEASE — HELP!! Where do I jump from? Which direction do I jump?

John McColl,
Scotland Ref J12

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response. Post your letters to Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Oh, and if you're making an enquiry, just write a couple of lines explaining the particular problem, ie why you need a poke, why you would like a particular listing.

The sender of each letter published will get a free piece of software. This month's winners will be getting an Amiga or 64 copy of *Shinobi* (specify drive).

Next month will see another goodie up for grabs. Sorry, but we're unable to respond to individual requests for games.

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each on a **separate sheet of paper**. Likewise, if you send in a response but have an enquiry too. That way we can file everything in neat alphabetical files.

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW



WORLDWIDE
SOFTWARE

WORLDWIDE SOFTWARE
106A CHILWELL ROAD, BEESTON
NOTTINGHAM
NG9 1ES



TITLE	AMIGA	TITLE	AMIGA	TITLE	AMIGA	TITLE	AMIGA	TITLE	AMIGA	TITLE	AMIGA
3D POOL	16.95	DOGS OF WAR	14.95	LEONARDO	14.95	RICK DANGEROUS	17.95	UMS 2	16.95	KNIGHTFORCE	7.25
APB	14.95	FALLEN ANGEL	14.95	LIFE AND DEATH	22.95	RISK	14.95	LASER SQUAD	6.99	LASER SQUAD	6.99
ACTION FIGHTER	16.95	FAST LANE	14.95	LIGHT FORCE	17.95	ROBOCOP	17.95	MAZE MANIA	7.25	MAZE MANIA	7.25
AIRBORNE RANGER	16.95	FERRARI FORMULA 1	17.95	LOMBARD RAC RALLY	16.95	RUN THE GAUNTLET	16.95	MICROPROSE SOCCER	6.99	MICROPROSE SOCCER	6.99
ALTERED BEAST	17.95	FIENDISH FREDDIES BIG TOP	21.95	LODS OF RISING SUN	21.95	SHADOW OF THE BEAST	16.95	MR WALKER	7.25	MR WALKER	7.25
AMIGA 500 COVER	6.99	FIRE BRIGADE (1 MEG)	17.95	LOST PATROL	17.95	SHINOBI	14.95	MR HELI	6.99	MR HELI	6.99
AMIGA GOLD HITS	17.95	FLIGHT SIMULATOR 2	28.95	MATRIX MARAUDERS	14.95	SHOGUN	21.95	MYTH (SYSTEM 3)	7.25	MYTH (SYSTEM 3)	7.25
ASTAROTH	17.95	FOOTBALL DIRECTOR 2	14.95	MICROPROSE SOCCER	16.95	SHOOT EM UP CONST KIT	22.95	NEW ZEALAND STORY	7.25	NEW ZEALAND STORY	7.25
BAD COMPANY	16.95	FOOTBALL MANAGER 2	14.95	MILENIUM 2.2	17.95	SHUFFLEPACK CAFE	14.95	OIL IMPERIUM	16.95	OIL IMPERIUM	16.95
BANKOK KNIGHTS	17.95	FOOTBALL MAN 2 EXP KIT	9.99	MR HELI	16.95	SILENT SERVICE	16.95	OMNI HORSE RACING	17.95	OMNI HORSE RACING	17.95
BARBARIAN 2 (PSYGNOSIS)	16.95	FORGOTTEN WORLDS	14.95	MURDER IN VENICE	17.95	SILKWORM	14.95	OMNI PLAY BASKETBALL	17.95	OMNI PLAY BASKETBALL	17.95
BARDS TALE	7.25	FOOTBALLER OF YEAR 2	14.95	MYTH (SYSTEM 3)	17.95	SILPHEED	22.95	OOZE	16.95	OOZE	16.95
BARDS TALE 2	17.95	FUN SCHOOL 2 (6-8)	14.95	NEUROMANCER	17.95	SIM CITY	21.95	OPERATION THUNDERBOLD	17.95	OPERATION THUNDERBOLD	17.95
BATMAN THE MOVIE	17.95	FUN SCHOOL 2 (OVER 8)	14.95	NEVER MIND	14.95	SLEEPING GODS LIE	16.95	OPERATION WOLF	16.95	OPERATION WOLF	16.95
BATTLEHAWKS 1942	17.95	FUN SCHOOL 2 (UNDER 6)	14.95	NEW ZEALAND STORY	17.95	STAR BLAZE	14.95	OUTRAN TURBO	17.95	OUTRAN TURBO	17.95
BATTLETECH	17.95	FUTURE WARS	17.95	ONSLAUGHT	17.95	STAR WARS TRILOGY	17.95	PALADIN	21.95	PALADIN	21.95
BEACH VOLLEY	17.95	GALAXY FORCE	17.95	NORTH AND SOUTH	16.95	STARGLIDER 2	16.95	PAPERBOY	14.95	PAPERBOY	14.95
BLADE WARRIOR	17.95	GAUNTLET 2	17.95	OIL IMPERIUM	16.95	STEIGAR	14.95	PASSING SHOT	14.95	PASSING SHOT	14.95
BLOOD MONEY	16.95	GEMINI WING	14.95	OMNI HORSE RACING	17.95	STORMTROOPER	14.95				
BLOODWYCH	17.95	GHOSTBUSTERS 2	17.95	OMNI PLAY BASKETBALL	17.95	STRIDER	17.95				
BOMBER	22.95	GIN AND CRIBBAGE	22.95	OOZE	16.95	STRYX	14.95				
BREACH	14.95	GOLD RUSH	17.95	OPERATION THUNDERBOLD	17.95	STUNT CAR RACER	16.95				
BRIDGE PLAYER 2000	14.95	GRAND MONSTER SLAM	14.95	OPERATION WOLF	16.95	SUPER LEAGUE SOCCER	16.95				
BRIDGE PLAYER 2150		GRAND PRIX CIRCUIT	17.95	OUTRAN TURBO	17.95						
GALACTICA	21.95	GREAT COURT TENNIS	17.95	PALADIN	21.95						
COMMANDO	14.95	GRIDIRON	16.95	PAPERBOY	14.95						
CABAL	17.95	GUNSHIP	16.95	PASSING SHOT	14.95						
CARRIER COMMAND	16.95	HARDBALL 2	16.95								
CASTLE WARRIOR	16.95	HARD DRIVIN	17.95								
CHAMBERS OF SHAOLIN	16.95	HIGHWAY PATROL	16.95								
CHARIOTS OF WRATH	16.95	INDY LAST CRUSADE ACTION	14.95								
CHASE HQ	17.95	INDY LAST CRUSADE ADV.	17.95								
CHESS PLAYER 2150	16.95	INFECTION	4.99								
CHICAGO 90	14.95	INFESTATION	16.95								
COLOSSUS CHESS X	16.95	INTERCEPTOR	17.95								
CONFLICT IN EUROPE	17.95	INTERPHASE	17.95								
CONTINENTAL CIRCUS	14.95	IRON LORD	22.95								
DAMOCLES	16.95	IRON TRACKER	14.95								
DATASTORM	16.95	IT CAME FROM DESERT	21.95								
DAY OF THE VIPER	16.95	IVANHOE	17.95								
DE LUXE SCRABBLE	14.95	JACK NICKLAUS GOLF	16.95								
DEMONS TOMB	14.95	JAPAN SCENERY DISK	14.95								
DEMONS WINTER	17.95	JIG SAW	17.95								
DR PLUMMET	14.95	KEEP THE THIEF	17.95								
DRAGON NINJA	17.95	KENNEDY APPROACH	16.95								
DRAGON SPIRIT	14.95	K. DALGLISH SOCCER MNGR	14.95								
DRAGONS OF FLAME	17.95	KICK OFF	14.95								
DUNGEON MASTER 1 MEG	16.95	KING ARTHUR	17.95								
DUNGEON MASTER EDITOR	7.99	KINGDOM OF ENGLAND	16.95								
DYNAMIC DEBUGGER	17.95	KINGS QUEST TRIPLE PACK	26.95								
DYNAMITE DUX	17.95	KNIGHTFORCE	16.95								
DOUBLE DRAGON 2	14.95	KRYSTAL	21.95								
EMPEROR OF THE MINES	16.95	KULT	16.95								
EMPIRE	17.95	LANCASTER	14.95								
EYE OF HORUS	16.95	LASER SQUAD	14.95								
F16 COMBAT PILOT	16.95	LAST NINJA 2	17.95								
F16 FALCON MISSION DISK	14.95	LEISURESUIT LARRY	14.95								
F16 FALCON	21.95	LEISURESUIT LARRY 2	21.95								

CREDIT CARD ORDER TELEPHONE LINES

South, Midlands Wales 0602 252113 (24 hr)	Overseas only Nottingham 225368	North, Scotland N. Ireland 0896 57004 (24 hr)	
PAUL GASCOIGNE SOCCER	16.95	SUPER QUINTET	16.95
PERSONAL NIGHTMARE	21.95	SUPER WONDERBOY	17.95
PHOBIA	17.95	SWORD OF SODAN	17.95
PICTIONARY	17.95	SWORDS OF TWILIGHT	17.95
POLICE QUEST	17.95	TALESPIIN	21.95
POPULOUS PROMISED LANDS	7.99	TANK ATTACK	16.95
POPULOUS	17.95	TARGHAN	16.95
POWERDRIFT	17.95	TERRY'S BIG ADVENTURE	11.20
POWERDROME	17.95	TEST DRIVE 2 CALIF CHALL	11.20
PRECIOUS METAL	17.95	TEST DRIVE 2 SUPERCARS	11.20
PREDATOR	17.95	TEST DRIVE 2 THE DUEL	17.95
PREMIERE COLLECTION	21.95	THE CYCLES	16.95
PROSPECTOR	16.95	THUNDERBIRDS	16.95
QUARTERBACK	14.95	TUSKER	17.95
QUEST FOR TIME BIRD	17.95	TIME	21.95
RAINBOW ISLANDS	16.95	TOOBIN	14.95
RAINBOW WARRIOR	16.95	TOWER OF BABEL	16.95
RALLY CROSS CHALLENGE	14.95	TRACKSUIT MANAGER	14.95
RAMPAGE	17.95	TRAINED ASSASIN	16.95
REACH FOR THE STARS	17.95	TRIAD 2	16.95
RED HEAT	17.95	TRIVIA	11.20
RED LIGHTNING	22.95	TRIVIAL PURSUIT GENUS	14.95
RED STORM RISING	16.95	TURBO	14.95
		TV SPORT FOOTBALL	21.95

Europe (other than UK) shipping costs are: £1.50 per disc for normal airmail, £2.50 per disc for express airmail. Please make cheques or postal orders payable to WORLDWIDE SOFTWARE. All prices include postage and packing in UK. ADVERTISED PRICES ARE FOR MAIL AND TELEPHONE ORDERS. Outside Europe shipping costs are £2.00 per disc for normal airmail, £3.00 per disc for express airmail.

C64 / 128
Amiga



WAR GAMES, ADVENTURE GAMES
SIMULATORS & SPORTS

Strategic Plus Software
 Dept. CU
 PO Box 8, Hampton, Middx TW12 3XA
 Telephone 01 941 6163.

STRATEGIC PLUS
SOFTWARE

Proprietors: S. Harper.
 Send £2.50 for Extensive Catalogue.

AMIGA

PLAY TO WIN

POKES

If you're thinking of submitting material to Play To Win try to follow these guidelines.

1. All pokes need to be clearly written and accompanied with instructions (preferably for new games);
2. Tips need to be concise and to the point;
3. Maps need not feature complicated artwork as long as they are clear and self explanatory.

There will be a software prize for anything printed.

Send all submissions to:

Play To Win, Commodore User, 34 Abbots Court, Farringdon Lane, London, EC1R 3AU

FORGOTTEN WORLDS

Try typing ARC followed by help on the title screen then during the game N for the next level and S to make a shop appear.

FALCON MISSION DISK

If you're running low on ammo press X SHIFT and CONTROL to top up all your missiles.

BATMAN THE MOVIE

Go up the first ladder then right as far as possible. Go up as far as you can then left avoiding the acid. To jump the gap at this point, swing the rope in a diagonal and rather try to get to the other side climb up the platform. Go up as far as you can, right, then down, stay just under the wall on this bit to avoid the bomb thrower. Go down as far as you can, right, up as far as you can, right, down, right, down, left, down, right, up until the turn off on the right side, right, down, right (avoiding the bomb thrower) up, left, up, right, down, right.

At this point you should be in a large room on the opposite side of two bomb throwers. Swing across the room pulling down on the joystick to extend the rope. You should be able to swing into the first bomb thrower killing him. Drop down to the next

AMIGA

platform to take out the next thrower. Go all the way down, right, up and you should find Jack Napier. Keep shooting and you've made the second level.

BARBARIAN II

This program will supply you with unlimited lives.

1. Load AMIGA BASIC.
2. Type in the program listed below.
3. Save it for future use.
4. Insert Barbarian II — Disk 1 in DFO:
5. Run the program.

```

10 REM ***BARBARIAN II
CHEAT (C) TORBEN
KOEFFER***
20 CHECK = 0:CHEAT =
262242&
30 FOR N = CHEAT TO
262402& STEP 2
40 READ A$:A = VAL
("&h"+A$)
50 CHECK = CHECK + A
60 POKEW N,A:NEXT A
70 IF CHECK <> 550905&
THEN PRINT "ERROR IN
DATA" : END
80 CALL CHEAT
90 DATA 4df8, 00e0, 2cfc,
33fc, 4e71, 2cfc, 0002, ef9a
100 DATA 2cfc, 4ef8, 0400,
2c78, 0004, 2d7c, 0004,
00da
110 DATA 0226, 4eae, fd9c,
2d40, 022a, 2c56, 2c56,

```

```

2c56
120 DATA 2c56, 2c56, 2c56,
47fa, 0062, 220b, 4eae, ff6a
130 DATA e588, 2040,
217c, 43f8, 0400, 016c,
217c, 7070
140 DATA e348, 0170,
303c, 02c0, 26d8, 51c8, fffc,
21fc
150 DATA 00fc, 00d2, 0020,
46fc, 2700, 2c78, 0004, 2d7c
160 DATA 0004, 0100, fe3a,
4e75, 0004, 00e2, 0000,
0000
170 4afc, 0004, 00e2,
0004, 00fc, 0121, 00f6, 0000
180 DATA 0000, 0000,
0000, 0004, 00cc, 4446,
303a, 5255
190 DATA 4e00
Torben Koeffler

```

ROBOCOP

If you would like to have unlimited power in this game then type in and save the program below to disk. When you've done this — run.

```

10 REM ***ROBOCOP
CHEAT (C) DAVID SLACK***
20 CHECK = 0
30 CHEAT = 266240&
40 FOR N = CHEAT TO
(CHEAT+144) STEP 2
50 READ A$
60 A = VAL("&h"+A$)
70 CHECK = CHECK + A
80 POKEW N,A
90 NEXT N

```

```

100 IF CHECK <> 432850&
THEN PRINT "ERROR IN
DATA" : END
110 PRINT:PRINT "PLEASE
INSERT YOUR ROBOCOP
DISK IN DRIVE 0"
120 PRINT:PRINT "THEN
PRESS THE LEFT MOUSE
BUTTON"
130 CALL CHEAT
140 DATA 41f9, 00df,
f000, 317c, 4000, 009a,
3168, 0006
150 DATA 0180, 0839,
0006, 00bf, e001, 66f0,
317c, c000
160 DATA 009a, 203c,
000a, 0000, 5380, 66fc,
2c78, 0004
170 DATA 207c, 00fe,
88c0 43f9, 0007, 0000,
303c, 0145
180 DATA 12d8, 51c8,
fffc, 22fc, dbfc, 0000,
22fc, 007e
190 DATA 4e5d, 32bc,
4e75, 4eb9, 0007, 001a,
41fa, 000a
200 DATA 2948, 031c,
4eec, 000c, 41fa, 000e,
23c8, 0007
210 DATA a454, 4ef9,
0006, 006e, 41fa, 000a,
21c8, 55dc
220 DATA 4ef8, 1188, 33fc,
6000, 0002, 1e6a, 4ef9,
0001
230 DATA 8200
David Slack

```

LEONARDO

If you're not thinking too far with Activision's Cartoon Caper try these codes EMMENTHALER, ALPHORN and MATTERHORN

SOFTWARE CITY

CALL US ON:
0785 41899
0922 24821
0902 25304
ACCESS
VISA

CALL US ON:
0785 41899
0922 24821
0902 25304
ACCESS
VISA

We welcome customers at
SOFTWARE CITY
1 GOODALL STREET
WALSALL
Tel. 0922 24821

SOFTWARE CITY
59 FOREGATE STREET
STAFFORD
Tel. 0785 41899

SOFTWARE CITY
3 LICHFIELD PASSAGE
WOLVERHAMPTON
Tel. 0902 25304

CBM 64 SELLERS

	Cass	Disc		2.99
ACTION FIGHTER	6.99	9.99	ADVANCED PINBALL	2.99
A.P.B.	6.99	9.99	AIRWOLF 2	1.99
ALTERED BEAST	6.99	9.99	ANKH	1.99
BALLISTIX	6.99	8.99	ARCADE FLIGHT SIM	2.99
BATMAN THE MOVIE	6.99	9.99	ARMY MOVES	2.99
BATTLE CHESS	N/A	9.99	BARBARIAN	2.99
BEACH VOLLEY	6.99	9.99	BARRY McGUIGANS BOXING	2.99
BLACK MAGIC	6.99	9.99	BARD'S TALE	2.99
BLOODWYCH	6.50	8.99	BEACH HEAD	1.99
BOMBER	6.99	9.99	BEACH HEAD 2	2.99
BRIAN CLOUGH'S	6.99	9.99	BMX SIM 1 OR 2	2.99
FOOTBALL FORTUNES			BMX FREESTYLE	2.99
BUSHIDO	6.99	9.99	BOMB JACK 1 OR 2	1.99
CABAL	6.99	9.99	BOMBUZAL	2.99
CARRIER COMMAND	6.99	9.99	BOUDERDASH 1 OR 2	2.99
CHAMPIONSHIP GOLF	6.99	N/A	BRUCE LEE	1.99
CONTINENTAL CIRCUS	6.99	9.99	COMMANDO	2.99
CRICKET MASTER	6.99	N/A	CRAZY CARS	2.99
CURSE OF AZURE BONDS	N/A	16.99	CRICKET INTERNATIONAL	1.99
DRAGON NINJA	6.99	9.99	CRYSTAL CASTLES	2.99
DRAGON SPIRIT	6.99	8.99	CYBERNOID	2.99
DYNAMITE DUX	6.99	9.99	DALEY THOMPSON'S	2.99
EMLYN HUGHES SOCCER	6.99	8.99	DECATHLON	
FIRST STRIKE	6.99	8.99	DANDY	2.99
FOOTBALL DIRECTOR	6.99	n/a	DEEP STRIKE	1.99
FOOTBALL MANAGER 2	6.99	9.99	DESOLATOR	2.99
FOOTBALL MANAGER 2	5.99	6.99	DIE ALIEN SLIME	2.99
EXP. KIT			DIZZY	2.99
FORGOTTEN WORLDS	6.99	9.99	DIZZY DICE	1.99
FOUR SOCCER SIM	6.99	9.99	THE DOUBLE	2.99
FUN SCHOOL 2 (6-8)	6.99	9.99	EAGLES NEST	1.99
GRAHAM GOOCH ALL	6.99	n/a	EMPIRE STRIKES BACK	2.99
STAR CRICKET			ENDURO RACER	2.99
GRIMBLOOD	6.99	9.99	ENDZONE	1.99
HEROES OF THE LANCE	6.99	9.99	EUROPEAN 2	1.99
HOSTAGES	6.99	9.99	EXOLON	1.99
INDIANA JONES LAST	6.99	9.99	F.A. CUP	1.99
CRUSADE			FIFTH GEAR	1.99
IVANHOE	6.99	9.99	FIFTH 2	2.99
KAYDEN GARTH	6.99	9.99	FIRETRACK	2.99
KENNY DALGLISH	6.99	N/A	FIRST PAST THE POST	2.99
KICK OFF	6.99	N/A	FLINTSTONES	2.99
LAZER SQUAD	6.99	9.99	FOOTBALL FRENZY	1.99
LICENSED TO KILL	6.99	9.99	FOOTBALL MANAGER	2.99
LIVERPOOL	6.99	9.99	FOOTBALLER OF THE YEAR	2.99
MICROPROSE SOCCER	9.99	13.99	FRANK BRUNO	1.99
NEW ZEALAND STORY	6.99	9.99	FRANKENSTEIN JNR	2.99
PASSING SHOT	6.50	8.99	FRUIT MACHINE SIM	2.99
PAUL GASCOIGNE SUPER	6.99	9.99	GAME OVER	2.99
SOCCER			GAUNTLET 1 OR 2	2.99
QIX	6.99	9.99	GRAHAM GOOCH	1.99
QUARTERBACK	6.99	9.99	GHOSTBUSTERS	1.99
R-TYPE	6.99	9.99	GO FOR GOLD	1.99
RAINBOW WARRIOR	6.99	9.99	GRAND MASTER CHESS	1.99
RED STORM RISING	9.99	13.99	GRAND PRIZ SIM	2.99
RICK DANGEROUS	6.99	9.99	GREEN BERET	2.99
RINGSIDE	N/A	9.99	GREG LOSES HIS CLOCK	2.99
ROBOCOP	6.99	9.99	GUNFIGHTER	1.99
ROCKET RANGER	N/A	13.99	HARDBALL	2.99
RUN THE GAUNTLET	6.99	9.99	HEAVY METAL PARADROID	2.99
RUNNING MAN	6.99	9.99	HOLLYWOOD POKER	1.99
RED HEAT	6.99	9.99	HUNTERS MOON	2.99
ROCK STAR	6.99	9.99	IMHOTER	0.99
SAINT AND GREAVSIE	6.99	9.99	IMPOSSIBLE MISSION	1.99
SHINOBI	6.99	9.99	INTERNATIONAL RUGBY SIM	2.99
SPEEDBALL	6.50	8.99	JACK THE NIPPER 1 OR 2	2.99
STARWARS TRILOGY	8.99	13.99	JOE BLADE 1 OR 2	1.99
STEALTH FIGHTER	9.99	13.99	KIKSTART 2	1.99
STRIDER	6.99	9.99	KNIGHT GAMES	2.99
STUNT CAR	9.99	16.99	KNIGHTMARE	2.99
SUPERWONDERBOY	6.99	9.99	LEADERBOARD	2.99
TIMES OF LORE	6.99	8.99	LEAGUE CHALLENGE	2.99
TRACKSUIT MANAGER	6.99	n/a	LEVIATHAN	2.99
TREBLE CHAMPIONS	6.99	n/a	LIVING DAYLIGHTS	2.99
VIGILANTE	6.99	9.99	MANIAX	1.99
WEIRD DREAMS	6.99	9.99	MASTERS OF THE UNIVERSE	2.99
WICKED	6.99	9.99	(FILM)	
			MATCH POINT	2.99
			MIG 29 SOVIET FIGHTER	2.99
			MINI OFFICE	2.99
			MISSION ELEVATOR	2.99
			MONTY ON THE RUN	2.99
			MOTO CROSS SIM	2.99
			MOVING TARGET	2.99
			NETHERWORLD	2.99
			NIGHT RACER	1.99
			NINJA COMMANDO	2.99

COMMODORE CASSETTE

180	2.99
1942	2.99
720°	2.99
ACE 1 OR 2	2.99
ACE OF ACES	2.99
ACTION FORCE	2.99
ADVANCED BASKETBALL SIM	2.99

ON THE BENCH	1.99
PEPSI MAD MIX	1.99
PETER SHILTON	2.99
PITSTOP 2	2.99
PLANET 10	2.99
POSTMAN PAT	2.99
POWERBOAT SIM	2.99
POWERPLAY	1.99
POWER STRUGGLE	2.99
PREMIER 2 FOOTBALL	1.99
PRO SNOOKER	2.99
PRO TENNIS SIM	2.99
RALLY	1.99
RALLY CROSS SIM	2.99
RAMBO	2.99
ROADRUNNER	1.99
ROLLING THUNDER	2.99
RYGAR	2.99
SABOTEUR 1 OR 2	1.99
SAM FOX	1.99
SCOOBY DOO	1.99
SENTINEL	1.99
SIGMA 7	1.99
SKATE CRAZY	1.99
SKOOL DAZE	1.99
SOCCER BOSS	2.99
SOCCER Q	2.99
SHANGHAI KARATE	1.99
SOLOMON'S KEY	2.99
SPACE ACADEMY	2.99
SPINDIZZY	2.99
SPITFIRE 40	2.99
SPORT OF KINGS	2.99
SPYHUNTER	2.99
STARGLIDER	2.99
STEVE DAVIS SNOOKER	1.99
STREET FIGHTER	2.99
STREET CRED FOOTBALL	2.99
STREET HASSLES	2.99
SUMMER GAMES	2.99
SUPER CUP FOOTBALL	2.99
SUPERCYCLE	2.99
SUPER DRAGON SLAYER	2.99
SUPER NUDGE 2000	1.99
SYSTEM 8	2.99
TASK FORCE	1.99
TETRIS	2.99
THEATRE EUROPE	2.99
THUNDERBLADE	2.99
THUNDERCATS	2.99
TIGERS IN THE SNOW	2.99
TOM CAT	1.99
TOP GUN	2.99
TRANSFORMERS	2.99
TRANTOR	2.99
TRAPDOOR 1 OR 2	1.99
TRAZ	2.99
TREASURE ISLAND DIZZY	2.99
TURBO ESPRIT	1.99
TURF FORM	2.99
URIDIUM	2.99
WAR MACHINE	2.99
WAY OF THE EXPLODING FIST	1.99
WAY OF THE TIGER	2.99
WEREWOLF OF LONDON	1.99
WHO DARES WINS 2	1.99
WIZARD WARZ	2.99
WIZBALL	2.99
WOLFGAN	2.99
WORLD GAMES	2.99
WORLD SERIES BASEBALL	2.99
X-TERMINATOR	1.99
YIE AR KUNG FU	2.99
YOGI BEAR	1.99
ZAMZARA	2.99
ZYNAPS	1.99

COMMODORE SPECIALS

19 BOOT CAMP	2.99
3-D GLOOPER	0.99
AROUND THE WORLD IN 80 DAYS	1.99
BIONIC COMMANDO	2.99
BOMBUZAL	2.99
BURGERCHASE	0.99
CAPTAIN BLOOD	2.99
COSMIC CAUSEWAY	1.99
CHOLO	1.99

CHAIN REACTION	1.99
CHESSMASTER 2000	2.99
DEACTIVATORS	1.99
DEFENDER OF THE CROWN	2.99
FLUNKY	1.99
HACKER 2	1.99
HEARTLAND	1.99
HI FRONTIER	1.99
HUNCHBACK 2	2.99
IO	1.99
KAKTUS	1.99
KAMIKAZE	2.99
KONG STRIKES BACK	1.99
L.E.D. STORM	2.99
MEGA APOCALYPSE	1.99
MARAUDER	1.99
MAGNETRON	1.99
MINI GOLF	2.99
MUNCHER (T. WRECKS)	2.99
NIGHTSHADE	1.99
PSI WARRIOR	1.99
PSYCHO SOLDIER	2.99
QUINX	0.99
RANAMARA	1.99
SEA WORLD	2.99
SIDEARMS	2.99
SIDEWIZE	1.99
SPACE HARRIER	2.99
SPEEDKING	1.99
SCARY MONSTERS	1.99
STIFFLIP AND CO	1.99
TIGER ROAD	2.99
TOY BIZARRE	1.99
THE FURY	2.99
THANATOS	1.99
VAMPIRES EMPIRE	1.99
CHUCKIE EGG 1 OR 2	3.99
BIG SLEAZE	1.99
GUADALCANAL	1.99
ROGUE TROOPER	1.99
GHOSTS AND GOBLINS & BOMB JACK 2	2.99
BEST OF ELITE (COMMANDO, BOMB JACK AIRWOLF & FRANK BRUNO)	3.99
BEST OF ELITE VOL 2 (PAPERBOY, GHOSTS AND GOBLINS, BOMB JACK 2 & BATTLESHIPS)	3.99
SHOOT OUT	2.99
HELLFIRE ATTACK	2.99

16-BIT COMPILATIONS

THE STORY SO FAR VOL 1 (KARI WARRIORS, BUGGY BOY, BEYOND THE ICE PALACE & BATTLESHIPS)	13.99
THE STORY SO FAR VOL 3 (SPACE HARRIER, LIVE AND LET DIE, BOMB JACK & THUNDERCATS)	13.99
PREMIERE COLLECTION (ZYNAPS, EXOLON, NEBULUS & NETHERWORLD)	13.99
PRECIOUS METAL (CAPTAIN BLOOD, XENON 2, CRAZY CARS)	16.99
GIANTS (OUTRUN, GAUNTLET 2, 1943 & STREET FIGHTER)	19.99

8-BIT COMPILATIONS

TAITO COIN OPS (RASTAN, FLYING SHARK, ARKANOID 1 AND 2, SLAPFIGHT)	11.99
BUBBLE BOBBLE, RENEGADE AND LEGEND OF KAGE (Cass 8.99)	
KONAMI ARCADE COLLECTION (JAIL BREAK, GREEN BERET, YIE AR KUNG FU 1 & 2, PING PONG, MIKIE, JACKAL, HYPERSPORTS, NEMESIS AND SHAO-LINS ROAD (Cass 6.99))	11.99
SPECIAL ACTION DRILLER, CAPTAIN BLOOD, THE VINDICATOR, DALEY THOMPSON'S OLYMPIC CHALLENGE AND S.D.I. (Cass 8.99)	11.99
WE ARE THE CHAMPIONS SUPERPRINT, RENEGADE, RAMPAGE, I K + & BARBARIAN (Cass 6.99)	11.99
IN CROWD (KARNOV, GRYZOR, BARBARIAN, CARZY CARS, PREDATOR, COMBAT SCHOOL, PLATOON AND TARGET RENEGADE (Cass 9.99))	11.99
SUPREME CHALLENGE SOCCER SPECTACULAR (PETER BEARDSLEY'S INT. FOOTBALL, SOCCER SUPREMO, FOOTBALL MANAGER, WORLD CHAMPIONS AND PETER SHILTON'S HANDBALL MARADONA (Cass 8.99))	9.99
FIST'S AND THROTTLES (BUGSY BOY, DRAGON'S LAIR, WARRIORS, THUNDERCATS AND ENDURO RACER (Cass 8.99))	9.99
SUPREME CHALLENGE ELITE, STARGLIDER, ACE 2, SENTINEL AND TETRIS (Cass 5.50)	
GAME SET AND MATCH 2 (MATCH DAY 2, SUPERBOWL, WINTER OLYMPIAD, NICK FALDO, CHAMPIONSHIP SPRINT, TRACK AND FIELD, STEVE DAVIS SNOOKER & SUPER HANG ON (Cass 8.99))	11.99
SOCCER SQUAD (FOOTBALLER OF THE YEAR, GARY LINEKERS SUPERSTAR SOCCER, GARY LINEKERS SUPERSKILLS AND ROY OF THE ROVERS (Cass 6.99))	11.99
KARATE ACE (WAY OF THE EXPLODING FIST, BRUCE LEE, KUNG FU MASTER, AVENGER, SAMURAI TRILOGY, UCHI MATA & WAY OF THE TIGER (Cass 5.50))	11.99
FLIGHT ACE (AIR TRAFFIC CONTROL, ACE, SPITFIRE 40, STRIKE FORCE HARRIER, TOMAHAWK & A.T.F. (Cass 5.50))	11.99
SPACE ACE (XEVIOUS, TRANTOR, ZYNAPO, EXOLON, NORTHSTAR, CYBERNOID & VENUM STRIKES BACK (Cass 5.50))	11.99
MEGA GAMES (NORTH STAR, CYBERNOID, DEFLECTOR, TRIAXOS, BLOOD BROTHERS, MASK 2, COSMIC CAUSEWAY, HERCULES, MASTERS OF THE UNIVERSE AND BLOOD VALLEY (Cass 5.50))	11.99
TEN GREAT GAMES VOL 3 (TENTH FRAME, ALLEY KAT, LAST MISSION, FIRELORD, RANARAMA, FIGHTER PILOT, LEADERBOARD, IRIDIS ALPHA, EAGLES AND REBOUNDER (Cass 5.50))	11.99
SUMMERTIME SPECIAL (WORLD CLASS LEADERBOARD, SOLOMON'S KEY, BRAVESTARR, CAPTAIN AMERICA, TRANTOR & RYGAR (Cass 5.50))	11.99
WINNERS (THUNDERBLADE, IMP. MISSION 2, INDIANA JONES, L.E.D. STORM & BLASTEROIDS (Cass 9.99))	11.99
100% DYNAMITE (AFTERBURNER, LAST NINJA 2, WEC LE MANS & DOUBLE DRAGON (Cass 9.99))	11.99
DARK FORCE (R-TYPE, LAST NINJA 2 ETC (Cass 9.99))	11.99

PLAY TO WIN 64 POKES

BATMAN

On level 2 of the cassette version, if you lose all your lives, instead of rewinding back to the start of side two leave the tape running on side one and you'll be able to play the final level with infinite Batmen!

5 IFC <> 3050 THEN PRINT
"DATA ERROR!": END
6 PRINT "SAVE LISTING FOR
FUTURE USE."
7 PRINT: PRINT "SYS 352 TO
START."
10 DATA 20, 56, F5, A9, 70,

8D, F0, 03, A9, 01
11 DATA 8D, F5, 03, 4C, A7,
02, A9, 4C, 8D, 54
12 DATA 03, A9, 82, 8D, 55,
03, A9, 01, 8D, 56
13 DATA 03, 4C, 00, 08, A9,
92, 8D, 57, 01, A9

14 DATA 01, 8D, 58, 01, AC,
20, D0, 4C, 59, 03
15 DATA A9, AD, 8D, 17, 13,
8D, D9, 13, 8D, DB
16 DATA 12, 4C, 00, 04, (C),
1989, IS, TJ, 00
Tim & Ian Fraser.

PHOBIA

A rather testing game which has proven difficult for a lot of people, so here's a handy reset poke.

Reset the Machine
Poke 5390,189 (return)
SYS 2172 (return)

And that should give you infinite lives.

LICENCE TO KILL

Yet another reset set of pokes but still damned useful. Reset the machine and type:

Poke 8448,173 (return)
Poke 14730,173 (return)
Poke 33056,173
Poke 11565,173
Poke 15185,173
Poke 13591,173
SYS 32768
Reset the Machine

BATMAN

Type in the listing, Run it, and follow the on screen instructions for infinite lives, energy and time.

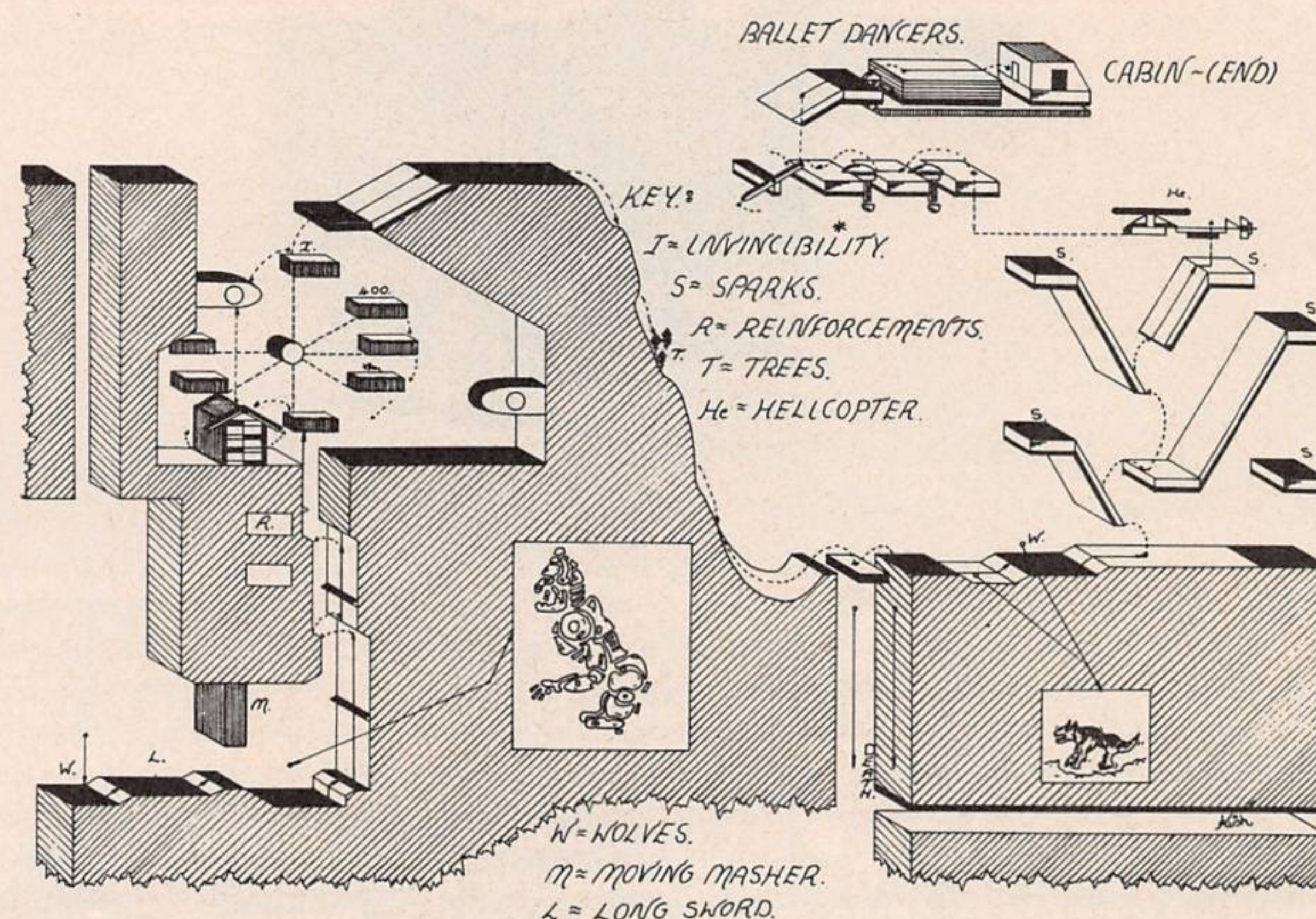
```
0 PRINTCHR$(147)
1 FOR I = 352 TO 415:
  READA$
2 L = ASC (LEFT$(A$,1)):
  L=L-55: IFL <5 THEN
  L=L+7
3 R = ASC (RIGHT$(A$,1)):
  R=R-55: IFR<5 THEN
  R=R+7
4 V=(L*16)+R: C=C+V:
POKE I,V: NEXT
```


SECOND MAPPER WANTED

Can you produce artwork to the standard shown here?
Can you crack any game and produce legible maps?
Can you do all of this quickly, efficiently and professionally?

If the answer to all of these questions is yes, and if you own an Amiga AND a 64 with BOTH disk and cassette drives then we would like to hear from you. We will pay well for your work and you could have the enviable role of adding to the best games tips section around.

Apply in writing, with examples of your work, to CU Mappers, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.





Gainstar give you the chance to become your own boss and rule England. If you can dispose of your rivals that is . . . Mark Patterson added a string to his bow and came up with these tips.

KINGDOMS of ENGLAND

When you start the game it doesn't matter which flag you choose as the kingdoms are placed at random locations on the map. If you find yourself placed in northern England or Scotland it's wise to restart the game. The ideal location is in the southwest around Cornwall or Devon, or in

the southeast around Kent and Essex. The purpose behind this relates to the higher taxation brackets imposed on the richer southerly counties, helping you to get a richer start.

The early turns are nothing more than a mass scramble for land; you're not in much danger of

being attacked here as nobody has a sufficiently strong army. The best strategy is to call up solitary foot soldiers and move them into unoccupied neighbouring territories. Spend the remaining money on building up the castle army.

After a while your land

will be besieged by your opponents. Don't overreact and send out a complete campaign army. Instead, concentrate on defending your castle and building up your army there. Create groups of one or two soldiers and use them to conquer unoccupied territory. After a

PLAY TOWNS

while, things start to slow down as the various kingdoms are formed and large scale battles ensue. While this is going on send scout groups consisting of twenty footsoldiers, ten bowmen, ten crossbowmen and a couple of knights and try to secure a piece of Britain which is easy to defend, the best examples being Cornwall and Wales.

When you have enough money, create several campaign armies of between seventy-five and a hundred troops using large groupings of knights and foot soldiers. Try to create as straight a border as possible as this makes it easier to keep track of enemy invasion forces. And always try to gauge the size of the force you're attacking — it could prove very costly if your biggest army is massacred.

If your kingdom is invaded the only way you're going to be able to stop this

is outright victory — the computer doesn't believe in surrendering. Wait a turn until the coffers are full again then add lots of soldiers, bowmen and knights to your castle army. Mobilise the whole unit and attack the enemy. When you've won, split your castle army into two or three subsidiary forces and push north with them. Each turn, split half your money between your castle army and the rest of your forces. Send out the newly-formed campaign army to join up with one of the others.

Concentrate on occupying all of England and Wales. It sounds like a major task; but as soon as the computer is hit with overwhelming odds it tends to turn its attention to the opposite direction. When only Scotland is left establish a castle in every other territory on the Scottish border. They only need to

be thirty or forty points strong. Fill them with your remaining armies. By now you should be making a fair amount of gold, so take it in turns to top up the armies in each castle.

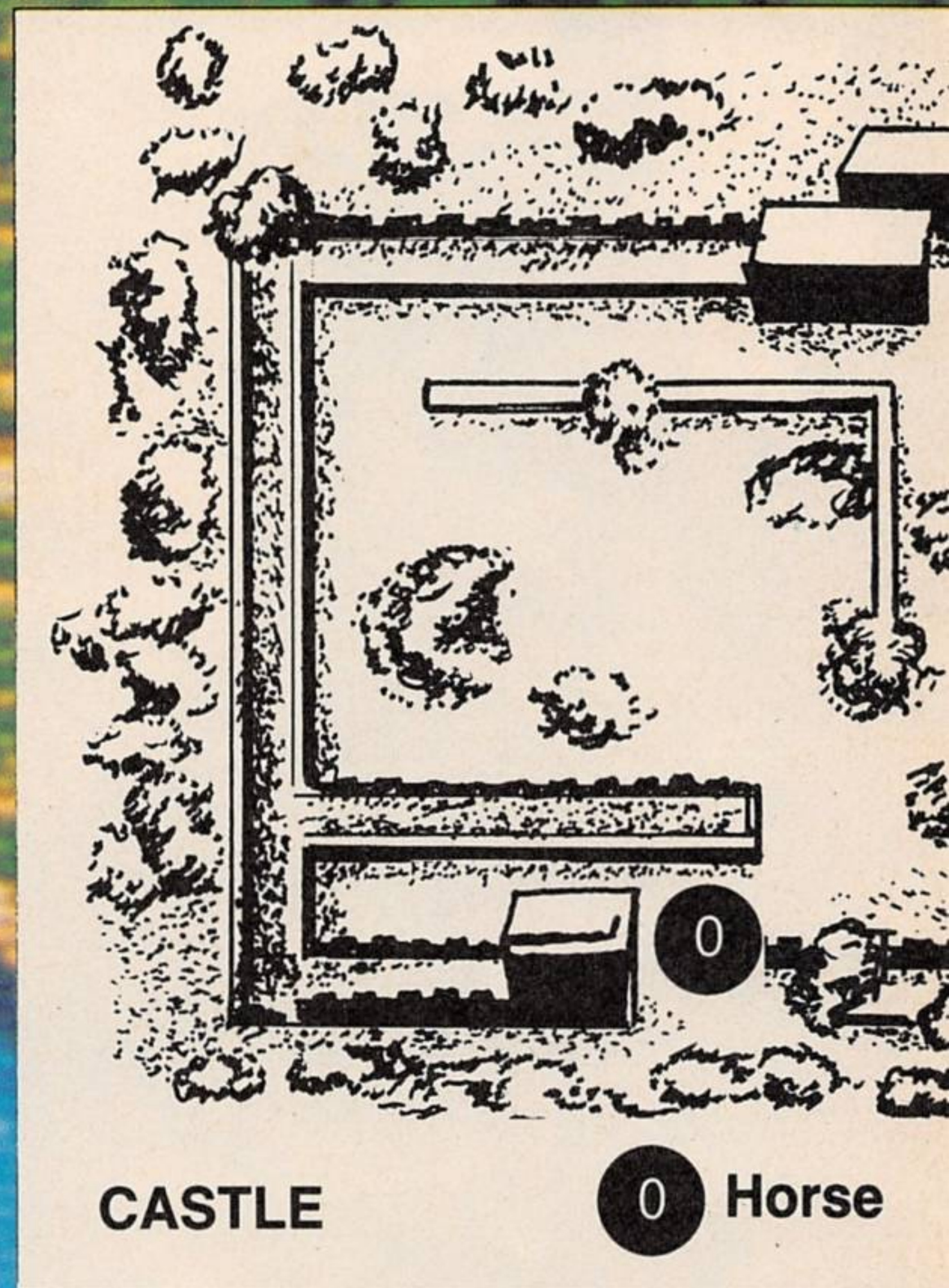
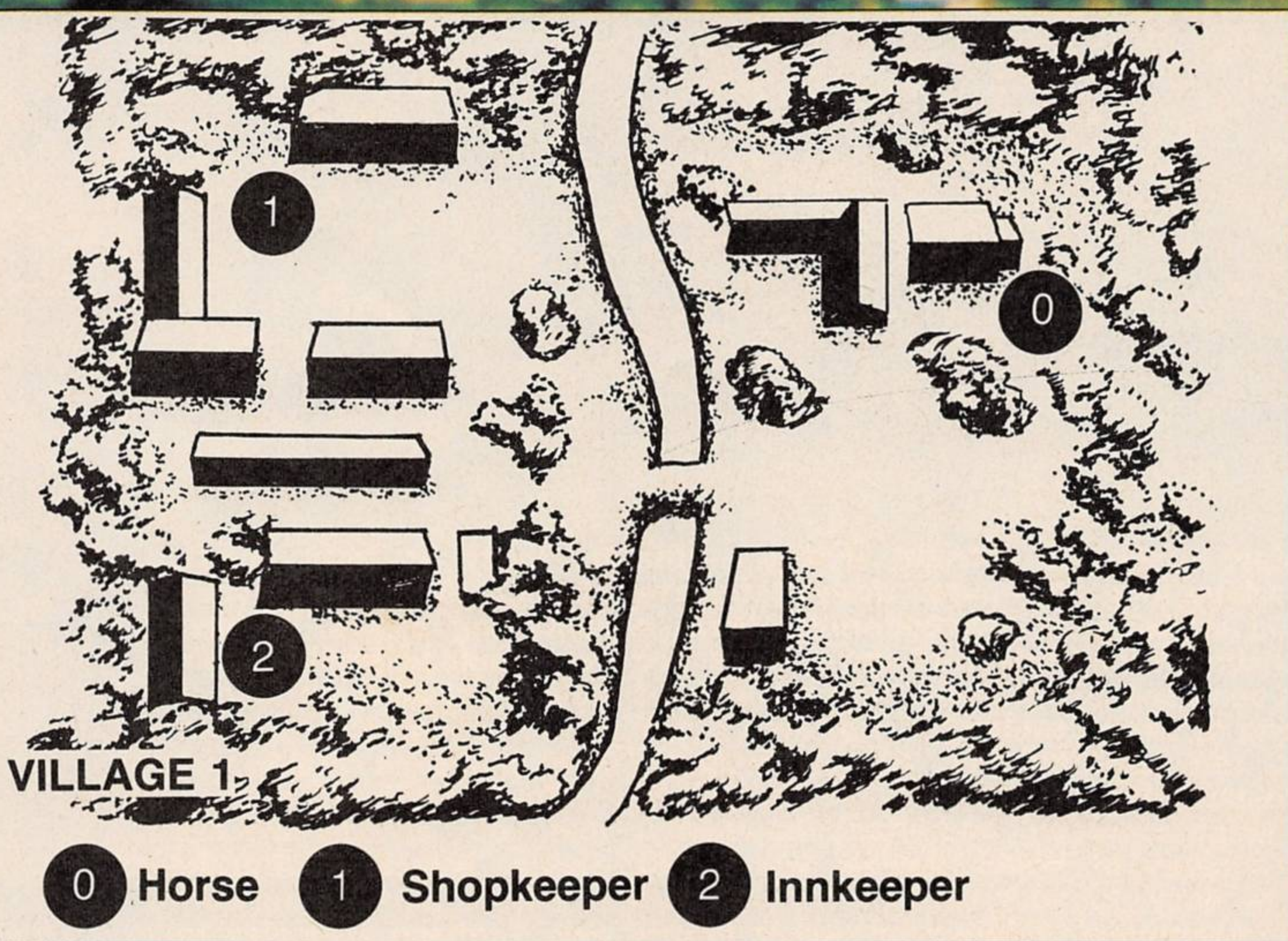
When you're satisfied that your armies are big enough launch a full scale onslaught north of the border. Scotland struggles to raise taxes, so conquering its small armies shouldn't prove too difficult.

ARCHERY

Although winning or losing the archery doesn't seem to affect the game, it is nice to get one up on the opposition. The basic technique is simple. Wait until the wind speed drops and let fly at full power. Depending on how far off your first shot was you should gauge the rest, and by the time the competition comes round again you should be able to hit the target at ninety feet quite easily.

PLAY TO WIN

Our second game with a medieval setting is Ubisoft's *Iron Lord*. Out now on the 64 and soon to be available on the Amiga, the game is nothing short of stunning. Sir Tony of the Dillon strapped on his armour and rode in with the tips.

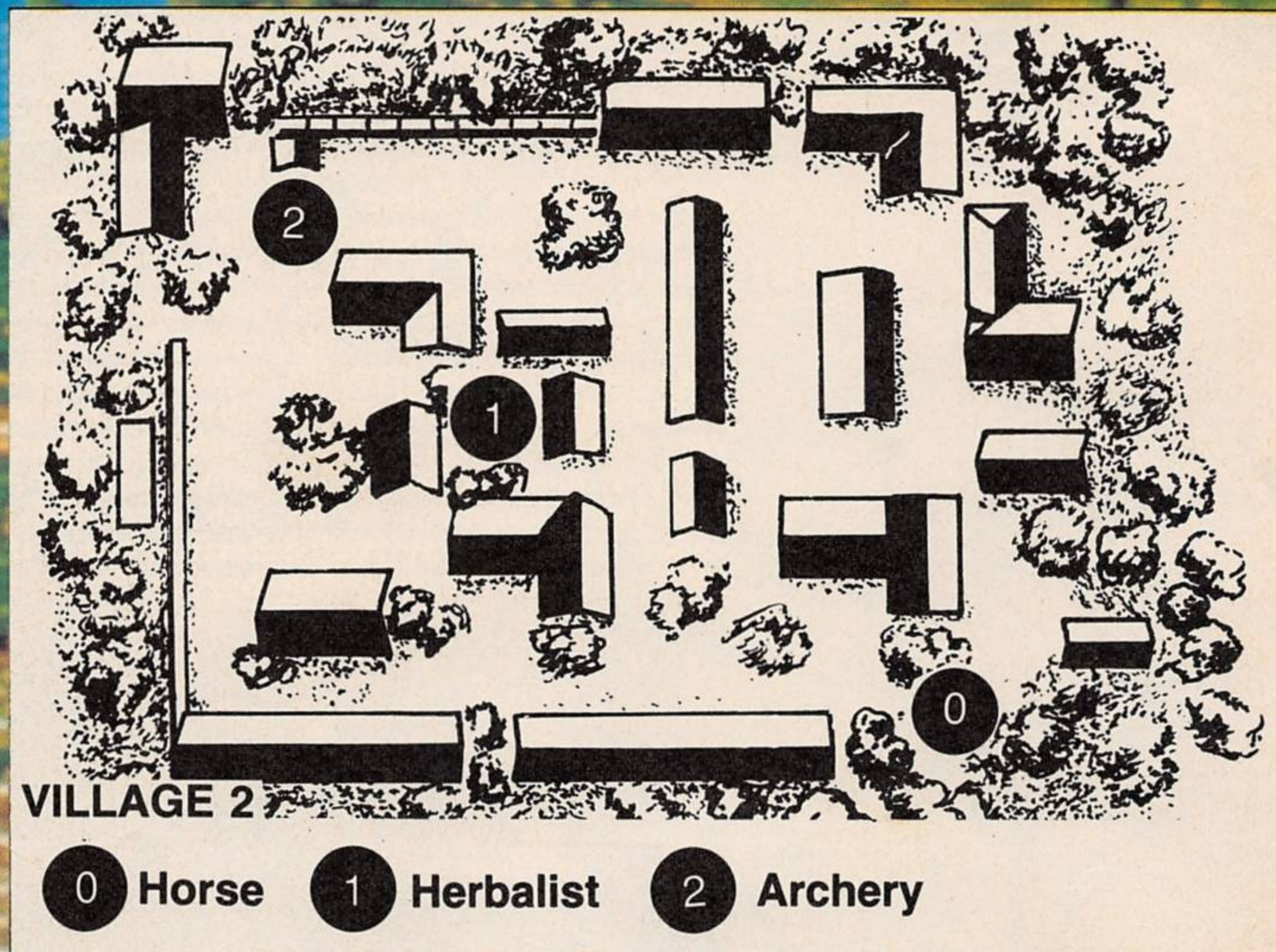


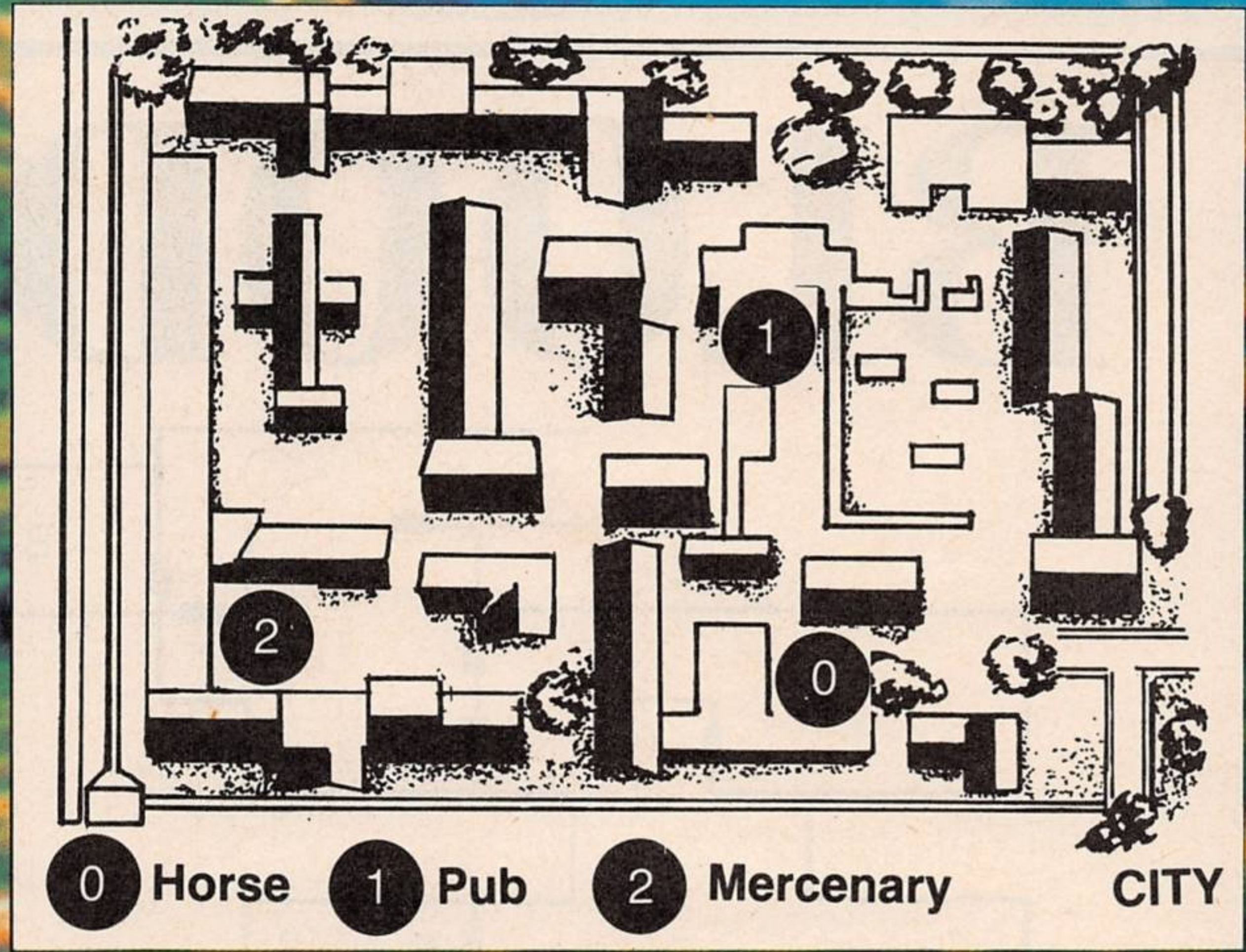
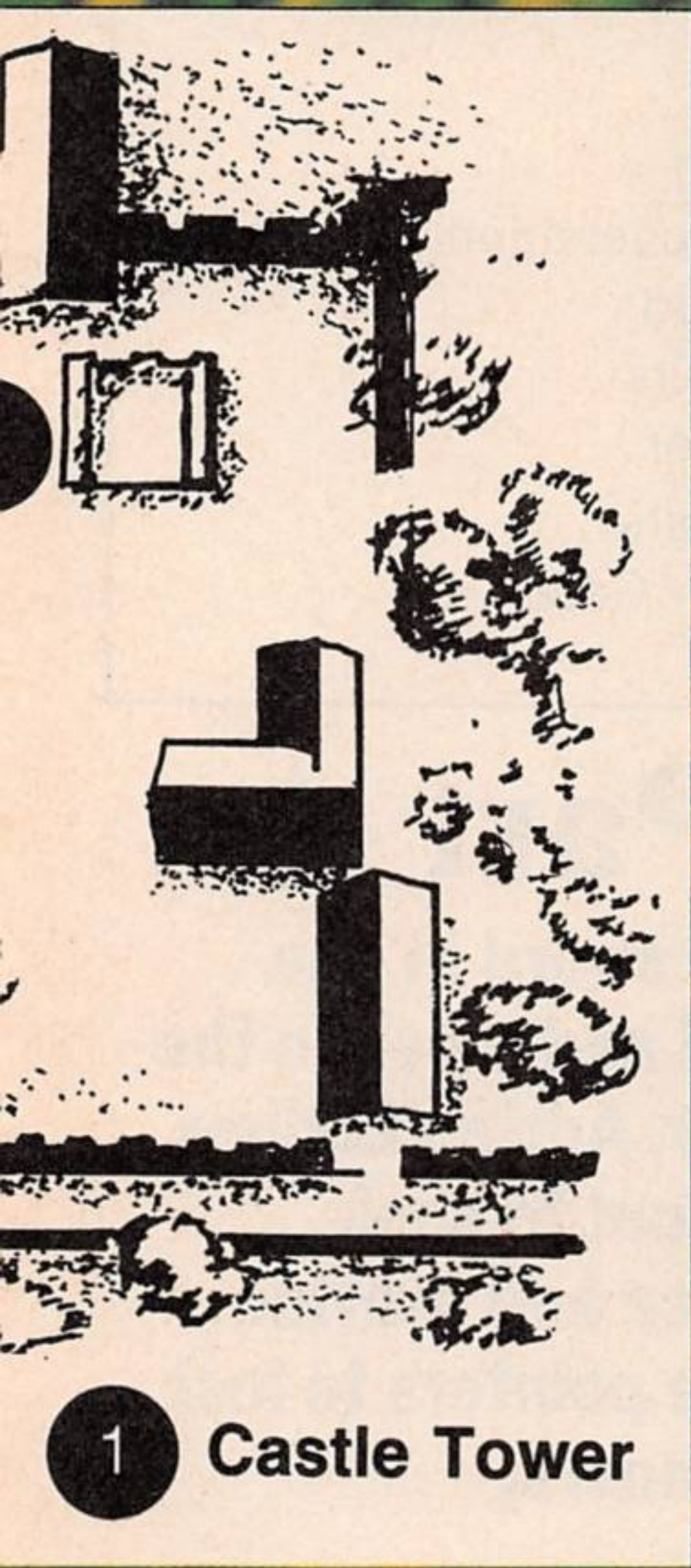
each target, and with practice you'll be able to pinpoint the position of the target within two shots. Firstly, if the target is in the middle ground, and most of the time it will be, then set shot power at around forty. With that sort of power, the wind has

STARTING TIPS

To any new adventurers out there trying to save the land from the clutch of an evil dictator, you might be having a bit of trouble getting started. The main problem is that at the start you don't have any money. The easiest way to get some gold in your pocket is to enter the archery contest. You could try the dice game but that seems to be a make or break affair. For sure-fire cash, the archery is your best bet.

You get five shots at

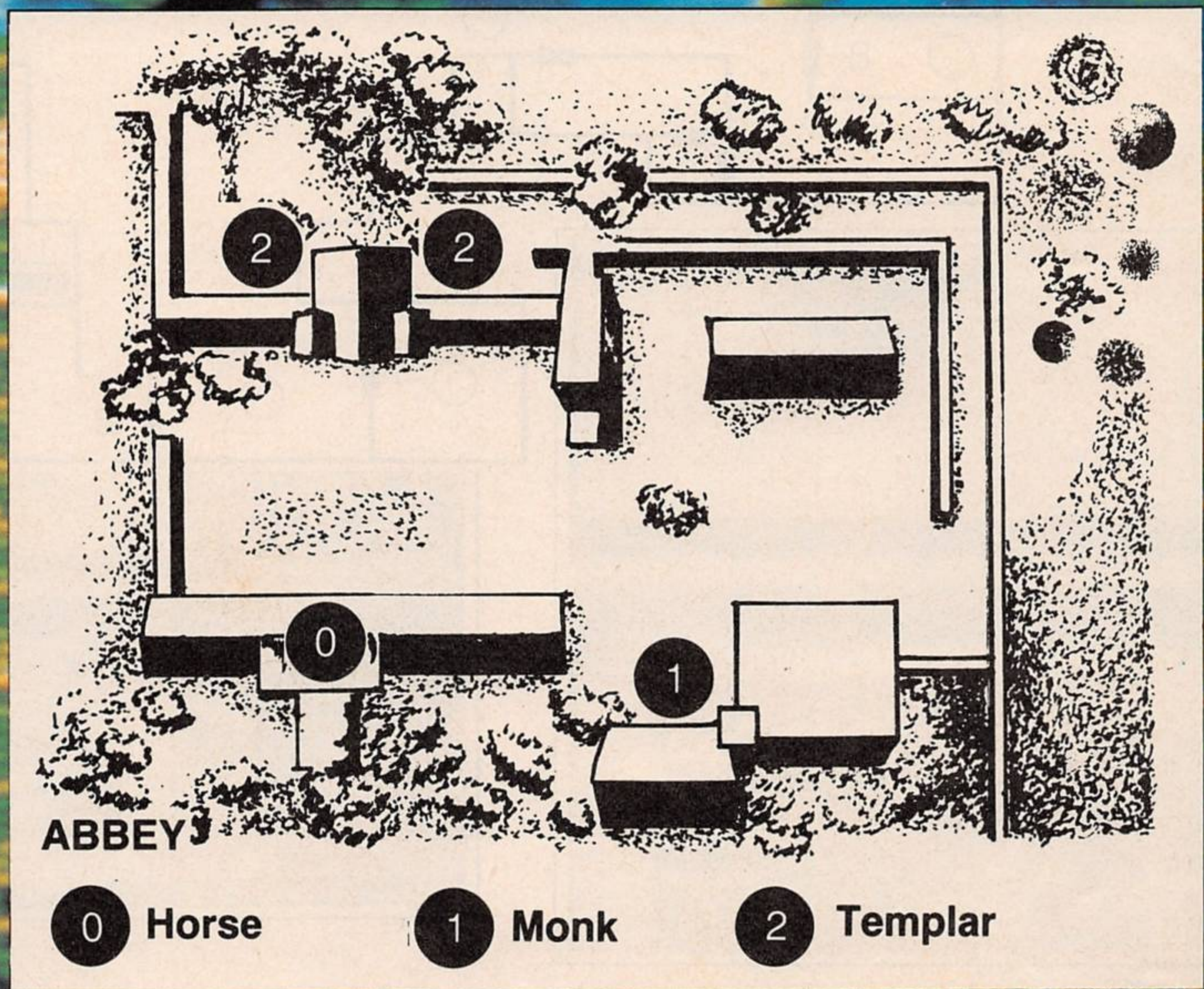




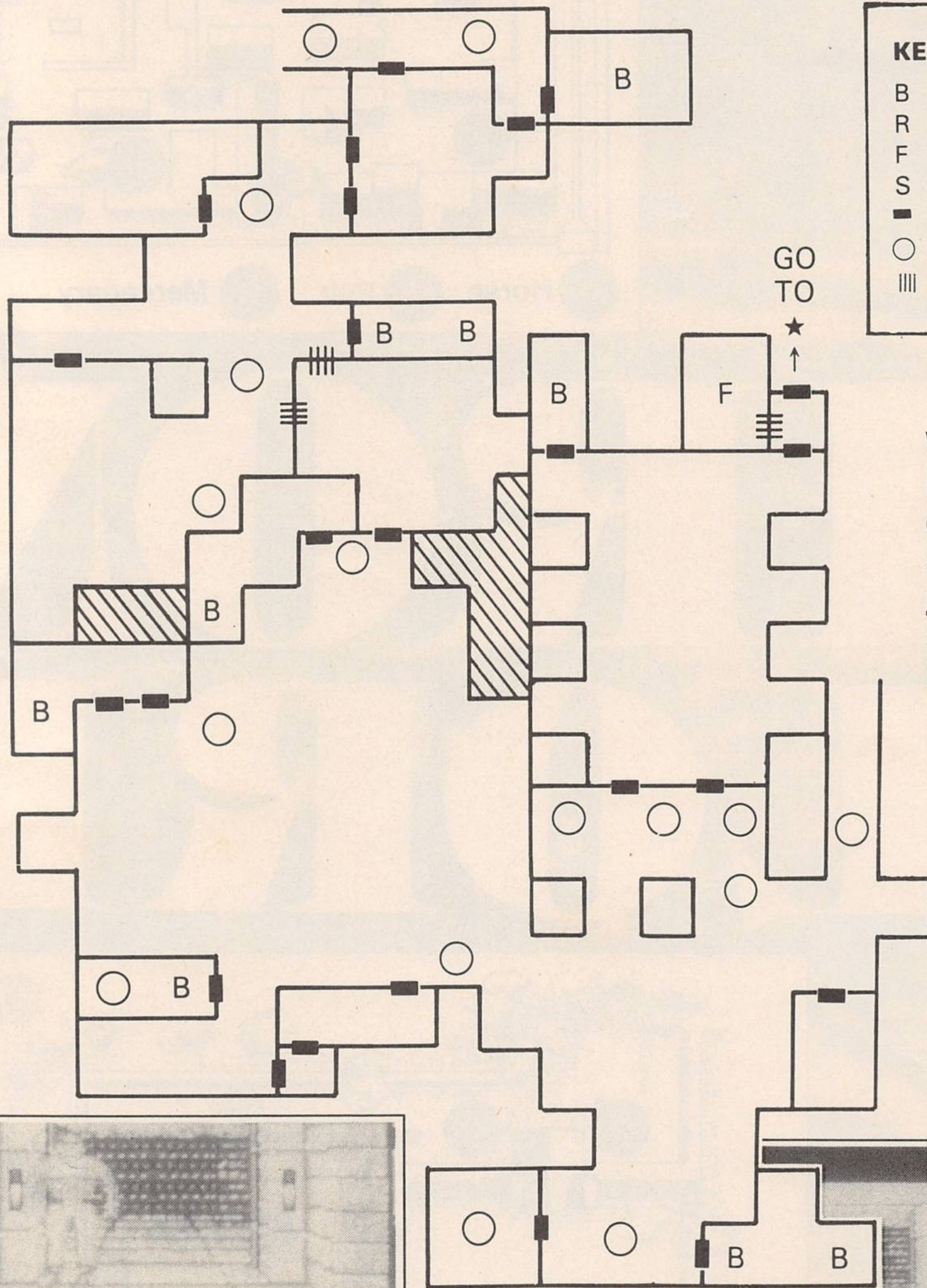
IRON LORD

very little effect. Left or right becomes a simple matter of trial and error. Keep going back to the contest until you've made a few hundred, then search all the locations.

Give money to everyone you meet and more often than not they'll join you, and some will be able to provide decent enough weapons. When you're sure you have enough money, then go back to your father's castle and climb to the top level.



BLOODWYCH

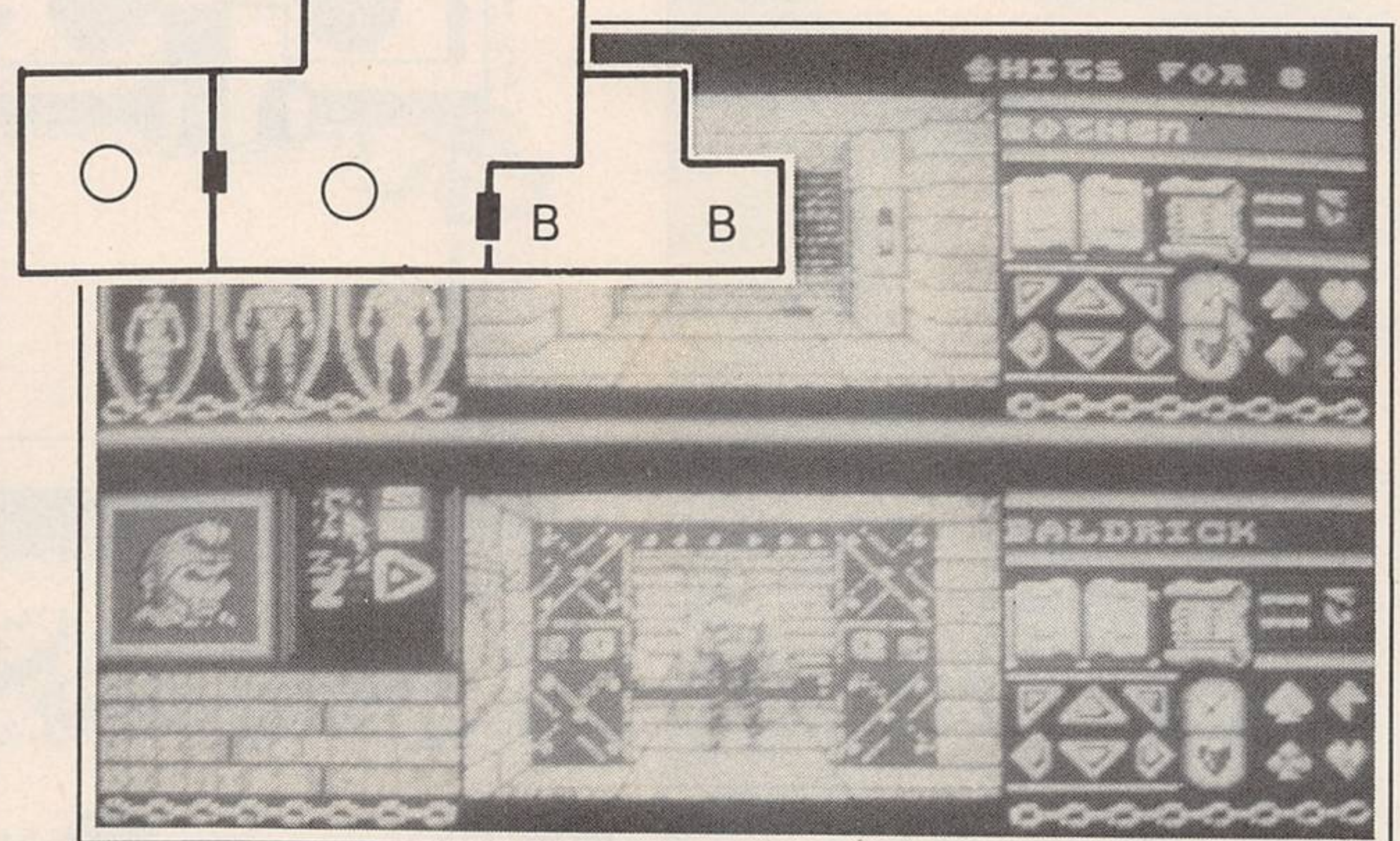
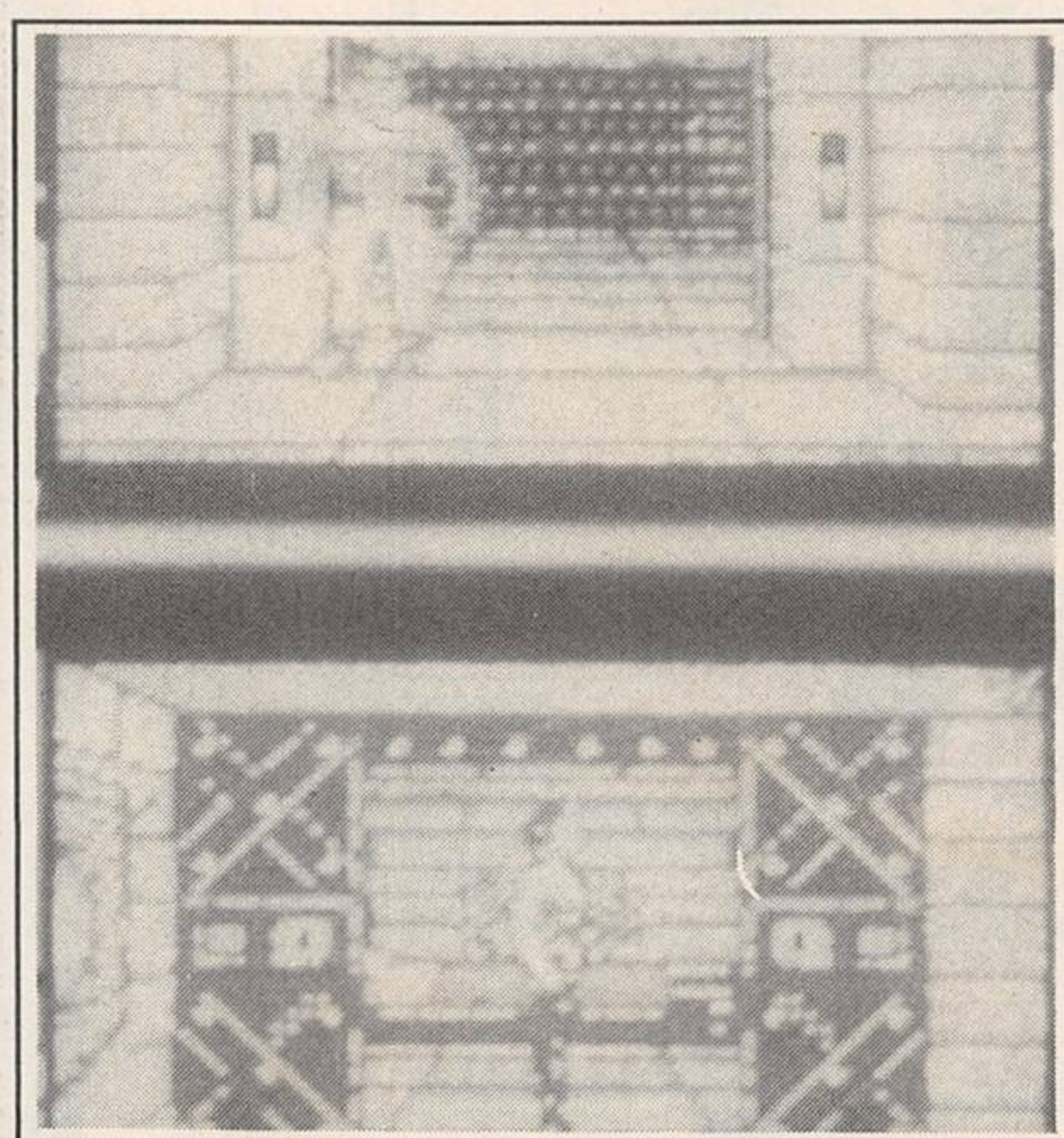


KEY:-

B	Bed
R	Rejuvenation Chamber
F	Food
S	Stairs
■	Door
○	Pillars
	Iron Gate

Part A

With sword in one hand and a pen in the other, Adrian Ludlow sets out to seek justice and provide some pointers to lost beginners.



PLAY TO WIN TIPS

As with most things, getting off to a good start is important, this influences your performance for the rest of the game. It's important to create a strong party and an even stronger main character as early on as possible. Not an easy task.

First sort out the priorities for your character. These should be collecting food and money, with weapons and a starting team coming later. Go around level A recruiting anybody you meet. If

they're not too proficient take all of their equipment then *disband* them. When you have managed to fill your bag, empty it and leave all the equipment by the entrance to dungeon B.

If you do recruit an above average character take him to one of the bedrooms, *disband* him, walk out and lock the door, trapping him inside. Keep repeating this until you have as much equipment as you need.

When you have a number of

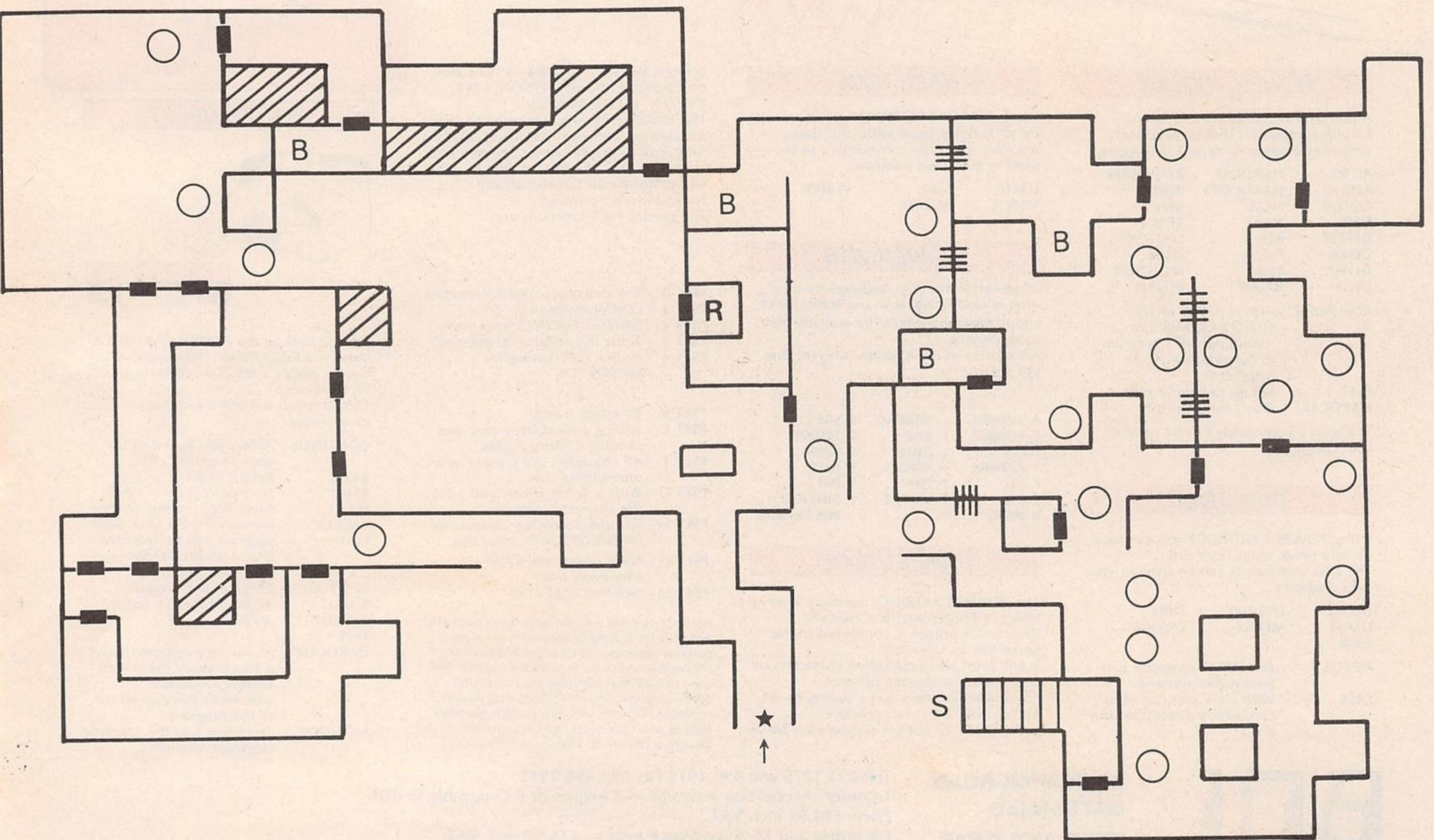
good characters locked in a room go inside and choose the best two spades and the best two clubs. Equip your men as best you can then place the spades at the front of the group and the clubs at the back.

If you find yourself up against a far superior foe during a battle do not be afraid to run. Go straight to a bedroom and lock the door otherwise the monster(s) will follow you in. Once inside, rest and prepare a plan of

action. There's every chance that the monster will have left, but it's better to be safe than sorry.

Apart from all the puzzle solving and combat, one other hazard faces your party — getting stuck behind objects. Owing to the perspective view of the characters it's very easy to get confused. The best solution if this happens is to back track five or six moves or refer to the map to work out which direction you should be facing.

Part B



...it's dynamite!

POWER CARTRIDGE

FOR YOUR COMMODORE

64/128

SO MUCH FOR SO LITTLE

- * POWER TOOLKIT
- * POWER MONITOR
- * TAPE & DISK TURBO
- * PRINTERTOOL
- * POWER RESET
- * TOTAL BACKUP

TRIED AND TESTED
— OVER 100,000 SOLD IN EUROPE

AVAILABLE FROM ALL GOOD COMPUTER RETAILERS

TRADE AND EXPORT ENQUIRIES WELCOME

YOU WILL WONDER HOW YOU EVER MANAGED WITHOUT IT

16 K OUTSIDE operating system



POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

AUTO	HARDCAT	RENUMBER
AUDIO	HARDCOPY	REPEAT
COLOR	HEX\$	SAFE
DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.

PSET : Set up of printer type.
HARDCAT : Prints out Directory.

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk. The Disk commands can be used in your own programs.

DLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : Two BASIC programs can be merged into one.
DISK : With DISK you can send commands directly to your disk.

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming. Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-	L LOAD	V VERIFY
ASSEMBLE	M MEMORY	W WALK
F FILL	P PRINT	X EXIT
G GO	R REGISTER	\$ DIRECTORY
H HUNT		DOS Commands

PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port. It will print all Commodore characters on Epson and compatible printers. The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial

printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc). The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing. The printer PSET functions are:

PSET 0 - Self detection Serial/Centronics.
PSET 1 - EPSON mode only.
PSET 2 - SMITH-CORONA mode only.
PSET 3 - Turns the printing 90 degrees!!
PSET 4 - HARDCOPY setting for MPS802/1526.

PSET B - Bit-image mode.
PSET C - Setting Lower/Upper case and sending Control Codes.
PSET T - All characters are printed in an unmodified state.
PSET U - Runs a Serial printer and leaves the User-port available.
PSET Sx - Sets the Secondary address for HARDCOPY with Serial Bus.
PSET L1 - Adds a line-feed, CHR\$(10), after every line.
PSET L0 - Switches PSET L1 off.

Bitcon Devices Ltd does not authorise or purport to authorise the making by any means or for any purpose whatsoever of copies or adaptations of copyright works or other protected material, and users of the Power Cartridge must obtain the necessary prior consent for the making of such copies or adaptations from all copyright and other right owners concerned. See UK Copyright, Designs & Patents Act 1988.

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.

This function will work with any programme.

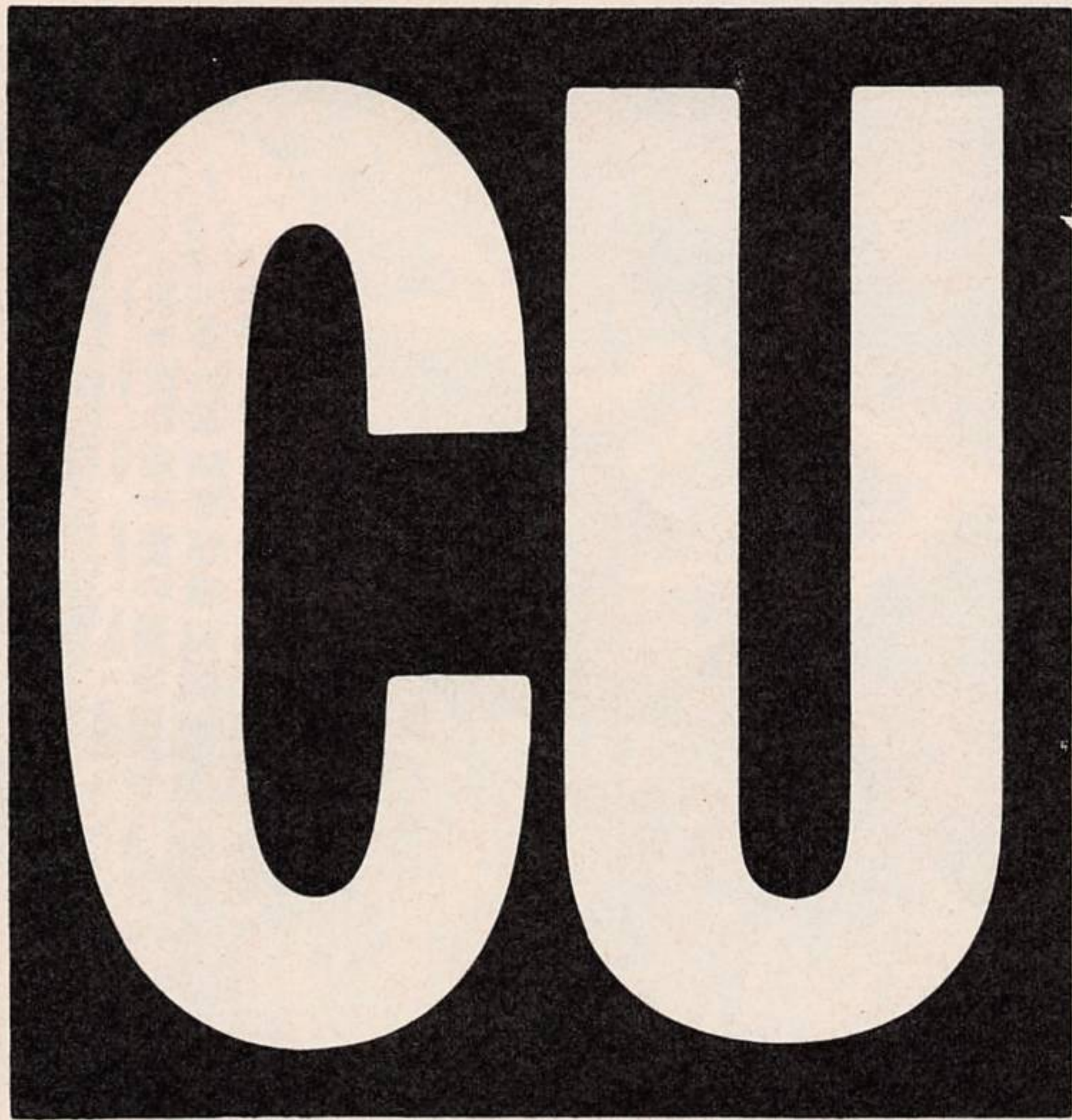
- CONTINUE** - Allows you to return to your program.
- BASIC** - Return to BASIC.
- RESET** - Normal RESET.
- TOTAL BACKUP DISK** - Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.
- RESET ALL TOTAL BACKUP TAPE** - RESET of any program. As BACKUP DISK but to TAPE.
- HARDCOPY** - At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.
- MONITOR** - Takes you into the Machine language Monitor.

BDL

Bitcon Devices Ltd

88 BEWICK ROAD
GATESHEAD
TYNE AND WEAR
NE8 1RS
ENGLAND

Tel: 091 1975 and 490 1919 Fax 091 490 1918
To order: Access/Visa welcome — Cheques or P/O payable to BDL
Price: £14.99 incl. VAT.
UK orders add £1.20 post/pack total — £16.19 incl. VAT
Europe orders add £2.50. Overseas add £3.50
Scandinavian Mail Order and Trade enquiries to: Bhiab Elektronik, Box 216, Norrtälje 76123, SWEDEN. Tel: ++46 176 18425 Fax: 176 18401



COMPO RESULTS

BIKE COMPO

Three correct answers was all it took to win yourself a Ridgeback mountain bike (capable of warp factor 5) and all the gear to go with it. The first correct card out of the hat came from David Roden from Scotland who stated correctly that the Sugar Loaf Mountain is in Rio De Janeiro, that the freewheel is a sprocket in the back wheel and that a penny farthing was named because the size of its wheels resembles the two coins of the same name.

XYBOTS

It's been a while, but here they are. Way back in the July issue we put a portable black and white watchman plus for hot read walkmen to go to the runners up. The answers were: Transformers are the robots in disguise; the smash robots advertise food and the dummy tests cars. First prize goes to Mr P C Nason from Tadcaster, with the runners up being Mr Richard Hall, Surrey; Mr M Warmington, Crowborough; Martin Appleby, Colne; Tom Saxon, Swindon.

CAMCORDER COMPO

Hey Andrushka! On the glasnost game tonight, comrades, we have a Sanyo VEM-S1 (P) camcorder to give away to . . . Vic Storey from RAF Wegberg in the boppin' funkin' West, who correctly said that the last aristocrat bad guy Tsar was Nicholas II, that Yuri Gagarin was the first glorious cosmonaut in space and those chart topping rockers Boney M recorded Ra Ra Rasputin, Russia's greatest love machine da da da da. Finally twenty copies of *Strider* go to these heroes of the revolutionary movement: Maxwell Ward, Cheshire; Sgt D Earp, Harewood Barracks; Noel Sumner, Lymm; Paul Martin Brown, Washington; Joseph O'Donnell, Galway; Tony Griffen, Dublin; B A Crawly, Cleveland; Roger Warder, Shrewsbury; James Lakin, Dorset; Mr M A Reed, Surrey; Brian Nissim, London; Mr D A Pitt, Gwent; Peter Livsey, Crook; Mark Daly, Limerick; Robert Lawford, Kent; Stuart Clark, Sussex; Daniel Rowland, Ipswich; A L Hutchinson, Grimsby; and, finally, A L Stephens, Birmingham.

CUT THIS OUT AND GIVE IT TO YOUR NEWSAGENT

You've nobody to kick but yourself...

...if you don't tell your local newsagent to reserve you a copy of the month's raddest read. So cut this out, hand it over and relaaaaax. . .

Please Mr Newsagent reserve me a copy of **Commodore User** every month

Name _____

Address _____





By the year 2000 the primitive computer generated 3D worlds that games now exist in will look as modern as a Singer sewing machine. Instead you'll be able to immerse yourself in an artificial world of literally mindblowing proportions. That's the view of a team of people currently making strides in the creation of Virtual Reality. Mark Heley steps through the glass to investigate . . .

BECOMING THE BIONIC ANGEL

With the pace of technological innovation moving faster than ever, it's easy to get *blasé* about the latest advance. You unconsciously adjust to the accelerating rate of built-in obselence and come to expect dazzling new machines more and more often. There is one new technological development however, that breaks this mould. This is a leisure technology which threatens to make the home computer obsolete within twenty years and not only change the way we spend our spare time, but the way we look at reality.

Described variously as virtual reality, cyberspace and multi-dimensional simulation, it recreates an entire world for the user. The technology itself is not all that new, the innovation is in how it's put together. Firstly there's the headset; two Sony watchman screens strapped over each eye and oscillated rapidly to give a 3-D, stereoscopic effect. The movements of the headset is monitored by a computer tracking device which adjusts the picture you see accordingly. This with a set of headphones generates the world you move through. You can interact with what you see through the medium of a glove covered with fibre-optic monitors which transforms the



Mondo 2000 is the latest incarnation of a magazine which has been variously called Reality Hackers and High Frontiers. Available only directly from the US, it is THE magazine for anyone into virtual reality, hacking, nanotechnology, artificial intelligence, pirate TV — or anything cyberpunk. Issue 7 features interviews with William Gibson, Rudy Rucker, St. Silicon, high priest of C.H.I.P. (the Church Of Heuristic Information Processing), veteran hackers and much more. Published quarterly by Fun City MegaMedia and edited by R.U. Sirius, you can reach them at MONDO 2000, PO Box 10171, Berkeley, CA 94709-5171, FAX: 415-649-9630, Applelink; D3574, MCI Mail; MONDO 2000. Each issue is \$7 airmail and their Credit card Hotline (Visa and Mastercard) is 415-845-9018.

Link up with a couple of watchmans and an artificial world could be your oyster.

movements of the hand into a sort of 3-D mouse.

The wearer of the headset becomes a sort of cybernaut into a computer-controlled world. You can shrink to atomic size to investigate the structure of a DNA molecule or expand to the dimensions of a comet and circumnavigate the solar system, everything you do being bound by the rules that govern their movement . . .

Intelligent elements in the computer landscape are called 'puppets' and these can be anything the programmer wants them to be. Virtual Realities are worlds of their

Nobody Does it Better...



**Overall
Best
Selling title –
92,060**

4 consecutive years at the top



**VINDICATORS
IN THE CU TANK TRAP**

FORGOTTEN WORDS
PREVIEW

APRIL 1989
ISSUE SEVEN
AN EMAP PUBLICATION

£1.50
DM 8.50



STRIDER-ARCADES
RMEGEDDON IT POPULOUS

ON TAPE 13:
SIDE A: THE FABULOUS PHANTOM CLUB
500 ROOMS OF ACTION!
GREAT 3-D GRAPHICS!
SIDE B:
ESCAPE
MINDBOGGING ADVENTURE!
MONTH:
AD-HATE.
INT BATTLES
DS MORE!
BLE TRUTH!
RESHIP!

**Best
Spectrum title –
76,055**



THE One

16-BIT GAMES

F-16 THE REAL THING

LORDS OF THE RISING SUN
FULL OF EASTERN PROMISE

ARCHIPELAGOS
AN ISLAND PARADISE

PLAYERS GUIDE

**Best Selling
Commodore title
No.1 Amiga Mag.
66,211**

**Best Selling multi format
16-bit games title –
39,219**

In a class of its own.

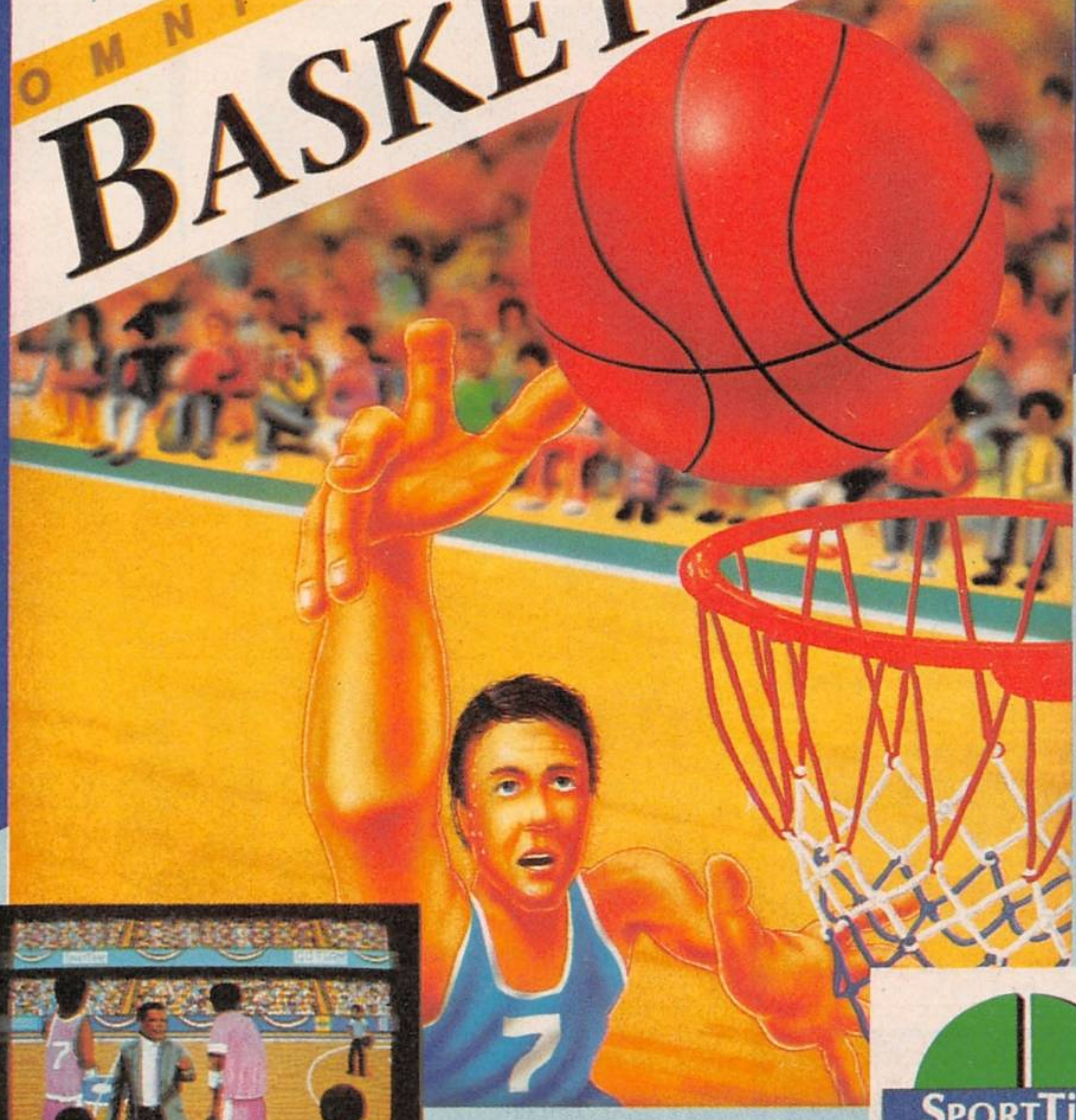
emap.

**For Blanket Market Coverage
Tel 01 251 6222**



OMNI-PLAY™

BASKETBALL



Make video game boredom a thing of the past

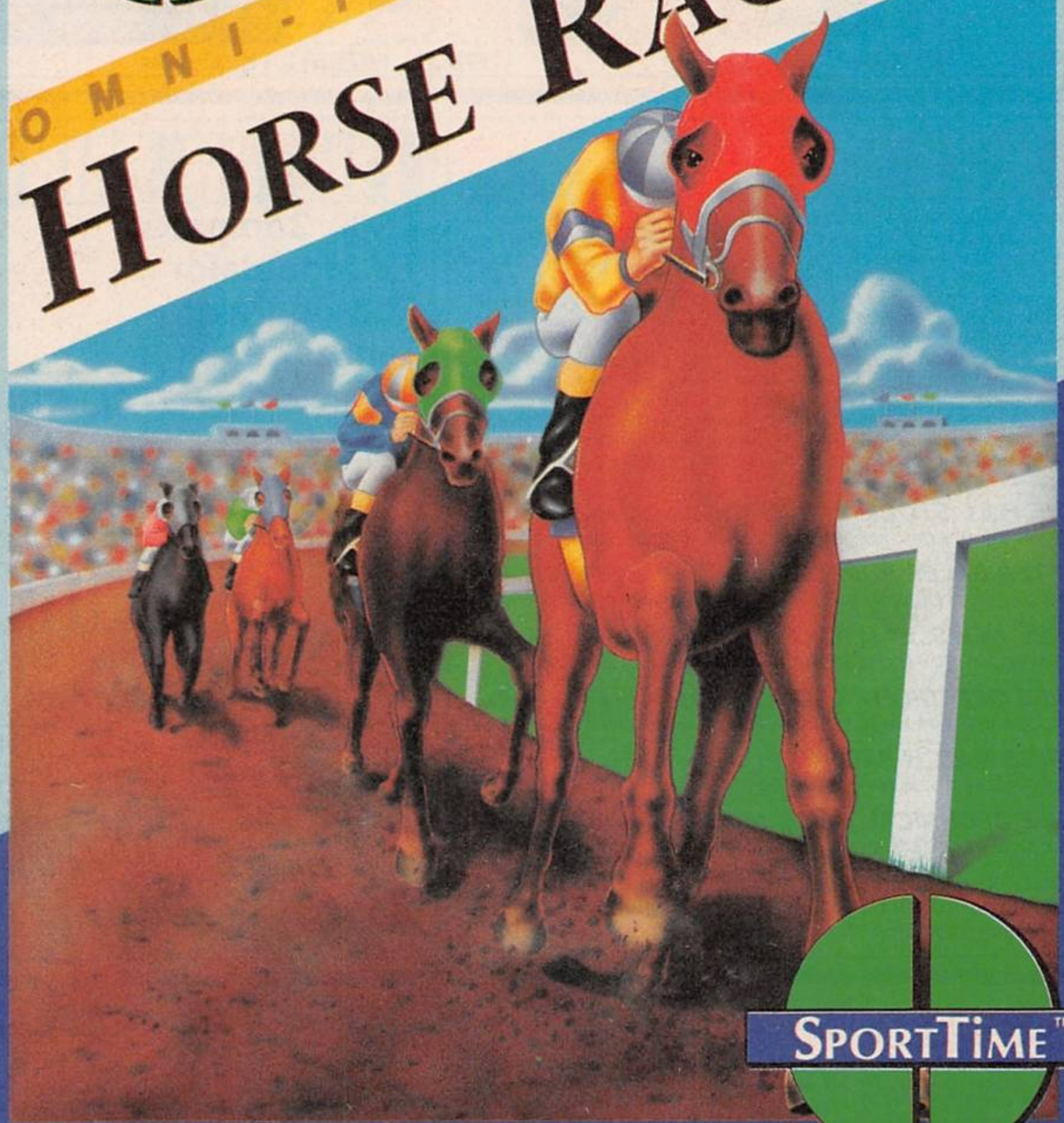
Bring all the excitement and strategy of real-life sports into your own home with these two great new packages. And best of all the OMNI-PLAY System is completely expandable by using modules which are separately available, offering new experiences, more fun and greater depth.

OMNI-PLAY Basketball and Horseracing represent the ultimate in sports packages. Available now from Mindscape.



OMNI-PLAY™

HORSE RACING



Basketball
Including two modules, this package gives you the chance to manage and coach as well as offering fast paced on-court action.
Features include:
★ 1 or 2 players can challenge the computer, each other, or watch the computer play itself.
★ Build as many Leagues as you like.
★ Expansion modules for Pro Leagues, College Leagues, Fantasy Leagues . . . and more.

Horseracing
Also including two modules - "The Handicapper's Tournament" and "Track 1". Play conservatively on the favourites to Win, Place or Show or take your chances on Long Shots, Triples and Exactas. Features include:
★ Up to 4 players.
★ 128 horses at each track.
★ Variable track conditions.
★ Detailed past performances of the last 10 race results for every horse.
Screens pictured are from Amiga version. Other computer versions may vary. Sportime and OMNI-PLAY are trademarks of DesignStar Consultants Inc.



Available for IBM and Compatibles (5 1/4") and Amiga.

COMPUTER SOFTWARE

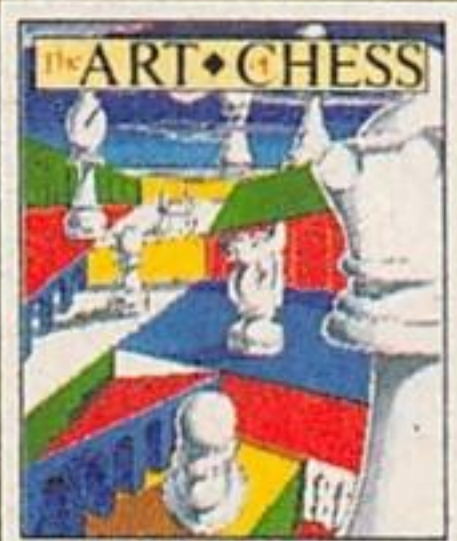
M I N D S C A P E

For further information on Mindscape Products and your local dealer contact:
Mindscape International Limited, PO Box 1019, Lewes, East Sussex BN8 4DW. Tel. (044 486) 545/547

FREE! TENSTAR PACK WORTH OVER £229!



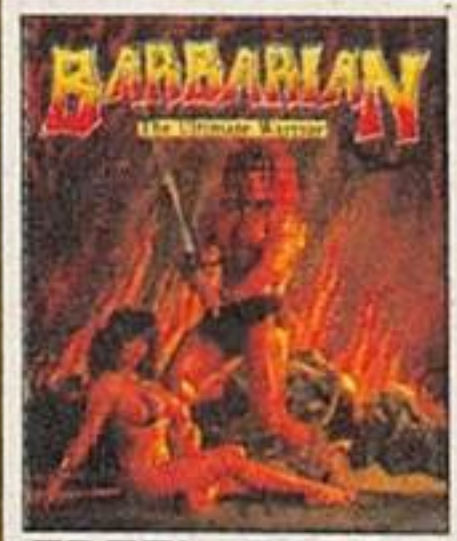
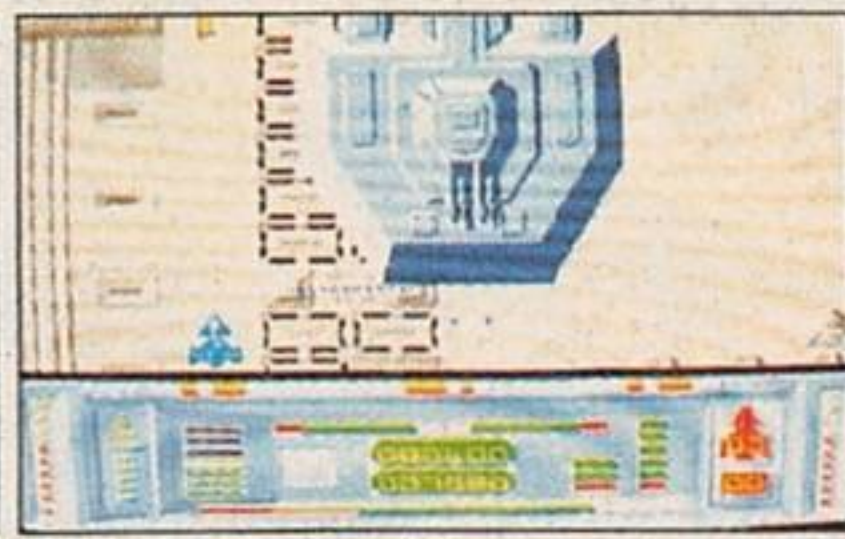
FREE! - AMEGAS - by Players



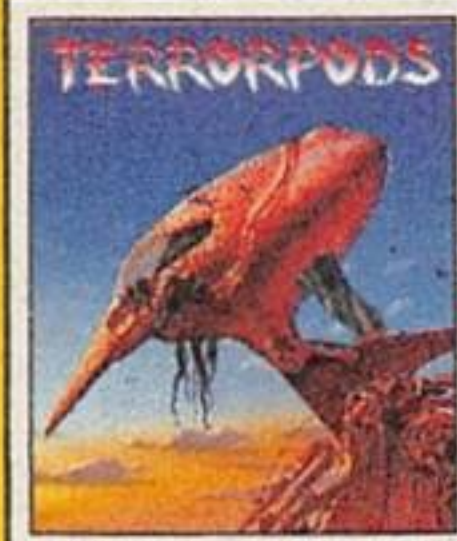
FREE! - ART OF CHESS - by SPA



FREE! - INSANITY FIGHT - by Microdeal



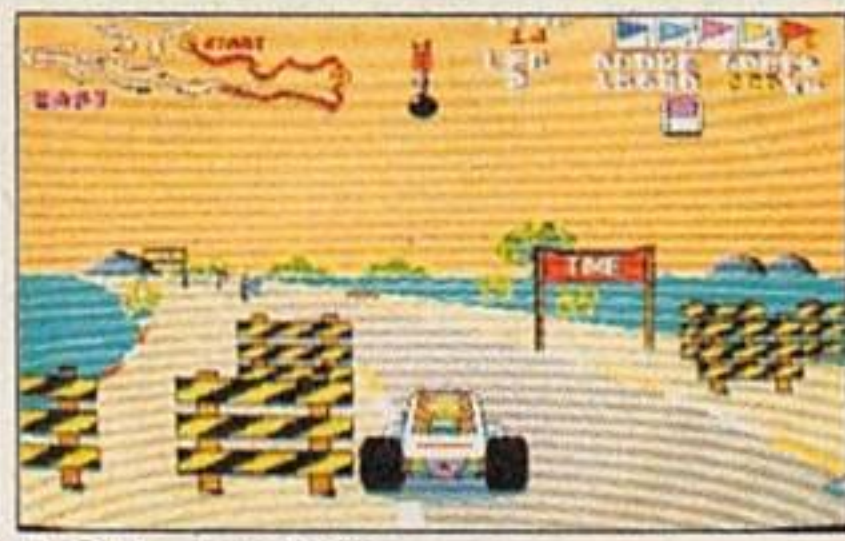
FREE! - BARBARIAN, ULT WARRIOR - by Palace



FREE! - MERCENARY COMP - by Novagen



FREE! - BUGGY BOY - by Elite



FREE! - THUNDERCATS - by Elite



FREE! - IKARI WARRIORS - by Elite



FREE! - WIZBALL - by Ocean



Commodore AMIGA



ONLY £3.34 PER WEEK
RETURN COUPON FOR DETAILS

£346.95

+VAT= £399
INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE.

WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitors offers on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£724.43
LESS DISCOUNT:	£325.43
PACK PRICE INC VAT:	£399

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£999.43
LESS DISCOUNT:	£350.43
PACK PRICE INC VAT:	£649

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.	<table border="0"> <tr> <td>Amegas</td> <td>£14.95</td> </tr> <tr> <td>Art Of Chess</td> <td>£24.95</td> </tr> <tr> <td>Barbarian, Ult Warrior</td> <td>£19.95</td> </tr> <tr> <td>Buggy Boy</td> <td>£24.95</td> </tr> <tr> <td>Ikari Warriors</td> <td>£24.95</td> </tr> <tr> <td>Insanity Fight</td> <td>£24.95</td> </tr> <tr> <td>Mercenary Comp</td> <td>£19.95</td> </tr> <tr> <td>Terrorpods</td> <td>£24.95</td> </tr> <tr> <td>Thundercats</td> <td>£24.95</td> </tr> <tr> <td>Wizball</td> <td>£24.95</td> </tr> <tr> <td>TOTAL RRP:</td> <td>£229.50</td> </tr> </table>	Amegas	£14.95	Art Of Chess	£24.95	Barbarian, Ult Warrior	£19.95	Buggy Boy	£24.95	Ikari Warriors	£24.95	Insanity Fight	£24.95	Mercenary Comp	£19.95	Terrorpods	£24.95	Thundercats	£24.95	Wizball	£24.95	TOTAL RRP:	£229.50
Amegas	£14.95																						
Art Of Chess	£24.95																						
Barbarian, Ult Warrior	£19.95																						
Buggy Boy	£24.95																						
Ikari Warriors	£24.95																						
Insanity Fight	£24.95																						
Mercenary Comp	£19.95																						
Terrorpods	£24.95																						
Thundercats	£24.95																						
Wizball	£24.95																						
TOTAL RRP:	£229.50																						

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P 0BA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept CMUSR 1189, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

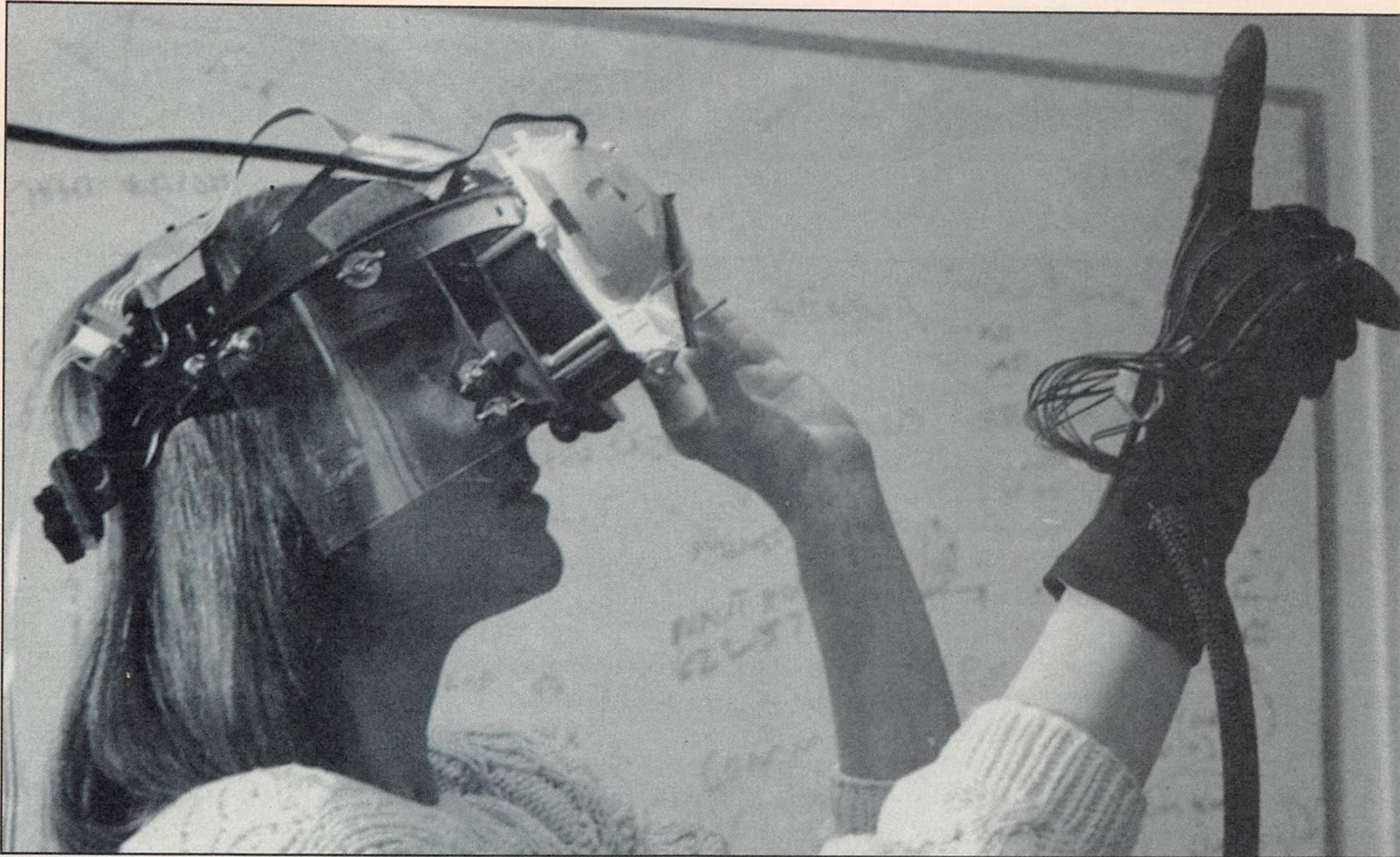
PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer
If so, which one do you own?



Cyberspace is no longer a frontier.

own in which you can totally immerse yourself. It's a technology that has actually been under development since the Sixties, but it is really the advances in the individual components in the last five years that have made it a practical possibility. NASA have pioneered most of the work behind the basic set-up, but now special effects studios, movie and computer

companies are all getting involved. Lucasfilm's David Levine has already developed the first cyberspace game, a variation on *Ball Blazer* — a sort of squash game which is played by the cybernaut in an alternative universe where the rules of mechanics and gravity are similar, but slightly different. The result is a disorientating, high speed and distinctly strange game. *Ball Blazer* only touches, however, on the farthest tip of the virtual reality iceberg. Industrial Light & Magic have several groundbreaking projects in the works and the software pioneers Autodesk have put together a 'cyberspace initiative team' under the title of Cyberia.

Virtual Reality is not simply a toy, it has huge implications for the worlds of science, education and art. Every new technology has an effect on the society in which it finds itself. If computer games caused a few ripples, cyberspace is going to make a big splash. What will be the effect on people if they are offered the opportunity to spend their leisure time immersed in imaginary worlds at a cyberspace 'hub'? Like

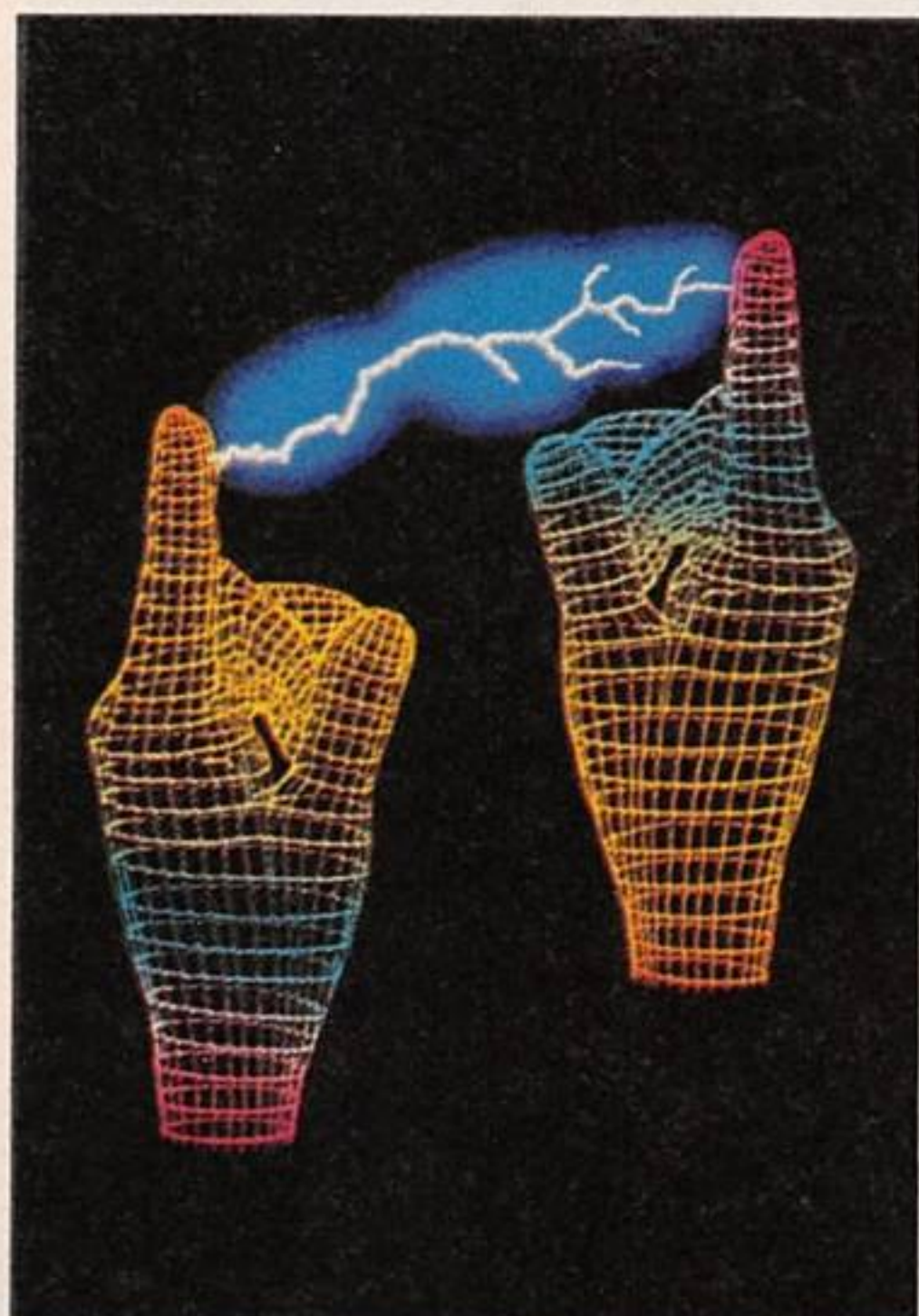
the Total Immersion video games in *Red Dwarf*, cyberspace has the power to seriously mess with your mind. The phenomena has already thrown up a group of people who are passionately interested in the uses and abuses of the medium and its power as an artist's tool. These are the Reality Hackers. They range from cyberpunk authors like Rudy Rucker and William Gibson to research psychiatrists and 'hard' scientists. They even have their own magazine, the superb *MONDO 2000*, published from Berkeley, California, by the strange genius of R.U. Sirius and Queen Mu. Dedicated to exploring every aspect of virtual reality *MONDO 2000* is in its own words, "here to cover the leading edge in hyperculture. We'll bring you the latest in human/ technological interactive mutational forms as they happen."

R.U. Sirius is certain Virtual Reality is going to change your life. 'I believe technology defines the way we live rather than the old idea of society creating the technology it needs, it's exactly the other

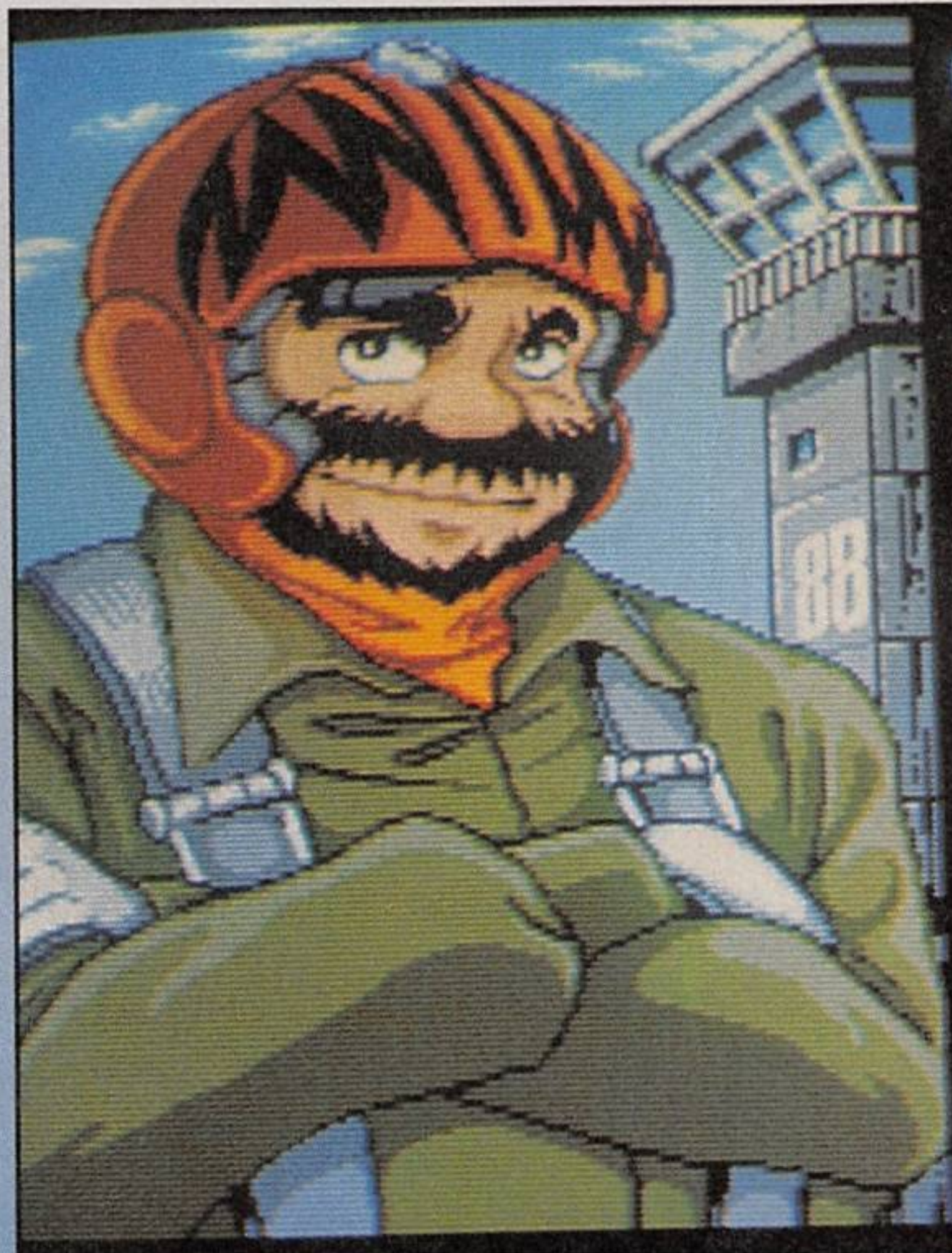
way around; technology creates the society IT needs. We have to prepare for it now, because there will be precious little time when it does arrive. Experiments have shown that cybernauts often feel they are interacting with a bigger world than the computer actually provides. The senses are so totally stimulated, the brain's ability to disbelieve what it is experiencing is largely bypassed. Cybernauts invent details of their own to flesh out of the bare bones of the computer world.'

It'll probably be another fifteen years before cyberspace is widely available. Currently artists and technologists alike are working side-by-side with a whole range of variations on the cyberspace theme from voice-recognition, fibreoptic link-ups between cybernaut and total body suits. It certainly does look that, in the words of software company Autodesk's John Walker that "Reality will not be enough when people see cyberspace." But what next? Frighteningly R.U. Sirius has an answer: 'three-dimensional holography'.

BECOMING THE BIONIC ANGEL



AIRCA



GREG GATES

Nationality: Denmark
Plane: A-10

He used to earn his living by helping hostages escape all over Europe.

Meet Greg — he has a penchant for facial hair.



Chocks away for the UN Squadron.

U.N. SQUADRON

And you thought the U.N. Peace Keeping Forces were purely concerned with non-aggression and building bridges? Well you were wrong. In *U.N. Squadron* you are invited to do some serious pre-emptive dissing and there's certainly none of that pinko only-fire-when-fired-upon nonsense that most of us traditionally associate with the Force.

U.N.S. is a horizontally-scrolling aerial shoot 'em up in which you get to play one of three peace-loving pilots, each with their own particular aircraft. The choices are between a Dane (for some reason), a Japanese and American pilot. Although the introductory screens list (faster than the eye can see) each craft's specifications in great detail, all you

really have to know is that the American plane has the most firepower, the Japanese fighter is the nippiest around the screen and the Danish kite has two-way fire, allowing you to strafe the ground and air simultaneously.

Quite who and where the troublesome enemy are isn't absolutely clear, but there are plenty of them ranged across a bewildering variety of backgrounds and boasting an impressive diversity of hardware.

Once you and your optional player-two have chosen your craft, level one pits you against ground-based tanks and emplacements and airborne jets and helicopters. There's an end-of-level boss, natch, in the form of an enormous ironclad tank which spews missiles in every direction and needs plen-

The mega tanks brews up.



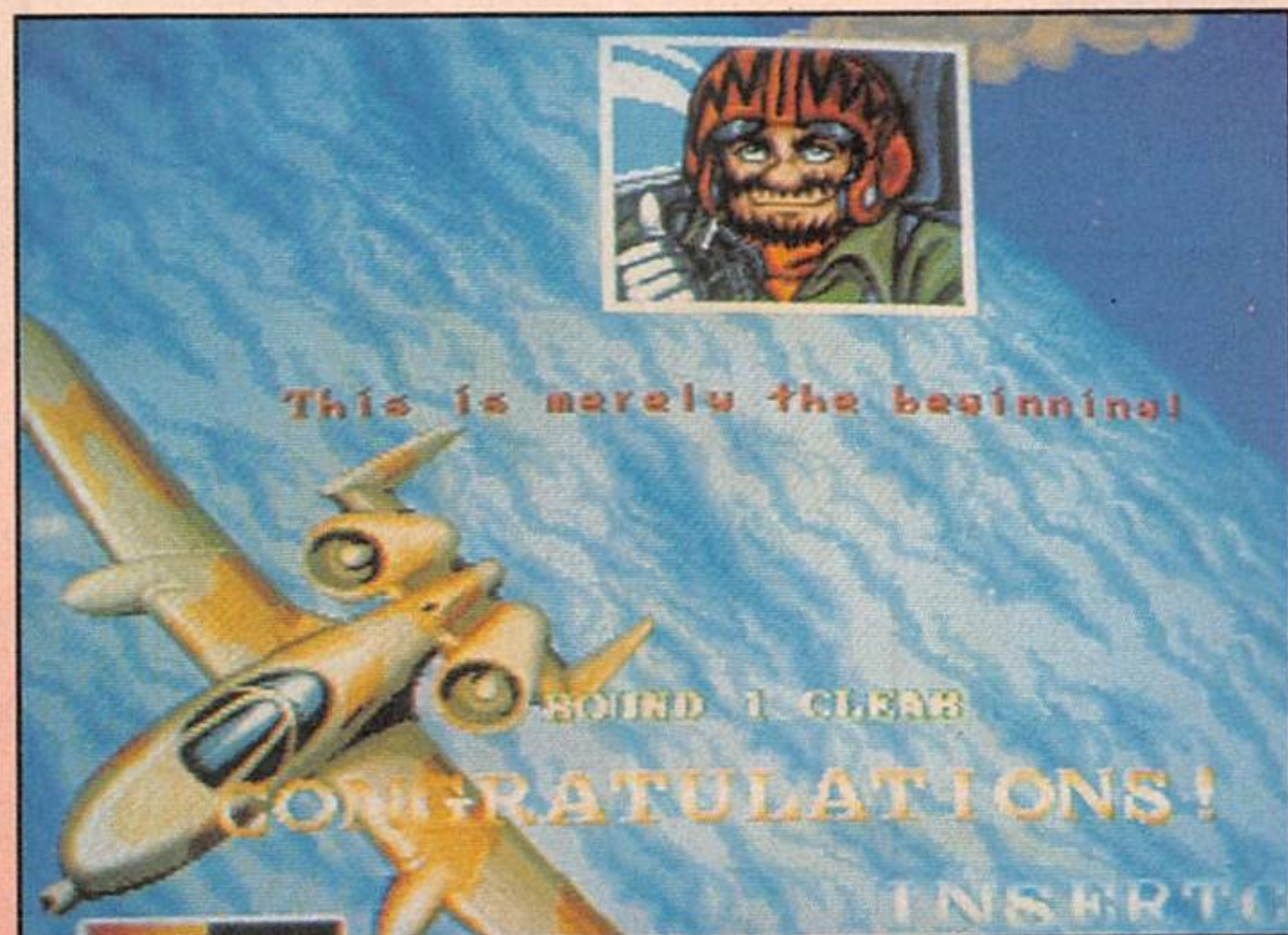
AND DIES



And this is Micky, the Yank flyboy.

U.N. SQUADRON

A successful strike.



Thanks to Electrocoin for the shots.

ty of blasting to quieten.

Level Two is completely air-bound, and considerably more testing than the first. Now you begin to appreciate the power-ups which are offered to you for wiping out certain waves of fighters. In particular, the shields start to look very attractive, as jets fly from the left (i.e. behind you) at great speed. The bosses here are huge stealth fighters which appear in front of you and drop increasingly dense clusters of indestructible air-mines for you to fly into.

Level Three sees you tearing over what must presumably be western Europe, a green and pleasant land crammed with gun emplacements, tanks and armoured trains, and later levels bring you over deserts and even into caves.

At the end of each level you

have the opportunity to purchase enhancements for your fighters from an extremely unofficial looking arms dealer.

U.N. Squadron is a very pretty, perfectly competent and — particularly as the levels progress — reasonably challenging shoot 'em up. Worth a few ten pips of any blastalong fan's hard-earned. Quite what the secretary general of the U.N. would think of this kind of unilateral aggression, though, is anybody's guess.

GRAPHICS	69%
SOUND	61%
PLAYABILITY	72%
CONVERTABILITY	74%
OVERALL	70%

C.U. SPECIAL OFFER

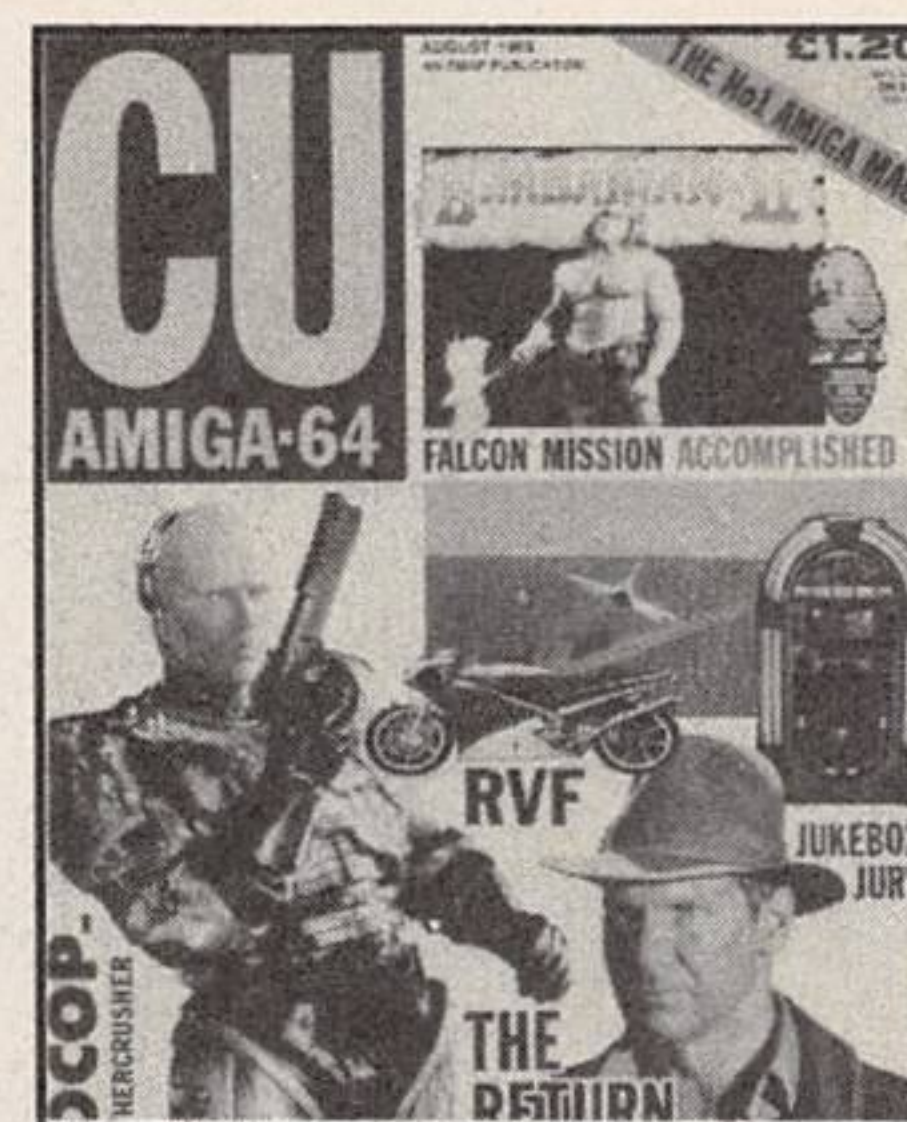


KICKING YOURSELF
BECAUSE YOU
MISSED A
COPY OF
CU...?



WE'LL NOW'S YOUR CHANCE TO STOP!

**THANKS TO THOSE VERY NICE MEN
AT C.U. YOU CAN NOW COMPLETE
YOUR SET**



SPECIAL ORDER COUPON

NAME

ADDRESS

.....

.....

PLEASE SEND ME THE FOLLOWING
BRILLIANT ISSUES:

MAY 89 JUNE 89 JULY 89 AUG 89 SEPT 89 OCT 89
I HAVE CHECKED THE APPROPRIATE BOXES AND ENCLOSE A CHECK FOR (NO OF
ISSUES x £1.20)
MADE PAYABLE TO "COMMODORE USER". SEND CHECK OR POSTAL ORDER TO
COMMODORE USER BACK ISSUES, P.O. BOX 500 LEICESTERSHIRE LE99 0AA.

WHILE STOCKS LAST!

CU

FREEBIES

This month we put a disk or cassette on the front cover, but we're not finished there. Next Month's issue will carry a set of four aesthetically beautiful screen shot postcards. These will be culled either from a few graphic classics or from yet to be released games.

COMPETITIONS

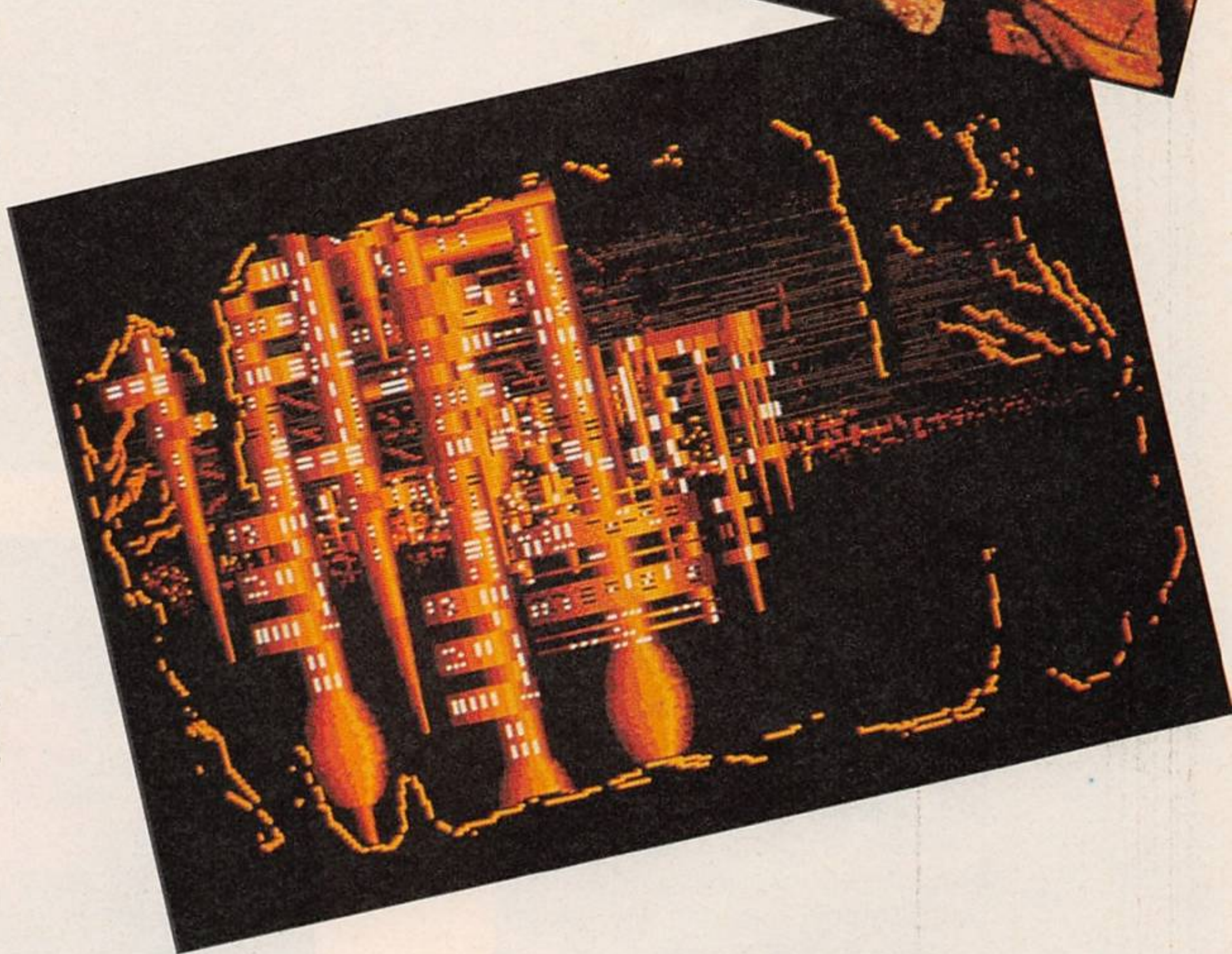
Compos galore in this issue, with big prizes.

GHOULS AND GHOSTS

Currently being completed for US Gold, we have the exclusive review of Capcom's widely praised follow up to *Ghosts'n'Goblins*. Plus other major first including *Stunt Car*, *Xenophobe*, *P47*, *Ninja Warriors*, *Future Wars*, *Double Dragon II* and many more. Why read old reviews in other mags when you can buy us?

Miss this one and it'll break your heart...

The December issue of CU will arrive bursting with news, reviews and features on November 26th. Place an order now or you'll end up with a cheap substitute.



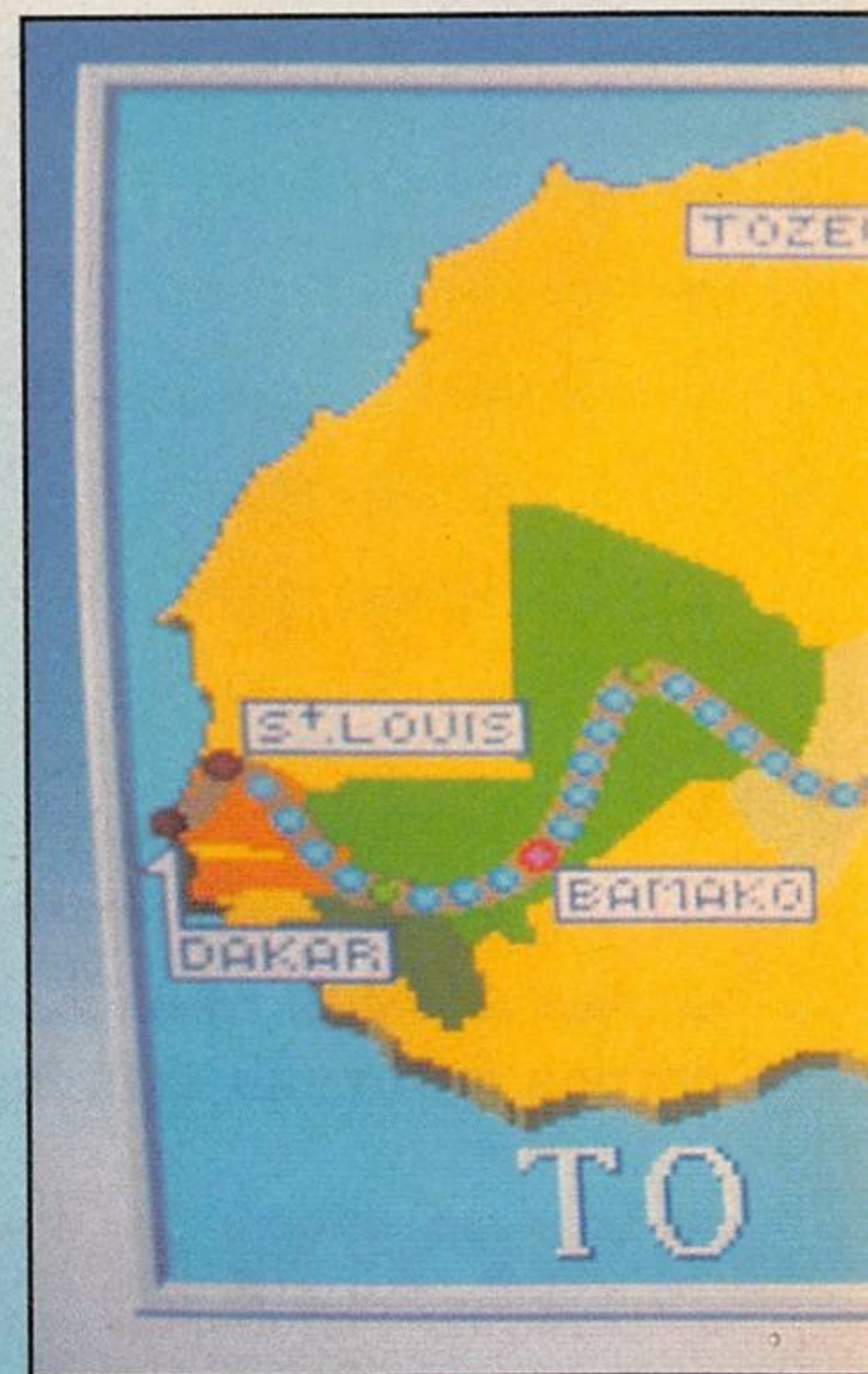
NEXT

MONTH

AIRCA



Umm, coconut anyone?



Well that's Africa, and now you know where

JALECO

Lovers of sit-in driving games have never had it so good. Of course, they tend to have to shell out a quid a time to indulge their addiction, but there's no doubt that the larger coin-op companies are pulling out all the stops to produce ever-more realistic and innovative racing 'n' chasing games.

Jaleco's *Big Run* continues in this tradition. The game is based upon the Paris to Dakar rally, with the emphasis being heavily upon offroad driving in extremely rugged conditions (the race itself starts in Tunis — the European leg, it seems, was considered too easy for anything more than a few tasty introductory screens).

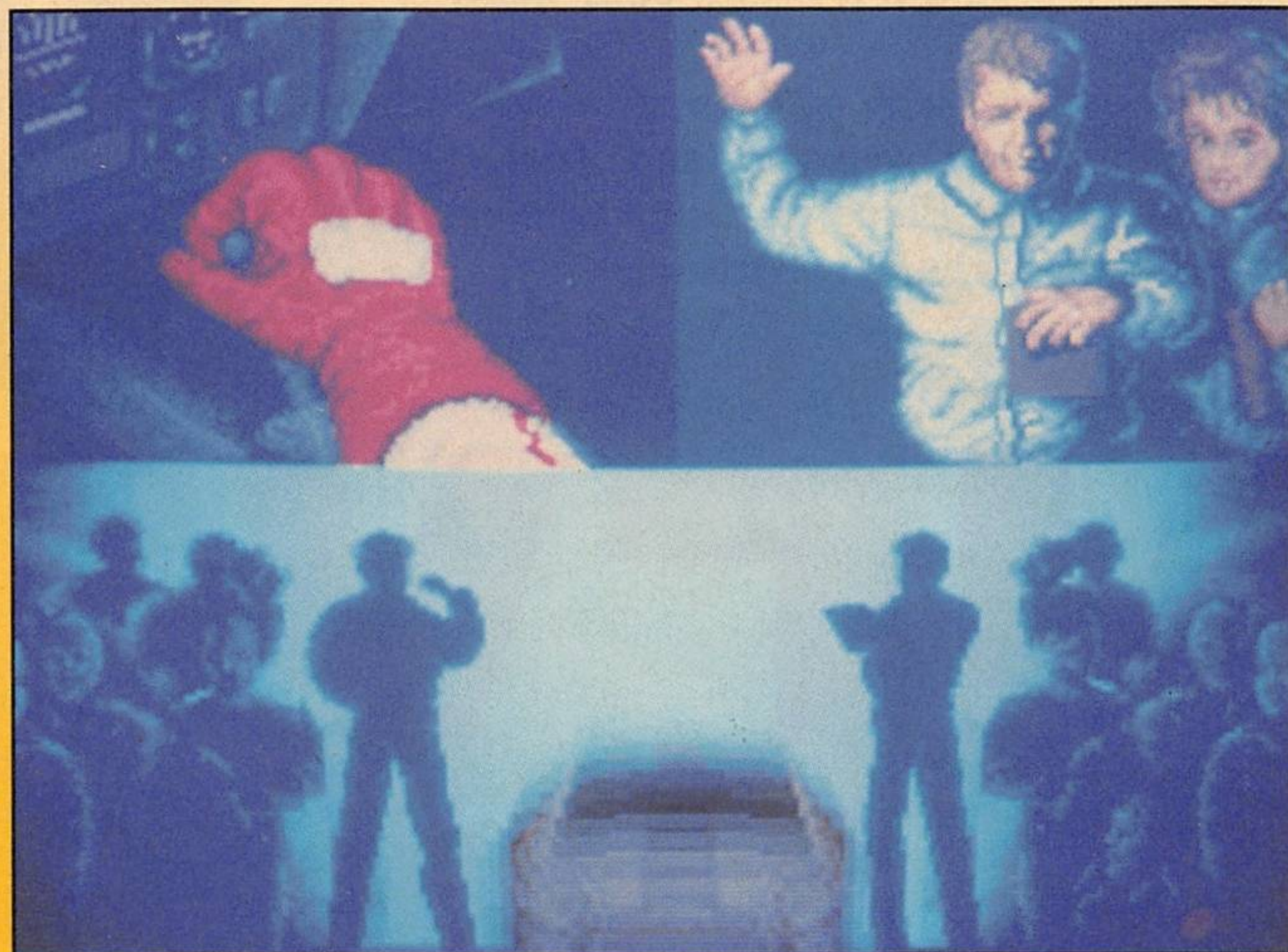
The road starts out as a fairly standard twisting motorway lined with authentic sponsors' billboards (some of which disintegrate impressively if you smash into them), trees, barrels and other obstacles, but soon degenerates into rock strewn mountain passes, scrubland and desert.

Your vehicle combines the speed of the fastest of the newer drivalongs with the suspension of *Buggy Boy* — and with the excellent "sensurround" fe-

ature of the cabinet it really feels like you're bouncing over rocks and boulders.

Big Run has also decided that it was high time that the more aggressive drivers were given a

BIG



Still of the night driving section.

ADDIES



On your marks.

RUN

look-in. The horn on the steering wheel works and its selective use is actually recommended to force other road-hogs out of your way. Be sure to give them a good toot, in

particular if you happen to be on the thin mountain passes or you're likely to find yourself at the foot of a ravine.

The pace of *Big Run* is pretty rollicking — cornering is tough, and one smash will almost certainly disqualify you. The time limit is incredibly tight, however, so you can't really afford to drive carefully either — it's just a case of foot to the floor, hand on the horn and hope for the best.

Although the cabinet itself doesn't actually possess hydraulics, the combination of sound, vibration and graphics do go a long way towards remedying this omission.

This certainly is as good as anything else on offer in the world of the sit-ins. The only serious problem with it is likely to be that its challenge may prove a little bit too tough — and expensive — for the Sunday drivers amongst you. *Not* recommended for the Mark Thatchers of the world.



Eyes on the road and no reversing in the pit lane Nigel.

GRAPHICS	78%
SOUND	84%
PLAYABILITY	80%
CONVERTABILITY	56%
OVERALL	85%

Tommy's TIPS

Printing kit

● I have several questions to ask you and would be most grateful for a reply.

After recently purchasing a STAR LC-10C colour printer, Commodore 64 version, I am now considering buying an Amiga computer. I am wondering if there is an interface which will make the Amiga and the printer compatible. Is the 'PrintLink' that is available from 'Dimension Computers' any use? Does another company produce such an interface?

In our school there is a RM NIMBUS network. Is the Star LC-10 colour printer compatible (parallel or Commodore version).

The above-mentioned network uses MS-Dos, is the Amiga compatible? By that I mean will Amiga programs run on it, and visa versa.

Is there any CBM 64 software that enables full use of the colours available on the STAR LC-10 colour printer. Are there any programs on the Amiga to do this?

Nicholas Havard,
Brecon,
Powys.

Printlink is designed specifically to allow the Amiga to use CBM serial printers, which includes the Star LC-10C with the CBM interface. I believe Trilogic also produce a similar system to do the same job.

As for the RM Nimbus, there is no way that you can use the CBM serial version, although the parallel version could be used. The Amiga A500 is not an MS-DOS machine, although there is a company (Nine Tiles) which have a network system that allows several different standards of computer to be linked through a common

network. However, since you don't appear to have this type of network it means that the Amigas cannot be tied into the system unless the are of the 2000 variety with an IBM bridgeboard fitted.

You cannot run any Amiga programs on the RM, but you can run some IBM programs on an Amiga by means of a program called 'The Transformer' which is an IBM emulator. Finally, there are a few programs for the C64 which can make use of the LC-10 colour printing. Any of the WP programs which permit the inclusion of ASCII codes (such as Vizawrite etc) will allow printing in the main 7 colours, while some of the later paint programs designed to work with the Epson JX-80 will also work.

As for the Amiga, just about every paint program can make full use of the colour printing by specifying the JX-80 preferences driver. While you won't get every subtle shade from printing the screen, the results can be quite good.

Printer pinned

● I am considering buying an Epson LQ500 and I have a few queries which I hope you would answer for me.

1. What is the difference between a printer with 9 or 21 pins?
2. Is the LQ500 worth its price or is there a printer around that price that's better value?
3. Can the printer print pictures from art utilities such as Photon Paint?
4. Is the LQ500 only capable of printing in black and white or is it possible to print in a few colours say with a special ribbon or cartridge?

5. What sort of leads are required for connection to my Amiga?

6. Do you think that the CAD program X-Cad designer is any good?

Hao-yin Tsang,
Botley,
Oxford.

The first thing to clarify is that there is no such beast as a 21 pin printer. The flavours that have been produced so far are 9-pin (most cheap printers), 18-pin (strictly a Canon venture), 24-pin (new LQ mode printers) and now,

even a 48-pin printer (Japanese of course!). The main differences are that a 24 pin printer can print smaller dots and more of them to make up a letter. The result is the letters do not look so 'bitty' and with the inter-pin spaces filled in by the extra dots the type begins to look very much like daisy-wheel quality.

A 9-pin printer can attempt a similar thing by going over the letters more than once, slightly offset to also fill in the gaps. While the two end results may be similar, the 24-pin will always have the edge in quality and is usually twice as fast, as it does its LQ mode in a single pass of the print head. As for the LQ-500 being worth the money, it's about par for the course with the new printer prices. However, I personally favour the STAR LC24-10 printer which has more features, such as paper parking and extra fonts, and if you hunt around is available as low as £225 (+ VAT) (RRP £299).

Provided you can get one of the preference printer drivers to work with the printer, either of these will be able to produce pictures

And remember children, Tommy never gives rides to strangers . . .



from Photon Paint. Neither of these printers has a colour option though. With Epson you would have to go up-market to the LQ-860 to get colour, while with STAR you can get the LC-10C for around £225 (+ VAT). The latter works very well with the Amiga, using the JX-80 printer driver. Provided you have the A500, then any standard IBM to Centronics printer cable will work. If you have the A1000 then you will need a specially wired cable; do not use a standard cable under any circumstances!

Finally, X-CAD does allow you to draw diagrams on screen, but before you can decide whether it is any good for you, you must decide what you want to use it for and therefore what features it must have. If it has all those features and is to the required accuracy and resolution, then it's good. If it doesn't fit your requirements, then it's no good for that particular task and you will need to look again. Real CAD normally requires a plotter rather than a dot-matrix printer, to avoid the lines being made

up of dots. It's all down to the use that you intend to put the CAD program.

Sprite data

● I have several programming queries on the 64.

1. Why can't sprite data be used at locations 4096-8192 — my sprites look like weird letters and signs! I am writing a complex program, and need all the available memory I can get. I have 4K of sprite data to be placed at 2048. 'Basic' is out of the way, but my sprite data uses locations over 4096 up to 6144.

2. Can I make the 'VIC' chip point the sprite data somewhere over location 16384?

Thank you for any help you can give me.
H. Fu,
Chesterfield.

Apart from the fact that your BASIC program normally resides from 2048 upwards there is no reason why you cannot store your sprite data there. However, when you say you have 'moved' BASIC

out of the way, are you quite sure that what you have done is to move the start of the program area safely above the end of your sprite data? If you haven't done this then writing your program, or storing m/c routines, may have overwritten the data. If you really want maximum use of the main memory for the program then why not move the whole screen, sprite pointers and sprite data into the area above C000 (49152). Due to the limitation of the VIC chip, the screen and the sprite data have to reside in the same 16k bank of memory, but that bank can be anywhere (provided it doesn't clash with something else). By moving the whole lot out of the normal BASIC RAM area you release all the memory from 1024 — 40959 for use by a program. The example below shows you how to move the screen and sprite data to C000 and you can then utilise the method in your own program.

```
10 POKE 56578, PEEK
(56578) OR3
20 POKE 56576, (PEEK
(56576) AND252)
30 POKE 53272, (PEEK
(53572) AND15)
40 REM ABOVE 3 LINES
AMEND SCREEN AND VIDEO
BANK ADDRESSES
50 REM SCREEN ADDRESS
IS NOW 49152-50151
60 REM SPRITE POINTERS
ARE NOW 50168-50175
70 REM SPRITE DATA CAN
START FROM 50176
80 REM EG POKE 501686,16
FOR FIRST POSSIBLE
LOCATION OF SPRITE DATA
```

Virus scare

● I have recently purchased a second disk drive for my Amiga, and I am wondering if I can use it as DFO: to load games in rather than using the internal disc drive. I have also caught the byte bandit virus from a software hire library and using virus x I have deleted it from my disks. What I want to know is if it is still inside the computer, and if so, how can I get it out?

I am considering whether to buy a sound and picture digitiser. Can you tell me if there is a reasonably priced sound digitiser which can be used to sample a record and play it back, and if not, what is the best I can expect?

Marc Blackie,

London SE4.

You can only autoloading a workbench disk from DFO; so if you want to load and run a program merely by putting it into the drive when the 'hand' appears then the simple answer is that you cannot use an external drive for this. I don't quite see what the advantage is of using the external drive, since unless you have expansion memory fitted, you may even have to switch out the second drive in order to retain enough RAM to run some programs. If you just want to be able to run games from DF1: so that you even up the wear on the drives, then run them from workbench or a CLI. If you still want them to autorun on boot-up then use a disk in DFO: which includes in its Startup file a run command for the game in DF1:

As for the virus, this resides on disk sectors. Apart from the battery backed clock, and of course ROM, all memory in the computer is lost whenever the power is turned off. What you must ensure is that you test all your disks before assuming that you are free of the virus. If you have done that then you should be OK.

There are several sound digitisers on the market for the Amiga and it is really a question of finding one that meets your price criteria as they are all capable of storing sounds. Your main problem is much more likely to be a lack of memory, since most digitisers can only store a few seconds of sound without expansion memory being fitted. You will need at least 2 Mbytes of expansion RAM if you want to even think about storing a record. Much of the digitised sound you hear is in fact a small section repeated many times. The same applies to picture capture. Digiview Gold is probably the most popular video digitiser for capturing TV images, but there are equally good hand-held scanners that can be used for both colour and B&W pictures in conjunction with graphics programs such as Dpaint II or III. Again, expansion RAM will determine just how complex or large the captured image will be. If you do not already have at least a 512 kbyte RAM expansion then get one without delay before purchasing any form of digitiser.





SELL-OUT



TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

VIRUS FREE PD

PUBLIC DOMAIN SOFTWARE FOR THE AMIGA

DEDICATED TO THE TOTAL ANNIHILATION OF VIRUSES

FREE MEMBERSHIP ALMOST ANY PD SOFTWARE AVAILABLE
£ 2.25 PER DISK £20.00 FOR 10 DISKS

Catalogue disc available for £1.50

ALL DISKS ARE INDIVIDUALLY TESTED TO ENSURE THAT THEY ARE DISTRIBUTED VIRUS FREE.

WE WELCOME OVERSEAS ORDERS.

(SPECIAL INTRODUCTORY OFFER TO NEW MEMBERS) WITH YOUR FIRST ORDER OF 5 OR MORE DISKS, WE WILL INCLUDE OUR VIRUS KILLER DISK AT NO EXTRA CHARGE

FOR A FREE LIST OF THE SOFTWARE THAT WE HAVE IN STOCK, PLEASE SEND AN A5 SAE TO:

VIRUS FREE PD. 23 ELBOROUGH ROAD, MOREDON, SWINDON, WILTSHIRE, SN2 2LS. Tel: 0793 618343

C64 FOR SALE. Boxed, data cassette, two joysticks, 100+ games all original worth over £800. Yours for £250 ono. Glos. Call Nick on 0594 563268.

AMAZING AMIGA PD! Free membership. Prices from £1.00 send SAE to AA PD Amberely, Park Drive, Little Asta Park S. Coldfield B74 27A

AMIGA USER wants contacts worldwide. If you have any interesting stuff, you should write to: Ole-Morten Toffen, Box 73, 9100 Kvaløysletta, Norway. 100% reply.

HINDLEY ELECTRONICS

COMPUTER REPAIRS
FAST FAST FAST

STANDARD CHARGES

Commodore C64 £25

Commodore C64c £29

Commodore +4 £25

Commodore C.16 £21

Commodore 128 £32

Commodore Vic 20 £18

1541 disk drives £32.50

(excluding R/W heads)

Commodore IC's please ring for details.

Amiga 500 repairs £40

All prices inclusive of VAT and return postage including insurance.

Please ring before posting.

3 months warranty on repairs with average 24 hour turn round.

Dept C.U.

HINDLEY ELECTRONICS

97 Market Street

Hindley, Wigan

Tel: (0942) 522743

The Standard Charges do not apply to machines with multiple faults.

COMMODORE SUPPLIES

C64 Power Supply £19.95

CBM Plus 4 Power Supply £29.95

C-16 Power Supply £12.99

1530 Datasette £29.95

1531 Datasette £27.95

Serial lead (for d/drive/printer) £5.95

100 5 1/4" disks DSDD £29.95

10 3 1/2" disks (Sony Branded) £12.95

Simon's Basic Extension 19.95

Prices include VAT and P&P. Allow up to 14 days for delivery. Chg/PO to:

OMNIDALE SUPPLIES (CU)

23 Curzon Street, Derby NE1 2ES.

Tel 0332 291219

COMMODORE MPS 1500C colour printer only 18 months old £110 Amiga contacts wanted bedfordshire area call David Griffith 0525 718464

CONTACTS WANTED: I am an Amiga Freak who seeks penpals from anywhere in the world, get writing now to Sami Moh'd Ali, P.O. Box 1564, Amman-Jordan. 100% reply, beginners helped.

* **THE ULTIMATE** *
* **64 P.D. PACK** *
* **3 PACKED DISKS FOR £5** *
* ▲ Disk of useful utilities *
* ▲ Commercial quality games *
* ▲ Best Sound & Graphic demos *
* **ONLY FROM** *
* **WICKED P.D.** *
* 33 Nobel Square, Basildon, *
* Essex, SS13 1LT, ENGLAND *
* + Quarterly Updates & News. *

MATRIX SOFTWARE HIRE

THE CHEAPEST OF THEM ALL

Top games titles for Spectrum, Commodore, Amiga and Amstrad, please state system

For details send large SAE to:

MATRIX LEISURE CLUB
Dept c.u., 271, Stanstead Road,
Bishops Stortford,
Herts CM23 2BT

AMIGA CONTACTS WANTED! Send a list of your programs to: Hans Jørgen Andersen Nesvegen 78 5084 Tertnes, Norway. Only hot stuff!

AMIGA USERS! Would you like some of the best demos/utilities around? Well, send me £3 (P.O.'s only!) and a disk, and I'll return it filled with great stuff! Send to: Stephen Warden, Meadow Lodge, Hightown, Truro, Cornwall, TR1 3QF, England.

AMIGA PENPALS WANTED to exchange tips, demos, etc. 100% reply anywhere in the world. Write to Samer Kurdi, P.O. Box 981, Amman-Jordan.

C64 DISK DRIVE. Music expansion system with five octave keyboard, manuals, joystick, Expert cartridge and 100s games incl. educational software. £275 ono. Tel. 021-357 7785. Birmingham.

AMIGA CONTACTS WANTED from all over the world. Write as fast as you can to Thomas Torp, Skogbrynet 16c, 0283 Oslo, Norway.

FAST, RELIABLE and Cool C64 Contacts wanted worldwide. Write to: Peik Stromsholm, Beach Street 30, SF-VAASA, 65/20 Finland. Disk and Modem only. Disks = 100% Answer.

SWAP LATEST WARES on C64 disk only. Write: Mark, 17 Agaton Road, New Eltham, London SE9 3RN. All mail answered.

AMIGA OWNERS! Unleash the graphics and audio power of your machines! Join the Amiga demo library now. For £5.00 you get life membership, ASGL intro, a Z50 level game and access to over 100 disks at only £1.40! Cheques to A.S.G.L., 36 Moorwoods Ave, Chapelton, Sheffield S30 4WA.

WANTED: Commodore users to join penpal club. All CBM's catered for: Vic, Plus 14, CBM 64, Amiga etc. For more details write to: I. Cassidy, C/O J. Hadlow, 9 Haldane Crescent, Kirkton, Dundee, Scotland, DO3 0JN.

YO! Amiga contacts wanted. Contact Walt at P.O. Box 75, Germiston, 1400 S. Africa today! All letters answered. Lamers most welcome.

ONLY POOLS AND HORSES

FOOTBALL BOXFORM £14.95 (+ £2 for 3" disc)
The **ONLY** pools program written by a **GENUINE EXPERT** who has been professionally employed as such by the leading pools company. He **KNOWS** how to help you win. **THE PROGRAM HAS FORECAST ON AVERAGE 50% MORE DRAWS THAN WOULD BE EXPECTED BY PURE CHANCE**

FOOTBALL BOXFORM is not a gimmicky play thing but a serious statistical analysis of football form. Its sole objective is to improve the chances of winning on the pools or fixed odds and no other program comes near to tackling the problem so thoroughly. Homes, aways and draws are show in order of merit and true odds given for every match. Merit tables show at a glance the teams currently in form and those having a lean spell. Covers league and non-league clubs.

BOXFORM & HANDICAP WINNER £14.95 (+ £2 for 3" disc)
Two programs for the price of one. Easy to use and they never go out of date. All you need is a few minutes with a daily paper. **BOXFORM** weighs up a race by considering the many facets of form. Easily amended to suit the user's ideas.

HANDICAP WINNER shows the value for money bets. Hundreds of winners in handicaps this year at 25/1, 20/1, 16/1, 15/1 ... etc. etc.

SPECIAL PRICE of £24.95 (+ £2 for 3" disc) for all of the above programs

Why pay inflated prices? **BOXOFT CLEVER** and get the **BEST**

Available on tape or disc for SPECTRUM, CMD 64/128, AMS CPC's, BBC B. from:

BOXOFT (CU), 65 Allans Meadow,
Neston, South Wirral, L64 9SQ.

Credit card holders may phone 051-336-2668 (24 hrs)



TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222



TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

SPECIAL OFFERS

1) **FREE F.S.I.** — Amiga Cat. demo, send one diskette with your address to get acquainted with FSI and FHI. Foundation **DATA-USER** International P.O. Box 1057, NL-5602 BB Eindhoven

YO! AMIGA FREAKS! I'm searching for some cool, fast and reliable contacts worldwide. Disks 100% reply. Grab a pen and write today: T. Blomberg, Rossqaton 6E12, 65380, Vasa, Finland. No learners please.

AMIGA USER wants new contacts. 100% reply. Send some disks and a letter to: Jann Rindsem, Kalv Arnesons GT.9 7650 Verdal, Norway.

AMIGA CONTACTS WANTED. Send disks and letters to: Andreas Langum, Middelthunsgt. ISA, 0368 Oslo 3, Norway. All letters answered, but please send disks.

AMIGA USERS! Would you like to know a fast swapper in Sweden? Search no more write to Jonas Lindstrom, Hasthovstigen 11, 43033 Fjaras, Sweden.

NORWEGIAN AMIGA OWNER would like new contacts. Preferably Europe. 100% reply. A. M. Elkheim, Bieheia 8, N-4890 Grimstad, Norway. Don't wait write now!!

AMIGA USER wants Penpal. Send disk or letter to Michael Lacey, Ferns P.O., Enniscorthy, Co. Wexford, Ireland.

AMIGA USERS! Would you like some of the best demos/utilities around? Well, send me £3 (P.O.'s only!) and a disk, and I'll return it filled with great stuff! Send to: Stephen Warden, Meadow Lodge, Highertown, Truro, Cornwall, TR1 3QF, England.

Advertising Rates for C.U. Sell Out section

Lineage 35p per word to trade
25p per word to private individuals.

Semi-display (boxed advertisements)
£13 per cm column.

When paying for advertisements please add on 15% VAT.

Post to: Sell Out, Ad. Dept. CU, 30-32 Farringdon Lane, London EC1R 3AU.

AMIGA DIGITISING SERVICE. High quality digitised pictures developed from your photos etc... Ready for use with any art package or your own programs. £1.75 per picture. Please supply your own disk. Ads. 45 Endsleigh Court, Lexden, Colchester, Essex CO3 3QT.

SOFTWARE

2) Amiga, Atari-ST and IBM-PC Softw. on Nashuadisk etc. from £2, — Incl. sending, postage and Internationale Soft-User-Help Service. Foundation, **SOFT-USER** International P.O. Box 1057, NL-5602 BB Eindhoven

ADVERTISEMENT INDEX

Accolade39	Mirrorsoft.....4
Activision 32,44,45,48,68,123	Ocean 30,34,35,64,78,84,124
Anco.....28	Silica Shop109
Bitcon102	Software City94
Castle.....53	Strategic Plus92
Database.....42	Software Superstore 72
Datel..... 74,75,80,81	System 3 18,19,88
Domark23,76	Titus 16,112
Goliath.....70	Trilogic59
Harwoods.....50,51	TurboSoft.....66
Logotron.....26	US Gold.....2,3,70
Megasave.....66	Video Vault.....66
Microprose15,46	Virgin.....8,40
Microsnips61	Worldwide Software 92
Mills.....83	Xenon Technology54
Mindscape.....12,107	

CLASSIFIED ORDER FORM

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

Lineage — 25p per word to private individuals — 20 words min. 40 words maximum. 35p per word to Trade. 20 words min. — 40 words maximum.
Semi-display — £13 for S.C.C. Ring 01-251 6222.
All classified and semi-display advertising is pre-payable.
When paying for advertisements please add on 15% for VAT.

Warning

It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through our classified section are genuine tapes, disks or cartridges bought from shops or by mail order from software houses. Commodore User will press for the maximum penalties to be brought against anyone breaking these rules. We regret that due to large scale swapping of pirated software we can no longer allow swaps of tapes, disks or cartridge in our classified section.

All classified ads are subject to space availability.

PLEASE PRINT CAPITALS

I enclose cheque/P.O. for £ _____ made payable to Commodore User.

Name

Address

Total number of words.....

Post to: **AD. DEPT. COMMODORE USER, 30-32 FARRINGDON LANE, EC1R 3AU.**

TO ADVERTISE IN SELL-OUT CALL FIONA McMAHON ON 01-251 6222

OUTER

LIMITS

FLASH UNIT ▼

If you see yourself as a character out of the 50's Hollywood movie, why not carry the camera to match your image? Olympus' latest 35mm costs £300.



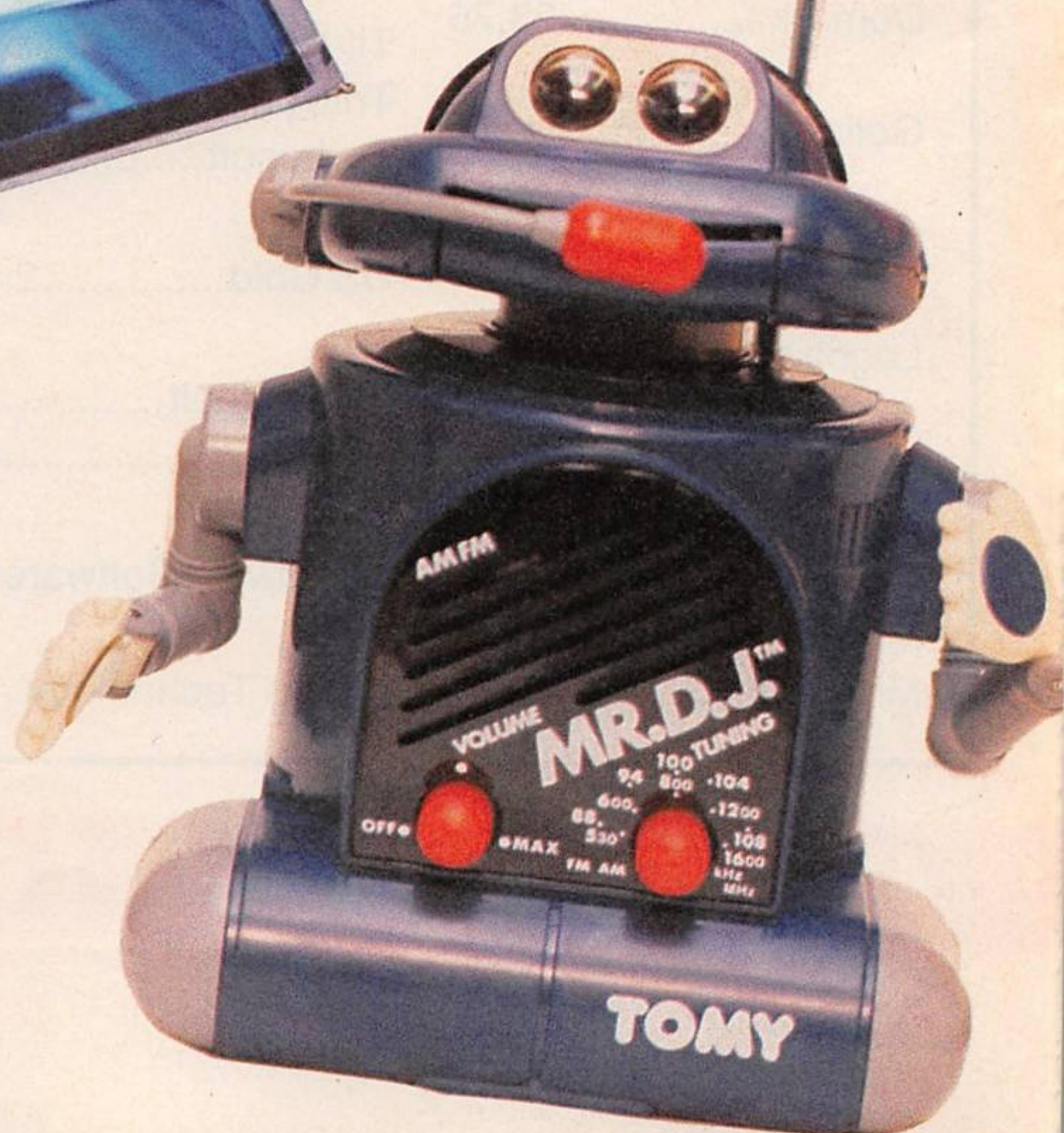
SOUND AND VISION ▲

are combined in this beautiful neon speaker which strobes in time to the music. You'll never have to hire disco lights for a party again. Price: £395 (for the pair natch) from Testarossa, 19 Shorts Gardens, Covent Garden, London.



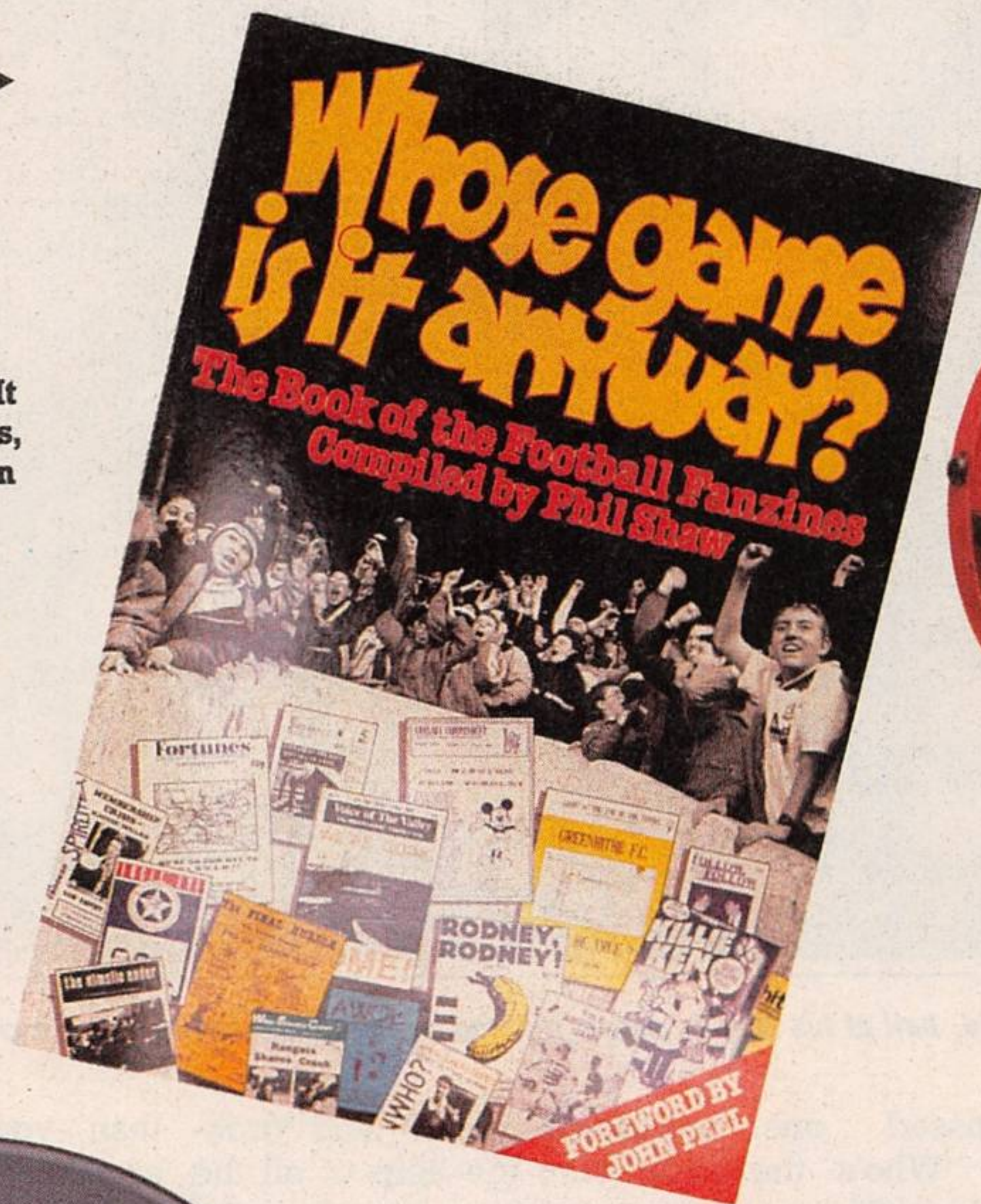
ROBOTIC DANCING ▼

went out with technopop, but don't tell MR DJ that. Tomy's latest AM/FM radio grooves to the sounds which pour out its speaker. Price £19.95 from Roxde at the address opposite.



KICKER CONSPIRACY ▶

Why waste time on the disinformation of football club programmes when fanzines speak the real truth? 'Whose Game Is It Anyway?' collects the best from around 200 available. It costs £5.95 from Sportspages, Charing Cross Road, London and all good book shops.



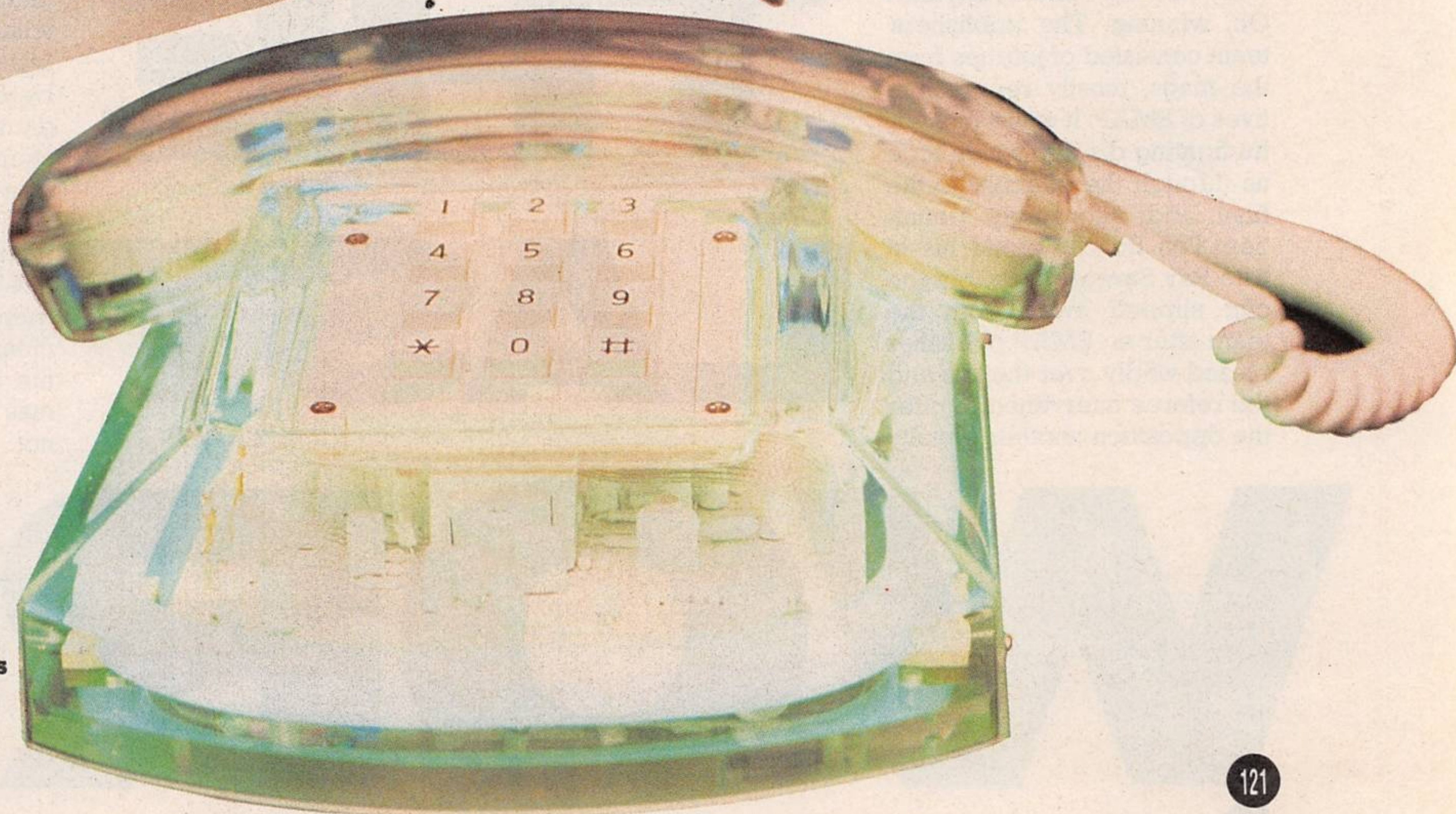
◀ ARTEFACT

We don't make a habit of recommending records, but this one was made (as some of you will know) by one time staff writer Nick Kelly, so we'll make an exception. On release now in 7" and 12", catalogue number 12 tfls3.



PHONE HOME ▶

A suitable dog and bone for the extra terrestials among you. This neon lit piece costs £178.95 from Testarossa (address opposite).



◀ TIME, CAMERA, ACTION

film buffs can add this studio light clock to their director's chair and clapperboard photo frame. Available from Roxie, 76 Wardour Street, price £15.





EMAP (and some others) v. The Rest Of The World. The Ed, ball at his feet as usual, reflects on the state of things at the charity footie match.

What happened? Where are we? One minute we were talking amongst ourselves the next — nothing. All we know is the Editor was standing over us muttering something about us not bothering to check facts and how we deserved it. RVF, VFR, FRV it's all the same to us.

So we missed another issue whilst we were in hospital. Never mind, pull up a visitor's chair, pass us the grapes and we'll fill you in on all the goings and comings in the wacky world of software. What a wild and woolly time it's been.

It all began with a charity soccer match held in September at Luton's vile Kenilworth Road pitch. Four sides there competed for the honour of . . . what was the honour, anyone? Oh, winning. The publishers' team consisted of journos from the mags, mostly representatives of EMAP. It was a masterful fighting display which took us through the qualifier to the final, and, agonisingly, penalties. The Ed converted his in true Ray Stewart style, but the cup slipped away from the team after an EMAP publisher blazed wildly over the bar and the referee intervened to offer the opposition another penalty

after they missed one. Altogether now: 'Who's the b@*t*/d in the black?!'

The big event though, as ever, was the PC Show. Regular readers will know that this is generally the biggest excuse for getting wasted the software industry knows. The Show was, well, like it always is really, except that there was probably even less to see and get excited about than there usually is, with fewer machines to play and more rolling demos and videos. That should change next year, because TLW can exclusively reveal that there won't be a PC Show. Instead there will be the ECES, or the European Computer Entertainment Show to you and it'll be run by CU's

publishers EMAP and organised with the help of all the home computer mags here including us. How's that for a Maxwell-like news exclusive?

At least the post Show parties didn't disappoint. Wednesday night began in a dignified manner with an EMAP cocktail evening in Chelsea. Everyone eventually adjourned to local hostelleries, where a TLW representative was bewildered to see a member of Mirrorsoft, fearing a bit of poaching, trying to prise a Bitmap brother away from Ocean's Gary Bracey using just about every trick in the book. Thursday night won the award for best 'do' with US Gold's which featured more Beck's

than you've ever seen, an appearance by Rik Mayall and the sight of ACE ad manager Gary Williams doing The Timewarp solo on stage. Not to be outdone in the comic stakes Ocean produced none other than Bob Monkhouse for their evening, held in a big Italian restaurant in Kensington.

And that's that until it all begins again at Christmas with more industry parties and the celebrated Indin, at which the industry pats itself heartily on the back and gives away awards, judged by the magazine editors, to the year's top games. Any clues from the Ed for Game Of The Year? Only, he says, that it's not *Passing Shot*.

THE LAST

WORD

Seeing as we've mentioned games you might like to know what's happened to *Rainbow Islands*? Reviewed favourably by everyone, months ago, the game has yet to appear in the shops. The reason for this is a disagreement between Taito who own the game's rights and Microprose who now own Firebird. No doubt m'learned friends are involved which means the prospect of seeing the game this side of Christmas must be dim. Let's hope not.

Awaken the beast within you...

ALTERED BEAST



Zeus has called upon you! Only a brave and fearless warrior can save his beloved daughter Athena, from the cunning clutches of Nelf, evil Lord of the Underworld.

Risen from the grave, you are presented with Supernatural powers beyond this world. Collect the 'mystical' spirit balls and transform into an awesome array of creatures – as Strongman, punch and kick harder than ever before, as WereWolf and Were-Tiger rip the flesh of the demons of hell and as Bear, knock out your enemies with one bad breath!

You hear the distant cries of the beautiful Athena and as the terrors of the Underworld tighten their grasp, the beast within you rises to face the final battle!!

ATARI ST SCREEN SHOWN



ACTIVISION

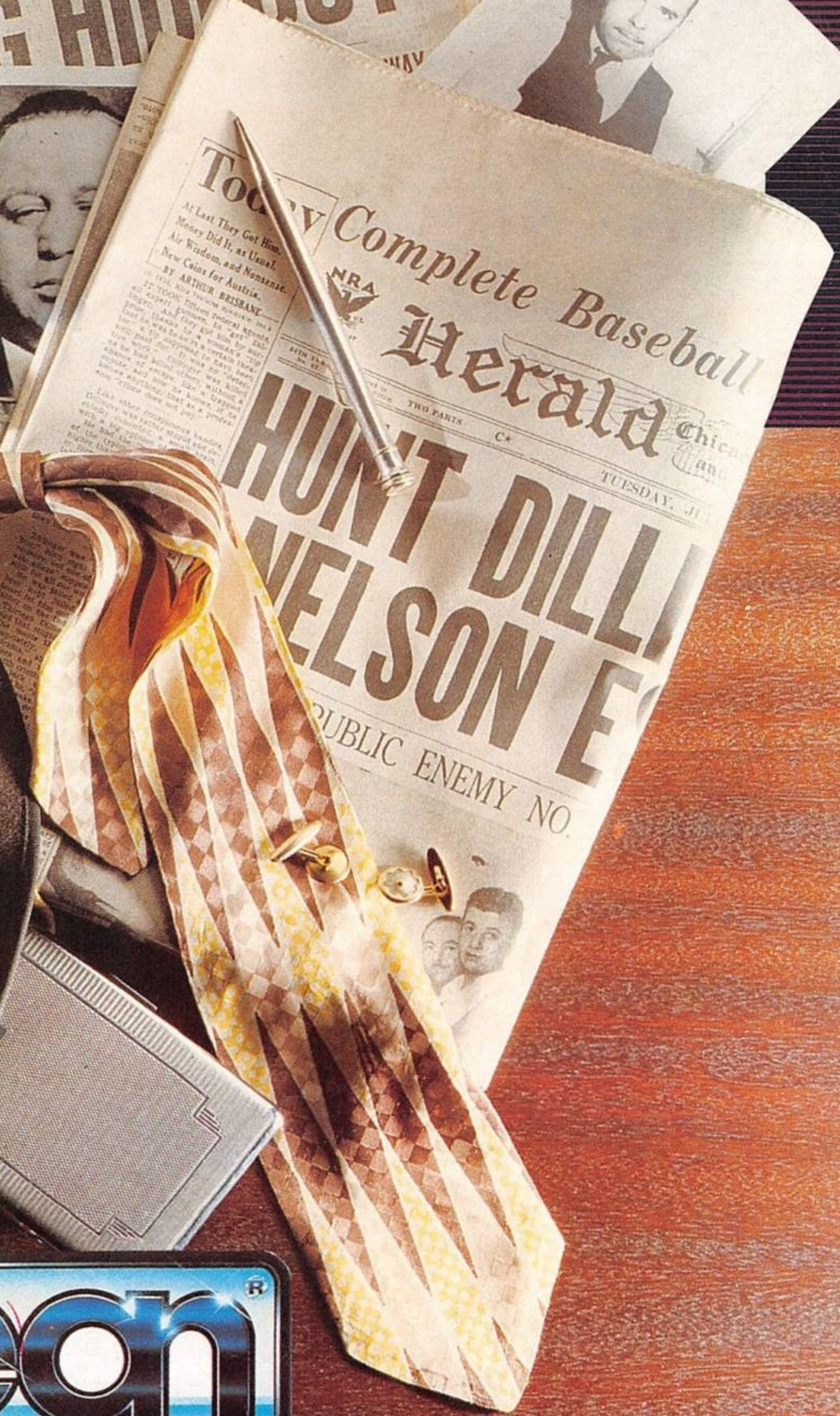


ALTERED BEAST™ and SEGA® are trademarks of SEGA ENTERPRISES LTD. This game has been manufactured under licence from Sega Enterprise Ltd., Japan. ©SEGA 1988, 1989. Marketed and distributed by Activision (UK) Ltd.

Mail Order: Postronix Ltd., Nene Enterprise Centre, Freehold Street, Northampton NN2 6EW. Tel: 0604 791771 (Quote Reference ACT 1). Consumer Enquiries/Technical Support: Tel: 0734 310003

YOU CAN RUN BUT YOU CAN'T HIDE FROM

THE UNTOUCHABLES



TM and Copyright © 1989 Paramount Pictures. All rights reserved.

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650