

No. 11
BIGGEST AND BEST!

GET A 64? * THEN GET THIS!

12

FORMAT

Commodore

POWERTESTED

MORE Speedball 2

Escape From
Colditz

P.P. Hammer

3D Const'n Kit

Man United

The Ball Game

Over The Net

C64

REVIEWS
 THAN
 ANY
 OTHER
 MAG!

PLUS LOADS MORE...

LOOKY HERE!

STUNNING GAME!
 4 STUNNY DEMOS!

Commodore!

COMPLETE GAMES

SPINDIZZY

CF SHOW **EXTRA**
 SPECIAL PD DEMO

POWER PLUS 4 DEMOS! PACK

RODLAND

3D CONSTRUCTION KIT

P.P. HAMMER

SPEEDBALL 2

If you can read this, someone has misread your cover
 tips. Just ask the manager for a reply - but don't
 leave the shop without it!

INJURY TIME!

SPEEDBALL 2 BREAKS ALL THE RULES

First review and playable demo
 - only for CF readers!

ART MEETS ARCHITECTURE

Budding world builders, lay your
 foundations - Bomark's 3D
 Construction Kit surveyed on
 page 60

Future
 PUBLISHED
 For parents of kids



BATTLE COMMAND



Set in the future, in which you control a "Master" Assault Tank in one of 16 missions, is a war fought between two dominant races of the New World. Such are the defensive capabilities of the opposing armies that any offensive moves must entail "behind the lines" actions performed by elite troops in specially designed vehicles. The Master is the latest such machine capable of being lifted in and

FIRST INTO BATTLE ...
... LAST TO LEAVE

ocean

out of hostile territory and armed with the most advanced weaponry. Select your mission and the armoury you will require. The 360 radar sweep, in and out of cockpit views and area maps showing terrain, and complete

theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go hand in hand with lightning reflexes and a true grit determination. SPECTRUM-COMMODORE-AMSTRAD
IBM-AMSTRAD PC & Compatibles
ALSO ST-CRM AVIGA

The silly season may be drawing to a close but the software season's still warming up. Inside this mag all the latest releases are...

POWERTESTED!

16 SPEEDBALL 2 MIRROSOFT

How's your appetite for bloodthirsty sports? If you're hungry for action, here's a Corker of a game to slug it out with. And don't forget to check out our stonking as well! It's a stain-piece of code and no mistake! (Play to win, guys!)



3D CONSTRUCTION KIT

64 KIT DOMARK

Now you can build on the nuts and bolts of Incentive's Preescape system but is that a blueprint for success? We review a Corking piece of software where virtually anything can happen and you end up seeing things from a new angle...

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KRISALIS

Jahangir Khan endorses this World Championship knockout game without making a nee-quit. Sweating out a set with this one won't make you fit but it might still be worth it. Join our reviewer on court...



20 OUT RUN EUROPA

US GOLD

The latest in Out Run games series is one steal after another. But do the ends justify the means?



MAN UTD 19

KRISALIS

The team is back in Europe but have the Red Devils' computer counterparts been left stranded? We put the ball in your hat



55 OVER THE NET LINE!

Volleyball is served on the CBI but is life a beach or does it kick sand in your face? CP does its silly shorts and ruts on the fake sun-tan embrocation



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POWER PACK

SPINDIZZY

ELECTRIC DREAMS

A great game that really is something to twist and shout about, exclusively for you, in full!

SPEEDBALL 2

MIRROSOFT
Hurt! Hurt! Hurt! Have yourselves a smashing

time playing this sick action/future sports special.

RODLAND

STORM

Four levels of power power can't wait to be outbided. Load up this platform blast at last!

P.P. HAMMER

DOMARKWARE

Wage you've got a hand hat handy for this devious demo. Flak your way

through a chunk of this new arcade adventure.

3D CONSTRUCTION KIT

DOMARK

Sample some software that you could have made yourself with this playable game full of SOCK code.



QUICK START

SPINDIZZY

Stop a stick in port two, hit fire and then start. Press fire to speed up and tap the space bar to stop dead. Control points and try not to plummet into oblivion too often.

FIGHT GAMES

DEMOS SPEEDBALL 2

After the intro has loaded, press fire to load in the main demo. You've got a host of these in your hands here, so shove in stick in port two, highlight the ESC button and press fire to start the proceedings. Pressing fire during the match indicates tackles and also allows you to throw the ball.

ROOLAND

Simply itself. Watch a juggler in either port for both in a two player game. Try and collect all the flowers and avoid the obstacles. Frequently press fire to 'roof' the ballies; press fire and push up to make ballies.

3D CONSTRUCTION KIT

Controller in start two. Move forward/back and turn left, right. Tap space to release the gun/light; press fire to unleash your fireworks.

CF SHOW

Run the demo, all back and forth. And make sure you've got a stick in port two - just in case.

P.P. HAMMER

Hitve your hammer in port two. Guide P.P. around as normal. Put diagonally down to crouch and scurry along low passage. Push diagonally up to jump. Press fire and push left or right to start digging!

NO LOAD!

What should you do if your beloved PowerPack fails to pack, or worse? It is considerably fails to load the code, pop the tape in a jiffy bag (keep the box, you'll need it when you get your replacement), enclose a stamped addressed envelope and send the lot to:

Able's Audio Video
Harcourt,
Halesfield 14,
Telford,
Shropshire TF7 4GD

A replacement will then be despatched to you at a very rapid time.

POWERPACK

Not only do we have three playable demos plus a specially written CF demo, but you lucky lot can load up Spindizzy - simply one of the best games ever written for the 64! We don't call it the PowerPack for nothing...

SPINDIZZY

ELECTRIC DREAMS

Created (which stands for Gyroscopically Environmental Reconnaissance And Land-mapping Device. Yes, well...) is a spring thing who has been sent to an unexplored planet to, well, explore it.

Geard transmits a (rather noisy) 3D isometric view of his surroundings, complete with wobbly paths, slopes, water and bottomless lava crevasses. Your little rotary chum is

purpose built for this sort of thing, able to spin along at high speed, possess formidable inertia, spin up when inclined and then spin, unaccountably, down the other side. Actually, come to think of it, he'd be better off with a good pair of sturdy legs.

Any road up, Geard is under your expert guidance (snigger!) - he's to negotiate six extra screens and

SPEEDBALL 2

IMAGWORKS

This wonderful, economy and downright exclusive demo loads in two sections. The first contains smart intro screens and an absolutely stunning Martin Walker sound-track from the game itself. Load it up, read

This is what it's all about
Speedball 2 - a future sport
with balls



the
about a of
the Brother
Delaware team - players
that make a terrific look
like Daniel Morgan

the speedy message,
leave to the expert
screens, use the pic-
ture, go 'Wow, man!',
and then hit the fire
button to load the rest
of the (extremely)
playable demo.

Here are a few screens joined together to give you an idea of the intricate look ahead - this is just one bit of the entire (fantasy) world!

An elevator, traps, and bricks to get on to



This is a map of the entire world, accessed via the M key. You can always find your way to the left of the white squares.

This is where your mission starts. Moving north lets you face a lot of the treasure chests, which introduce you to the sort of old traps that the rest of the game is full of!

When you can't quite see what's going on, why not try a 3D view? Here's the far screen, which looks a different angle!

A crystal. There are lots of these to collect and you cannot touch, since it's the only way that you can get on to the floor.

collect all the jewels therein. There are 228 rooms and lots of jewels, so if you were planning to go see a movie this evening, forget it!

As you move from room to room, you'll come upon all manner of tricks and traps, such as elevators, attacking aliens, perilously slippery pathways and switches. Move over a coloured, shaped tile and something, a similarly shaped and coloured object will be activated - or deactivated! It's up to you to find out which.

On occasions, the little roomer sleep-paces behind a large wall or construction, preventing you from seeing what's going on. If this happens, just tap one of the function keys to switch the view to another angle. Clever!

Since the landscape is so badly huge, Gerald has a built-in map; hit the M key and the entire planet is revealed in glorious red and black. Explored areas are shown in yellow and streets with uncoloured jewels are denoted by purple.

OPTIONS BEFORE PLAY

I - Brings up an icon screen so you know what to watch out for
O - Gameplay options: F1 - toggles speed between fast and slow; F2 - number of jewels to go for; joystick mode you can control the joystick with one stick, the joystick with the other; F7 - Return to main menu

OPTIONS DURING PLAY

Q or RESTORE - Quit game and return to title screen
P and RUN/STOP - Pause and restart the game
L - Alter Gerald's shape: spinning top, spinning disk or sphere
M - Brings up a map screen, showing areas you have/haven't explored
S - Displays your score so far - number of jewels collected, all that stuff
C - Toggles between alternative landscape colour schemes



Here are examples of the alternative colour schemes and alternative 'direction' (essentially, the state of the spinning top allows you to be more accurate in positioning)

At first, the management screen appears. You can move the highlight (aided by the joystick, you can click on a few buttons, you can even use joystick on the joystick) marked if the TRAPPED button lights up. However, you'll notice that you have absolutely zero power, so you may as well highlight ESC and start the real action.

This screen lets you play the computer in a test-of-three competition. You're the red guy versus the blues. For more info on the finer details of Speedball, look to page 18 for the Power Test.

However, in the interests of getting you started ASAP, all you really have to do is guide your player about (he's the guy with the little semi-circle around his head) and hammer the fire button to tackle (well, hit the opposition, which you can't prevent), or fire away to throw the ball (moving the



The mega Speedball arena as viewed from the Goodbye keyboard. Here it goes and yours is a world of hurt...

joystick applies afterwards). If the ball is on the ground, hitting the release your player to kick, and if the ball is in the air, the fire button initiates a jump.

Gain control of the ball, get near the goal and attempt to get it past the goalie. And that's all there is to it. OK, that's

RODLAND STORM

Grab a joystick or two and get yourself a slice of this monster-bashing platform action. The idea is to move around the levels, collect the flowers (just with one!) and avoid getting crushed by the machines.

You can climb up and down ladders by pushing up on the joystick, and you can also make your own ladders by pushing up or down and pressing fire at the same time.

To protect yourself, your little fairy-type can pop a big red coin which is worth the enemy. When you get close, hammer away at the fire button to increase the



Step 1 - Strife around and try and collect all the flowers before your defeat all the enemies.

bullet. It's a magic rod power and then repeatedly dash the beast against the floor. (Just have a go - you'll see what we mean.)

You've got loads of continues and a two-player option, so there's no



Step 2 - When the last flower has been grabbed in, the extra game option is activated (you can just about see the 'Extra Game' logo if you squint hard enough).

excuse for not finishing the entire items with a perfect score (and then you can see the pretty, recently-died fairy queen).



Step 3 - In the extra game, any remaining enemies turn into pink things who always also get the red treatment (three levels). They become bulked better levels, collect the red coin, again 'EXTRA' and you can cheat your free life, friends!

P.P. HAMMER

DEMONWARE

Mr Hammer - P.P. to his chums - has entered a subterranean cavern in order to quench his thirst for cash. Glittering coins lie in various out-of-the-way places and it's your task (as controller of P.P.) to dig your way through to these apparently inaccessible riches and collect the loot.

Joystick control is pretty much as you'd expect, although P.P. can be made to waver along his passageways by hitting a button diagonal in the direction you're facing. He'll pull his hat down over his eyes (nast, thin, chest and upper legs) and shuffle along.

To operate his pneumatic weapon (which whirr-ah! stirs) press fire and push left or right. P.P. hammers away at the block immediately adjacent to the one he's standing on. After a few moments the rock reappears (don't ask why) so if you've got to burrow through several layers, you'd better start thinking about where to start and finish, otherwise P.P. gets a big lump of igneous material appearing in the middle of his body. As you can guess, this is extremely fatal.

There are numerous collectibles dotted around, some of which you'll need to use as later puzzles. As you walk over them, they are automatically added to your inventory and appear in slots on the status panel. These slots relate to the numeric keys 1, 2, 3 and so on. To use a specific item just tap the right key at the right time.

THINGS AND WHAT THEY DO

KEY - Unlocks things (look for a keyhole device)

BLUE POTIONS - Temporarily increases

CF12 - Hummers the competition

Hammer's jumping capacity

DL - Increases P.P.'s drill speed
YELLOW POTIONS - Provides immunity to enemies, water, fire and so on
RED POTIONS - Recharge P.P.'s strength

There are plenty of traps and traps here to keep you scrambling away. You'll be dumbfrighted in situations from which there is no escape (plus it's a little bit buggy) in this event just hit the H key to start all over again.

Explore and experiment. The aim is to collect the gold, find the exit and escape from the cavern before the timer runs out.

Getting about with P.P.



3D CONSTRUCTION KIT DOMARK

Anyone who buys the full kit gets this game included in the package. The game has been created entirely with the 3D Construction Kit and should give you some indication of its power (all the moment Beam is busy building walls and keeps going "Yeah!" and "Wow!" and so on).

You have been marooned (stunned jungle? - still on a strange planet from which you must escape and return to Earth.



Here's a quick peeking tour of some of the action in the 3D Construction Kit game. This computer-reading device shows you how to use it (below) - when you've exhausted it, of course.

enables you to activate doors, switches and so on. To fully explore the Freespace games there are also a few controls accessible from the keyboard:

CONTROLS ACCESSIBLE FROM THE KEYBOARD

Q or Z - Turn left
W or X - Turn right
U - Zoom (again 180°)
O - Move forwards
K - Move backwards
P - Hit up
L - Hit down
F - Lower
R - Raise
B - Fire
M - Rotate clockwise
N - Rotate anticlockwise

RESTORE - Quit game and return to title screen
SPACE - Toggle the control panel to - you can move it via joystick.

Sometimes, there is an extremely large interplanetary spaceship - this could be just what you're looking for...

As with previous Freespace games you use the joystick to move forward and back or turn left and right, hitting the space bar releases the gunlight, and pressing fire allows you to shoot a foresteam of some description. This



Ohh! Looky here - a fancy alien thing that's useful in a laboratory (not sure of a way). However, you'll have to get out of a great big red web before you can get your game on.



How this is really useful. You can just shoot make it out - it's a shooting great space shuttle. (Wow, it's a space shuttle to escape from a strange planet! That's just the sort of thing PD is looking for - **EE**

PLAY
THE GAME.
MAN!



CF SHOW

This is a bit of an added extra, to be in with David Casson's PC0000. All you have to do is load the demo and follow any on-screen prompts. Later on in the demo you'll be asked to fiddle with the joystick, so watch closely!

This gives you a taste of just what PC00 is all about, if you think you could be better, or if you just want to know more why not drop David a note? Write to him at the usual CF address.

Commodore 10001

ocean
AKkaim
INTERNATIONAL INC.

Yep, folks... the man with the hat is back on track. Thanks to LucasArts and US Gold, Indiana Jones, archeologist, whip-wacker, professional

heart-throb and champion designer-studio-winner is on the verge of starring in his fourth cinematic bonanza. There's one thing just a tad peculiar about this adventure. Unlike the other three Indiana Jones extravaganza games, *Indiana Jones and The Fate Of Atlantis* isn't based on a film and probably never will be (ahh). There is a *Dark Forces* comic book of the same name, but even if you're thinking you can feast up on the guy beforehand, forget it: the plots are related but definitely not identical.

If you've seen all three films, it won't come as a great surprise to find that story number four features good ol' Indy locking ships with these galleons for punishment, the last of 'em is the *Third Temple*, it's *1938* and Indy's uncovered a few clues which may lead to the legendary lost city of Atlantis.

When our hero finds a shiny, copper-colored metal made of whitehotium, a material just like uranium but (wouldn't you know it) without the radio-



Check out future releases as and when they're announced and read the first news of games in development. Kati Hamza has dug up a little US Gold about the Indy IV game of the comic book of the film that isn't... Actually, we're quite worried about Kati at the moment

INDIANA JONES

AND THE FATE OF ATLANTIS

tively, steadily Mad agent, Kluge Kerner, fishes it and sends it to his boss. From that on it's a mad dash to see whether Indy or the jockeys can make it to Atlantis first. (Sounds a bit like *Raiders Of The Lost Ark* to me... But)

Level five features the final showdown in the great first city itself but if you want to get there you'll have to make it through four midsize preliminary stages first: a casino, a naval base, a submarine and a Mediterranean island's section.

The quest starts in your car and your sidekick begins following the trail to Monte Carlo. The

casino is packed full of guests, crocodiles and Nazis; there's a roulette table to win lots of cash at (hardly that, because you might find yourself needing to purchase some important Atlantean artifacts in the very near future) and a multi-level building to explore.

With your water raft and Indy stuffed, it's on to the next naval base, dogging spotlights and battling with the odd army of German engineers. By a stroke of bad luck everyone seems to have been killed out with a bunch of prime quality lead-piping. Lucky you remember to bring your whip, your gun and your hats.

If you make it, you're ready for stage three aboard a submarine. Your number one priority here is to defuse a Nazi bomb and set the sub on course for Atlantis before the whole ship explodes and sends you and Zapata to another kind of king-dom altogether... Stage four drops you off on one of several Greek islands (an important clue early on reveals which one). The mission is to sneak past some decidedly blood-thirsty natives who just happen to be standing slap bang in the middle of a mysterious entrance to the underground world.

Avoid getting eaten for breakfast and all you've got to

do now is nip past a few...



The comic book of the script of the movie which doesn't exist, *Dark Forces* comic are re-readable and a jolly good read if it's the rare mechanics, skip across some death-defying chasms, whip your way past hordes of boobies and work out how to make it from Atlantis' outer bounds to its inner sanctum. And when you've done that, hey presto, you've won!

Sounds enthralling? Well, luckily you don't have to do it all alone. What's really unusual about this game is that you can



Indiana's voice? Well, unless the voice takes, those classic 3D choppers have passed their retirement deadline so that I may better simulate the game on a whole. Well, it appears, the Indy game is exploring the latter area. Well! Thanks again DP! Yes, well...



Inside the nuclear lobby, Indy climbs up a staircase. You can see the stairs leading from the bottom left, up and into this square room.



Indy strikes a havelid pose on the threshold of the stairs. As you can see, Indy's inventory is empty but for a large block of Yacht.



Wheee! Oh yes, very Monte Carloian that of this can only assume that this early version doesn't yet have the correct script for that Monte Carlo box given very demonstrated recently - 2/8

control two characters all the way through. There's a lady, of course, but if you prefer you can be Sophia Haggood (old friend, former research assistant and fellow Albatross repert). Sophia's just as good at solving puzzles and a dab hand with a knife. You can switch between the two whenever you like and if you're in trouble, just call upon your partner for backup in a fight.

LucasArts didn't want their heroes to be capable of dying, so if you get beheaded to a pity you still won't get killed.

Instead the Nazis can't you off to a prison camp where you'll stay until your fellow archaeologist has had time to launch a

rescue attempt and get you out. If you both get imprisoned, the Nazis win.

The whole shabang has been designed by Attention To Detail and FINEC, the people who brought you *Age of Mummies*, and is being programmed by Eugene Ashton (code) and Mark Cook (graphics). Flight from the start one of their main priorities was to get away from the more usual horizontally scrolling arcade adventure look, which is why all the levels feature a cinematic cut-away 3D approach.

At the moment programming is still in the early stages. Keep 'em posted for a full review around November time.



ocean
AKkaim
entertainment inc

Oh no! The summer lull is drawing to a close, so CF is again being pounded with new releases. Our radar can't cope and try as we might we just can't keep them away! Watch out!



SMASH

The name Williams might not mean much to you young whippersnappers, but there was a time (about 1984) when they ruled the roost as far as arcade machines were concerned. Defender, Joust, and a genocidal title number by the name of Robotron were the games of the day. Back then graphics were primitive, but it was the sheer brilliance of the gameplay that stood out, unlike so many modern arcade blasts. By 1986 (or thereabouts) top C&A programmer Archer Maclean was threatening to unleash a perfect conversion of Robotron onto the world, hap-

ping already given us his starting Desquon (a Defender clone at the highest order). Archer's game never saw the light of day. Sids.

After something of a 'quiet' period, Williams are back, and as the saying goes, they're better than ever. Having already shown the competition just how to write a horizontally-scrolling blast-'em-up in the form of Asterix, they decided to dig deep into their own history, and bring Robotron back and reinserting into the mix. The result? Smash TV. Imagine if you will a cross between the aforementioned Robotron and that of Schwarzenegger flick The Running Man. Killing and prize-winning is the name of the game.

wipe out those deeds and that too much gaudiness and cash prizes could be yours. It's The Ultimate Future Sport where one more laser blast means a few dollars more. This has to be the last word in ideologically around shoot 'em ups.

Having showed coin-up junkies for several months now, Ocean — with code courtesy of Probe Software — are all set to bring the megablast to all you lousy C&A people. Any initial fears about the impossibility of such a conversion (several of our fan spies moving at once on a high resolution 20-inch monitor for one) have been instantly dispelled by the cooling demo we've seen. It proves that the C&A is still tops at producing complete adrenaline-fueled blasters.

Although there's only five sample rooms, and one



These swirling swastika symbols are bad. Pick 'em up and watch the enemy die!

"ASSST-PASS IT AROUND...
...THE **Final Fight**™ IS COMING!"

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SMASH TV

end-of-level guardians in there at the moment, things look a hell of a lot better for the finished product. The final version will be as near as damn it a full implementation of the coin-op, with all 80 rooms and three heavy-duty guardians. Don't expect to dust this one off in a few hours!

The idea of the game is a pretty simple one — to work your way through a grid of game rooms. Once a room is entered there is no escape until all enemies have been disposed of. In addition to floor mines and any droids in the room to start with, enemies more cunning than you are also plaguing through the rooms, all eager to make friends with your blaster. This being the '80s of course, there are power-ups galore to be collected giving limited use of missiles, rockets, deadly rotating discs and much more. And believe us, you'll need them to get past some of the rooms. Also appearing are prizes in quantities and prices and great walls of cash. Blasting droids whilst collecting these is no mean



Destroy all the bad-boids on the first screen, and a level map appears showing you the route to take to the final end-of-level guardian.



Each screen has a different shoot theme. This particular arena of doom has a precision jumping ambience...

Blue blinks are mines — step on them and it's logo-eye contact!

feat, but the risk is worth it just to see that score go through the roof!

Bonus rooms are added around giving you further opportunities to get rich-quick, and of course there are those Boss guys to deal with. Each one must be given quite a

pointing before it goes up in a puff of smoke, just when it looks like the fight is over. These two-mechanized lightning speed rare finds and come back for more.

And that's all there is to it really. Smash TV is a perfect example of a single-minded blast with just the right number of enhancements to

add usability.

Mark Jones is the name behind the game, a man familiar with achieving the impossible on the C64. Games to his credit include Superway, Time Machine, Cybernoid Land II, Steamboat and Deliverance. Bad names, then that Smash TV is to be his own song on the C64. Sell, at least he's going out in spectacular style.

Smash TV should be pounding a computer screen near you come November time — watch out for a review in a month or two. Amuse parks should also keep their eyes peeled for Strike Force and Total Annihilation. These titles are brilliant! Equally to Defender-Dragon and Smash TV respectively. And who knows, this time next year...

Here's the early Smash TV game... all of it. In the full game you can choose your own route.



At the end of some intense shoot-outting you face the rocky great guardian. He's a real test of massive firepower in Smasher's arsenal and rather than just code up a set amount of shots and explode, he is gradually released away bit by bit, head, tail!

SNIPPETS

NUMBER 11

ABC stands for Audit Bureau of Circulation, and it is these official body who monitor just how many copies Commodore Format — and most other computer mags — sell each month.

So what? So CF's first ABC figure has just come in at 86,135. That's 86,135 copies of CF sold, on average, each month. So it's official — we are the best!

Commodore

Commodore Format is the Square one it will remember you and getting bigger all the time!

selling C64 mag in Britain (and by a good couple of thousand's). Thanks to all our loyal readers who made it possible — stick with us and you won't go for wrong!

FAST DISK DRIVIN'

The C64 over years among the first to offer a brand new C64 3.5" disk drive from TIB. This addition offers you a faster interface which plugs straight into the C64's cartridge port, making it compatible with any C64 machine. Almost primarily all people who use the C64 as a programming tool, the drive will save/restore a full 655-gig in six seconds, and each disk stores 789K of information. The drive takes its power from the C64 (thus avoiding a cumbersome power supply). It is priced at around the 100-mark and some bundled with a games compilation on disk. Tune in next month for more words and pictures.



Crushing enemy, your opponent by downing up to ten fights and victory trophies, titles...

PITFIGHTER

Fans of Tengen's Pit Fighter will be up, brace up. Gemark have a C64 version planned for release sometime in November. You can bet the original characters of the original don't make it to our beloved beige box, so the gameplay better be up to scratch to make it worthwhile. There's no reason for not including the full range of moves and an awful lot of animation. Looks like Green's WWF could have a fight on its hands...

BUNDLE UP FOR WINTER

In a recent interview with Home Computer Express, Steve Probert, managing director of

FINAL FIGHT

If there was ever a top ten list of video college, Capcom's Final Fight would be up there, dragging it out to the number one slot, its mix of brutal brawls, bloodily sword-clashing and general mayhem and zipping could be considered prime material for release as a computer

game. We at CP however, being of low moral fibre and much lower intellect, reckon it's gotta be great!

Final Fight is being coded by Creative Materials who were responsible for Streets of Rage, Double Dragon and Line Of Fire (Punchy). As with many coin-op games, the game has been overshadowed directly from the arcade PC by its an Aetiga. The four Megabyte of graphic code are squashed and squished, redrawn and re-coloured until they fit a few thousand machines.

Unfortunatly the CGM can't cope with the massive characters of the original. In this case, the sprites have been drawn from scratch by artist Andrew McCarthy, and as



Maggie is down in the tube station at midnight (see above with Mike), Lucio like her is a bit of a Jane (see over)

you can see from the early screen shots, they're still pretty big. Thankfully, the two-player option has remained intact too that you and a friend can face up against the Mad Clear gang.

The whole you may well ask, that, the plot is another 'boy meets girl' gets kidnapped/boy gets kidnapped out of their' affair. The main player is Joe Jessica, the mayor's daughter and kidnapper, Maggie the incredibly large and well built mayor, Cindy, Jessica's equally meaty girlfriend, and Geo, Cindy's built like a brick conservatory chum. What a mofly crew!

On hearing of Jessica's fate, two of these three bobbies (the choice is up to you) go forth to do severe damage unto the bad guys. This urban warfare takes place across six scintilly sections, each

meets girl gets kidnapped/boy gets kidnapped turns kidnapper/does get the crap beaten out of them' affair. The main player is Joe Jessica, the mayor's daughter and kidnapper, Maggie the incredibly large and well built mayor, Cindy, Jessica's equally meaty girlfriend, and Geo, Cindy's built like a brick conservatory chum. What a mofly crew!

ing you on a tour of the seedy side of town. Two bonus sections give you the chance to smash up someone's car and break games of pool in a disused library. Yeah.

Win Double Dragon II and Double Dragon II under the belt, cooler little indomitable has had plenty of experience in two player beat 'em up and, according to Creative Materials, everyone there is very happy with the way the game is progressing.

As long as the characters move well and the CGM gameplay remains intact, we should be in for quite a potent beat 'em up!



At the end of the tube train (first stage, second level) Maggie takes a flying leap of her adventures (looks it up completely and releases them both by a good few feet)

... COMING SOON!

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Those whoop-
ping great
punching
caves will
also greatly
improve
them. The
new *Beast*
or *Wolf* items
to reveal
weapons,
food and
textures.

CREATURES II

You can't keep a good fuzzy down and Clyde Rabsbotz looks set to storm on all the CGAs again this Christmas. The original *Creatures* gained the great game 'It's A Conflict' in CPGA, indeed the game has already sold in excess of 25,000 copies, but Apex Computer Productions promise an even better sequel.

After his triumph over the earth video stars (the award - yes, Clyde and his boyfriend decided to... well... get together. Several fans to the cottage patch later these were dozens of little 'Cybitals' populating the island and everyone lived happily ever after. Until, that is, the evil demons appeared on the scene again. Not only were they annoyed by the partying activities of the new 'fuzzies', they were also a bit

which nicely sets the scene for the game and its ensuing carnage. The first essentially swirling stages which form the main crust of the original game have been dropped (well, only to be replaced by loads of subtle bonus content) here, say, the old of these screens are planned for the finished game and Apex have



The essential bonus levels, with two features in red-bordered

incorporation some nifty ideas, it improves the entry.

Finally the playing area has been enhanced considerably, allowing Clyde and fellow creatures to leap about in the top borders. The status panel sits neatly in the lower border, and subsequently itself, before screen is a bit bigger than before. Generally Clyde's control method has been tweaked slightly, allowing you two to walk effortlessly up slopes and move around with a greater ease of flexibility.

After each before screen comes a fast action bonus section where a designated quota of puns have to be typed. A rather nasty device, necessarily checks your

inside from a high ledge - your job is to become him to safely with the aid of a newspaper, and a fellow furry. One mistake, and the streak turns grey all round. Bonus

items can be collected which, if you light up the letters 'SOMEDAY', light up the letters and an extra life in 10 years. The

task is made a touch more difficult by the huge flying creature which swoops down on any vertically bounding 'fuzzies' to whisk them away.

After every 'third letter' screen bonus phase comes an 'Island Hoopay' section, which sees Clyde leaping from one island to another in his substituted splendour. It's still in the jumping stages, but it should emerge as a fast paced, horizontally scrolling parallax shoot 'em up extravaganza. And, rampant has it, Maximus Mouse (star of Summer Camp) and the forthcoming Winter Camp should be making a guest appearance somewhere in the game.

Clyde Rabsbotz in *Torture Trouble* (*Creatures II* is due out this Christmas on the Thomson base) - in the meantime keep an eye on the geometry screenshots of the first bonus screen and bonus section. *Creatures II*, dare we say, could be a real corker.

Commodore UK, said that there are some 'very, very exciting plans for the CGA home computer this Christmas. I don't comment on them further but they are probably the most exciting plans for the machine in five years'. Considering the fact that the cartridge-based CG and the latest move to remove *Obitronics* ports from new kits, CPGA's best guess is that we could see a disk drive included in the box - most likely a 3.5" mini - plus a bunch of disk based games. If it is the case it's going to be a great leap for new CG users - it's just a shame that it's about three years too late. We'll keep you posted.

RUGBY WORLD CUP

To coincide with the Rugby World Cup in October, *Blomax* have commissioned the probably titled *Rugby - The World Cup*. It sounds pretty much like your standard carding multi-



player team sport and does to compare itself to player as *Rugby* is to soccer. But then if they're confident, we should be too. More news soon, sugar fans.

MORE IDEAS

Following their first, decidedly average, 3D title earlier software house *Blax* are planning a full frontal assault on the 3D scene with no less than five releases between now and Christmas. *Out of the Box* is a logic puzzle in which you are tasked with taking 'cups of different sizes on their stems' in a necessary order, usually.

Blomax presents *The White Game* based on a comic strip known as *Over the Top*, except for in the UK. This humorous scrolling beat 'em up is set to follow the formula of a *Blomax* title (adventure, presumably). *Outgoing* is yet another tennis game. *Ball Field*, *Colony*, *The Flood* (same as another comic book on the Logo Alberts model), and finally *Blax* have an as yet unnamed tennis simulation bearing a revolutionary title on view. Appearances cartoon-style graphics and arcade graphics.

DEEPER ON DOWN

Anyone who's bothered through all the missions in *Combiner's MindQuest* should take out for the expansion packs coming to a CG PowerTrek real soon. They introduce multi-level dungeons, swarming rooms, new traps and much more! Return at the *Blomax*.

Lord and Keller's *King* take the adventure to new levels!





WARMING SCANNER

Our scanner shows you how soon we'll be able to review new games. Each ring represents a month, so games on the outer ring are six months away, the 11 update there each month, so you can stay informed.

FIRST SIGHTING

Italy Jones II US Gold. Arcade adventure with teddy up against fleas in a quest for the lost city of Atlantis.



FIRST SIGHTING

Smash TV Ocean. Sleazy version of Asterix which really pushes the 84 Mega graphics. Tons of pit-ops and three-fifty tons of violence!



FIRST SIGHTING

Wenaxer Bros US Gold. Split screen two player with up fur with Flato and Motta, two bungling burglars. Our early version looks pretty damn okay, so rush this space!



FIRST SIGHTING

Outlaws II, Thelmas Terrible-looking sequel with less acrobatics, more violence. There's a great bonus level and the first gruesome torture screens are looking very impressive!

FIRST SIGHTING

World Class Rugby. Authentic, detailed rugby simulator with a September release to coincide with the World Cup.





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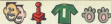
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Acadix Thrive	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Ball Match	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Beams Maze	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Blinky's Busy School	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Demons	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
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Panzer Source	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Full Throttle 1	<input type="checkbox"/>					
Full Throttle 2	<input type="checkbox"/>					
Jeep	<input type="checkbox"/>					
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Poi On Kar-Kimbleton	<input type="checkbox"/>					
Poi Droid		<input type="checkbox"/>				
Rally Bombers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Saboteur			<input type="checkbox"/>			
Sophisticated Women	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Speed Ace			<input type="checkbox"/>			
Tech Wars Fighter	<input type="checkbox"/>					
Worlds In Collision	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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DOB: // // Computers Sport Arts C64 XL/XE
 Owned: Amig ST PC Console



**It's a
Corker!**

It's fast, bloodthirsty and downright nasty - and that's just the review! Since the Ed's not very sporting, we thought who better to get beaten to a pulp in Imageworks' violent future sport?

SPEEDBALL

Right, let's not beat about the bush. *Speedball 2* is utterly brilliant. It's fast, throbby, exciting, intensely playable and downright wonderful. Now, unless you want to know the exact ins and outs of the game, you can skip the rest of the review and go straight to the PowerRating.

Still with me? Fine. If you're completely in the dark about Imageworks' latest venture (it's possible you might have been out of the country. Or living underwater. Or something) then allow me to introduce you to this ultra-violent future sport. In what amounts to a cross between rugby and American football, two teams of nine players face off against one another within the confines of a high-tech walled arena. The ball - which is made of polished metal and should NOT be headed - is carried along and thrown in other players who catch it and carry on. Get near the goal mouth and you have to try and lob it in. Easy.

Now this is a real-contact sport, and tactics are more like muggings. Get within arm's length and hammer the fire button. One foul punnelling later, the ball has usually changed hands, leaving one player lying on the floor dripping life juice.

You can pass the ball to another player either directly by shooting it in the air, or indirectly by bouncing it off the high walls and point-like bumpers strategically placed around the arena. Hitting these bumpers increases your score, and there are star-shaped panels embedded in the wall which effect different bonuses.

Random pits up also appear in the shape of coins, tokens or armour. Coins go straight into the team kitty ready to buy new equipment; tokens have beneficial power-ups and affect entire teams; and armour and weapons are collected and utilized by individual players.

At the start of each bout you can pick your teammates from the full complement of 10 (nine players, three subs). During the course of competitions other players also come up on the transfer market.



Having selected your team, you can then wander down to the 'game' to equip your players. You begin with a set amount of cash which you can apportion to different areas such as: *power, speed, aggression, intelligence* and so on. You can alter individual abilities to suit (like increasing the goalie's defensive capacity) or simply influence

the team as whole.

Choose to play a friendly two-player game, practice in an empty arena or enter

Game	Speedball 2
Publisher	Imageworks
Cassette	£10.99
Disk	£14.99
Release	September
Contact	071 928 1454

POWER RATING

THE DOWNS...

▀ Possibly overrated for solo play

100

94%

- ▀ Utterly superb into music and a good range of spot effects during matches
- ▀ Probably the best of two-player team sport on the disk
- ▀ Intense gameplay is incredibly addictive... and computer teams play a decent game
- ▀ Unfortunately, there's just a single lead for this game disk
- ▀ Some game options rather outside the objective
- ▀ Tiny players are really outlandish and well animated
- ▀ Eight-way attack control is smooth and fast
- ▀ Management function is well implemented and adds some depth to the sporting action

...AND THE UPERS

0



1 The ball is knocked to the center of the pitch and there's a real scramble to catch and make off with it



2 A red player gets the ball and goes it towards enemy's goal at high speed. The black team is in a fierce tussle



3 After a fumble, red recovers the ball and fires it into the enemy's goalpost on the wall & goal now would score 15



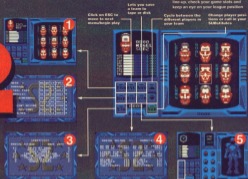
4 The ball is thrown left again, where red regains control and lights the star panel for an immediate bonus of four points



5 Red reaches the goal mouth, avoids the goalie with a quick body swerve and shoot! The red team are 18 points up

'DER MANAGEMENT

From the main management screen you can access all manner of wonderful menus, enabling you to alter your players' abilities, change the team line-up, check your game stats and keep an eye on your league position.



1 Show the TR transfer button lights up, you know that some players have come up on the transfer market, you can cycle through potential purchases with the up and down arrows, and click on TR to spend some cash.

2 The league TABLE shows your current position in the league.

3 Immediately after a game you can bring up a TR transfer sheet. This striping document compares your previous performance.

4 Show each individual team list revealed with a scroll stick. Basically, this lets you know how much transfer you've done.

5 The TRM screens allow you to equip your players (as long as you've collected enough money). There are eight different areas which can be programmed, such as intelligence, aggression, speed and so on. Corresponding areas on the Specialize light up to show where the stick is on, and the bar above at top left shows the improved player attributes.

6 This can represent money by frame (all players show the goalies' money), by Green (defence), yellow or attack, or according to the individual.

into league, knockout or cup matches.

Alternatively, if you're not feeling up to the psychic challenge you can simply sit at a computer manager and guide your team from the sidelines. Set up the player stats as you want, and let them battle it out! Also don't worry about the league campaigns running through the life-time: you can save your games and teams out to tape or disk. How is that user friendly or what?

The beauty of *Speedball 2* is that for once, CGA games get the whole thing: not just a cut-down, clipped version of the 16-bit. Gameplay is pretty much identical and although the graphics aren't as flashy, it's all there: into goes superb Martin Walker theme track, management screens, animation, the lot.



The press job-up on the far right is a graphic all your team members have their attributes increased to maximum!

Anyone that shows serious cash trying to pick up a decent soccer sim (and my God! there's some crap on the market) should think seriously about this game. OK, so it doesn't have some

panned grime drama on the cover, but at least it plays a damn good game. The two-player option is the business, but even solo.

Speedballers have more than enough to get their teeth into.

Speedball 2's simply splendous - full marks to Carl Mader (code) and Alan Tompkin (graphics). It's the title

Speedball 2 number one in the charts, I think I'll quit reviewing and go and write half soccer games for a living instead.

STEVE



The acceptable face of violence



In the single player mode you control David Deane, the mascot coach of speedball players you're not likely to meet. Going by such fearsome names as Graham (ook), Damon (derr) and it can hardly bring myself to say it Nigel (woot), you can just imagine these warriors striking fear into the hearts of the enemy. "Oh my God!" comes the whine from the opposing team... They're playing *JustBall*. Right, makes me almost just thinking about it. (Shrill...) Steve, are you sure about this? - Dave Ed.

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Kneads have made a two-pronged attack on the soccer gaming market with this one, for contained within the packaging is a management game and an arcade game rolled into one.

The fusion of the two game styles is handled fairly well. The main option menu contains a 'play game' icon. Select it and you have to physically take part in each and every match played. De-select it and all you need to concentrate on is the management side.

You can use the icon at the end of every season, giving you a chance to reclamation.



A Why not reclamation each individual player's abilities? (It's tedious)



B Click on the link to play a match. Here we can see a foul next... well, foul in progress

MANCHESTER UTD EUROPE

The game is soon driven to a large degree, the only exceptions being name changes for the players and so on. Unfortunately it's not immediately obvious what the options are but a quick scan of the manual solves this.

On the management side you can choose from four different cup competitions, the European Cup, the European Cup Winners' Cup, the UEFA Cup and the European Super Cup. There is also a World Club Championship.

Close into a competition a menu gives you the option of changing various aspects of your team to greater or lesser degree. The formation is one option while team line up (of goals, defenders, attackers and so on) can also be changed. Complementing these options are statistical screens, again.



The main option menu. Move a player around the page to see what each icon represents. The top left icon is the same option

These display your current playing in cup tournaments and the individual status of each and every player, including a breakdown of individual skills.

If you're playing in management mode, the match variables which can be adjusted are match length, one or two player option, and whether the players are joystick or computer controlled.

Your options are brilliantly implemented, the icon system couldn't possibly be easier to use. Having said that, as management games go the gameplay is not nearly sophisticated enough.



C Why not play a friendly match against any team in the league (less pressure)



D Arcade options. Change match length, your name or the control method



E Not least from here you can change the formation and line up of your team



F View any of the four cup leagues (latter). You can see who you're playing next

Some all-powerful duty plays in goal for the opposition while yours has been lovingly hand picked from the nearest vegetable patch. We almost never get a grip on the ball during an attack and inevitably throw it back to an opposing player. It also takes too long for the computer to acknowledge your player's proximity to the ball. By the time you have control of a player the opposing team has the advantage.

Because you have to be twice as hard to achieve half as much as the other team, there's no incentive to keep playing. On that basis, it can't be recommended.

ANDY

Game	Man Utd Europe
Publisher	Enlight
Cassette	£14.99
Disk	£15.99
Release	Out now
Contact	0700 372290

POWER RATING

THE DOWNERS...

- In isolation the management game is not nearly sophisticated enough
- It's a game apiece to the arcade version
- You and your opponents are severely restricted
- There's no incentive of the pitch so you'll never obtain where all the players are
- Response is slow

100

58%

...AND THE UPPIERS

- Including two soccer and 11 years gives added life to a tired and tested formula
- The team system is subtle
- Good arcade graphics and slick management section
- Four different tournaments each with a wealth of teams to play against

0

OUT RUN

Blimey, whose is that car in the car park? Whaddya mean, it's a nicked Porsche? Our reviewer looks into a late arrival from US Gold and ends up having to explain a few expensive write-offs. Fortunately, his review isn't one of them. Rev it up for us, Mister Reviewer

Surprise! But you weren't expecting this one. The thing is, it arrived a bit too late to be mentioned on the cover, but we squeezed it in anyway. Once again your super sawaws 'O' gets you the exclusive on all the best new games.

You must all have heard of *Out Run* and if you haven't, all I'll say on the matter is that it was a mega-successful coin-op that converted into an average home computer conversion and went on to sell heaps.

This time around, those US Gold folk have merely taken the *Out Run* name and produced an original game exclusively for the home gaming market.

This seems to have worked better for them, 'cos I can tell you now, this is a bit of a stonker. You play a top secret agent who has been stupid enough to let some rotten run off with a briefcase full of secrets (which is more realistic than it sounds - ditto, still, he quickly makes up for his gross stupidity by adding a bit of initiative. He nickes a

motorbike and sets

off in pursuit of the

thieves. However, fate

decides to bitch in

his face once more,

now the authorities

think he's nicked

the secrets and

are chasing after him, as

well as the

thieves' cohorts who are

also in pursuit. Worse still,

while he was fool-wiring the

bike he broke one of his

fingernails.

The first section sees

you playing the hero as he

speeds from London to

Doon. Being the first level,

it's also the easiest, the bike sticks to the road like glue and there is plenty of bonus forest juice to pick up along the way.

As you speed along there are a number of hazards to watch out for. Bends in the road aren't hazardous when you're slow, but get caught on the outside when an adversary appears and he'll try to run you off the tarmac. Real problems occur when hills appear on the road.

Unless you control the joystick before

you go over them you tend to perform an

mighty jump which sends

you hurtling right or left

into the scenery. On early

levels you can get back on the road and complete the course, if you're lucky.

But as you'd expect, later in the game the time limits get much tighter and one death will put you out of the running for sure.

Your enemies appear at random and try to run you off the road. There are two

ways of getting out of

accelerate and the peelers fly out of view at a speed approaching that of light



By the time you get to Spain your reputation has gone before you. The police get on your case very quickly. And a chance of a steal, matey. It's full speed all the way



There may be blue birds over here some-where but there'll be dead up all over the road unless you eat a few cheap snacks



Having tracked him to Japan (after whom? Ah! It's time for a sport scene the chosen car a crash course in helicopter dogging)



Not the hanging gardens of Babylon but the vineyards of France. Don't worry about driving on the right and don't stop

this situation. You can either ram them back - after about six hits they give up and go home - or you can use your boost button to out-run them. You're better off trying to ram them though as you need the precious boost to out-run the police.

You've heard me - the police. When you hear a siren, it's only a matter of seconds before the squad car rears up alongside you. The easiest way to ditch the buggers is to hit boost. You then accelerate and the peelers fly out of view at a speed approaching that of light. If you don't use boost, they tend to hang around

EUROPA



As this isn't acid rain over the Alps, this is Germany at night, near France. For out of focus but you know me, I've just crossed a continent. Let's get serious: taking a police car like this will get you arrested in no time.

like a fly round mauling vegetables and it's only a matter of time before you're arrested. Take note.

So are the odds all stacked against you? Not quite.

As well as extra health, you can pick up boxes of ammo; they're completely useless on this level but you need them for later on.

One more thing to mention is the time limit. This starts off very low but, fortunately, each section is divided into segments. If you finish a segment within the time limit, the timer temporarily gets replenished a bit so that you can at least attempt the next segment.

- ▲ ammo would come in useful.
- ▲ in level three you're back on dry land and you've kept some ammo in signs of clearing up. This time it's a Porsche you're 'required'. This level, a joint between France, and the next level, a stretch round Barcelona, are very similar to level one in content. The major differences are the time limit is tighter and the car doesn't handle as well as the first.
- ▲ in level five your wily little elgits have got hold of a speedster to take you across the Mediterranean to Italy. We're nearing the end now.



Alps, indeed! These flats are Bamber's last. Well, we still have to get to Germany, so in the intervals of making this the best review you'll ever read, we'll keep going.

- ▲ in level five your wily little elgits have got hold of a speedster to take you across the Mediterranean to Italy. We're nearing the end now.

In level two, you've stolen a jank and have to nip across the channel to France. This time other janksters try to turn you into France so you cross the channel. If that isn't enough to complain about, helicopters drop charges onto you. In this section you don't have boost but you can shoot down the helicopters (told you that).



Once you've got your land legs back you jostle a Ferrari F40 and drive to Switzerland, over the Alps to Germany, tap the brakes on the shoulder and enter the words, 'I say old chap, I do believe you have something that belongs to me.'

They both said, say, 'Clay, gov'ner. It's a fair cop,' and hand over the briefcase.

The graphics in Out Run Europe are stunning, from the scrolling road to details like the leaning white cliffs of Dover while up much of the left hand side of the screen. The action itself is also fast and frantic. The controls leave you free to concentrate on your driving, and you need to. There's nothing complex about the gameplay, it's just slick.

Genre	Out Run Europe
Publisher	USI Gold
Cassette	£11.99
Disk	£16.99
Release	September
Contact	021 625 3368

POWER RATING

THE DOWNERS...

- Some of the events are a little too similar to each other.
- If anything, controls are too simple.

87%

- The soundtrack is easy and excellent all round.
- The sound effects will completely flood your ears.
- The graphics are a marvel - from the white cliffs of Dover to the Alps and on cars.
- Seven massive levels.
- Each vehicle handles differently (a great feature).
- Presentation is spot on, in-between screens keep the plot moving.
- Highly responsive controls mean a joy to control.
- Building on the success of the first you have a lot to live for.

...AND THE UPPIERS



We're going to cross the Mediterranean by speedboat, crossing them. Submarine search boats don't stop the search lanes (with depth charges).

Going abroad

























































































































Commodore Format has some useful advice for those of you about to go abroad.

- Do decide where to go.
- Take your C&I with you or you'll be bored.
- Remember to come back in time to buy the next issue.
- Ray balls is appropriate for us.
- Do eat the local food. Otherwise you'll die of hunger.

Andy Dyer's Andy Dyer's Andy
 GameBusters
 Andy Dyer's Andy Dyer's Andy

Start here for seven pages of terrific tips and magnificent maps

NIGHT SHIFT CODES

SHIFT	CODES				SHIFT	CODES			
1					16				
2					17				
3					18				
4					19				
5					20				
6					21				
7					22				
8					23				
9					24				
10					25				
11					26				
12					27				
13					28				
14					29				
15					30				

MYTH - THE SOLUTION PART 2

In which Andrew Roberts finishes what he started last month and Andy Dyer takes all the credit for it. Take it away, Andy (which one? Ed)



LEVEL 3.1 - THE DESERT

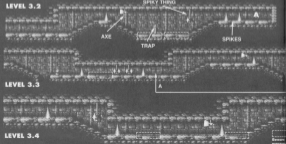
This is an incredibly difficult level. You'll be very lucky to get through it unscathed, lose your tent, and run right towards the pyramid. Kill the snake at the base of the pyramid then jump up to the door marked (X). You are now in the tunnel 3.2 - make your way past

the multitude of traps and collect Adam's Eye (E) from the end of the tunnel. Then carefully head back the way you came. Outside the pyramid again, jump up to the door marked (D) to appear in tunnel 3.4.

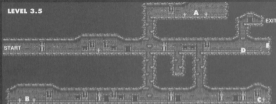
Again traverse the level with extreme care, avoiding the traps and spikes. Kill the snake at the end and go through the door. You are now at point (A) in tunnel 3.3, normally if you enter this tunnel from the door-

way outside the pyramid (B on level 3.1), you reach an impasse - a spike blocks your path there is no way of getting past it. However, since you have entered via tunnel 3.4, you arrive just past the impossible bit - it's clever, isn't it?

Continue past the traps and spikes until you reach the end. Note that traps don't



LEVEL 3.5



appear until you stand on related pressure pads, but because we're invisible and cobby and just... well... so super, we decided to stick them on the maze for you. If a spike blocks your path, standing on a nearby pressure pad often stops it. To get past a moving spike safely, run past it just before it disappears into the ground (or jump over it if possible). To get past the one, wait until it advances overhead, then run for your life.

LEVEL 3.5 - INSIDE THE PYRAMID

Use your sword to kill any goons who get in your way. Work your way up to point (A) and kill the two booges to gain a headress and an Ashb. The headress is an extremely powerful weapon, so use it as soon as you've collected it. Smash the vases and collect the Canopic jar from inside. Move down to point (B), killing any intruders you meet, and again smash the vases and collect the two Canopic jars. Go to point (C), and collect the Canopic jar as before. This should now have FOUR Canopic jars in your possession - a lot, because your Meep until you find the alternative jar. Now go to Amob's noog (E), stand in front of the Ashb symbol on the wall (D) and use your Ashb. The symbol will start to glow

LEVEL 3.6



stand in front of it to gain low energy. By this time the dog will be firing at you, stand and use Amob's Eye, and press fire to launch a laser volley at the dog. When it dies (accidentally) collect the gift which it leaves behind. You now have the ability to jump great heights, so jump up to the exit.

LEVEL 3.6 - KING TUT'S TOMB

Be very careful here, as one mistake will be fatal. The four jars which you collected have symbols on the top: a duck, a goose, a bear mask, and a dog's head. Drop the goose on shelf (A), the duck on shelf (B), the bear mask on shelf (C), and the dog on shelf (D). Don't worry if the jars look confusing, as soon as you drop one, symbols appear to show you where to deposit the other jars. As soon as all jars have been correctly placed, walk to

the right. A ball will fly from the coffin towards you, which will bestow upon you the ability to fly. Avoid the beam between the mask and the coffin, then immediately shoot the eye on the mask while avoiding the fireballs. Thankfully the mask explodes, and you'll be taken to...

LEVEL 4.1

No map for this level, due to it being a fast short run down. Kill everything that comes towards you, and collect the special items to gain rapid fire and a rather special weapon (which you should save for later). Shoot attack waves before they have a chance to fill up the screen, to prevent them firing back.

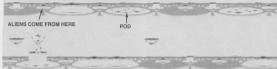
LEVEL 4.2

As before, shoot first and think later. The black one which sits on the raised platform



LEVEL 4-2

SPHERES APPEAR ON PLATFORMS



are quite a problem - the longer they are left the more lethal they become. The poles in the ground should be treated with caution, as aliens have a nasty habit of appearing from there suddenly. This applies to the pools too, from which an streamer of nasties emerges.

At the end of the level two demons will rise out of the pools. Shoot the right hand one using your special weapon, and avoid the fireballs at all costs. As soon as he is disposed of, you are confronted with Damien himself. (Shoot the heads in the order shown on the screenfirst, until he is completely lost (avoid Steve Jarrett related jokes here) and then shoot his eye until he is destroyed). Congratulations, you've completed Myr, so enjoy the tab and sequence for yourself! (Thanks thanks to Action Game of System 3 for his unparalleled assistance, and to Jason Mackenzie for pioneering the "DEMOJAY

system (without which I'd have to draw all the maps by hand).

LIFESAVING CHEATS

Try the following Action Replay POKEs for infinite lives:

- POKE 24500,105 (Level 1)
- POKE 24800,105 (Level 2)
- POKE 24900,105 (Level 3)
- POKE 25670,105 (Level 4)

And for owners of the cartridge version, here are some silly key combinations - simply hold down the keys shown to skip levels.

- LEVEL 1 - Hold down both SHIFT keys and F1
- LEVEL 2 - Hold down M, B and 3
- LEVEL 3 - Hold down CTRL, 1, 2 and 3
- LEVEL 4 - Hold down 4, NUMLOCK, 5, 1, 8 and @

This is the very best bubble that will get up any kind of a streamer. You need to connect it to the end, as you can see, as you destroy the shells the bubbles move faster, making you shoot them in the order you see here and then shoot the eye until he's dead and truly happy.

We just thought we'd let you this, otherwise you might get all the way there only to be beaten by a pro!



SAMARITAN'S CORNER

THE UNTOUCHABLES

Simply loads of people have written in for help with the rather scummy game, including Darren Guggley and Mr. A. Polyzouas. If you're in the same boat, try the following cheat type TECHNIQUE on the prohibition screen, enabling you to press the BACK ARROW key to skip levels, as well as using F7 to top-up any lost energy.

DRAGON'S LAIR II

Darren Guggley and Paul Smith are utterly rubbish at this game, and they don't need admitting it. As a reward, they can enter the following listing for infinite lives.

- 18 FOR 1-49152 TO 49200:READ
- A:CH=V: POKE LAMBRT
- 20 IF C=7400 THEN PRINT "UNBENT CASHIERE \$\$\$..." :GOTO152
- 30 PRINT "GOLD BUBBLE" :END
- 40 DATA 149, 2, 168, 176, 21, 258, 270, 149, 6, 21, 258, 270, 21, 22
- 50 DATA 276, 248, 76, 141, 45, 8, 248, 1

- 140, 276, 8, 262, 28, 188, 38
- 60 DATA 140, 187, 84, 1, 262, 14, 247, 74, 74, 8, 128, 78, 265, 78, 141
- 70 DATA 247, 68, 268, 128, 241, 242, 49, 259, 1, 141, 242, 68, 184, 69
- 80 DATA 74, 0, 68, 249, 265, 141, 24, 24, 78, 0, 12

MORPHEUS

An easy game this isn't, and Tom Dault from Bangor would heartily agree with me. So, type in this listing for infinite energy, plus a simply huge amount of money to spend-with which you can purchase the biggest ship with all mod-cons. And by the way, Tom, your handwriting is dreadful.

- 5 PRINT CHR\$(16716) FOR A=2004 TO 2095:READ B:POKE 5,B:GOTO5
- 20 END :GOTO
- 30 DATA 32,44,247, 32, 128, 248, 148, 32, 142
- 40 DATA 117, 3, 149, 24, 141, 128, 7, 149, 4
- 50 DATA 141, 128, 3, 74, 147, 3, 149, 41, 142

- 70 DATA 243, 8, 149, 4, 141, 141, 8, 228, 32, 208
- 80 DATA 273, 12, 220, 76, 149, 24, 242, 31, 8
- 90 DATA 268, 8, 141, 82, 8, 74, 24, 8, 248, 0
- 100 DATA 242, 68, 268, 173, 142, 122, 48
- 110 DATA 149, 24, 141, 228, 78, 74, 14, 8

IMPOSSIBLE MISSION II

Robert Wright wanted a reset POKE, but because we're so in love here at CF, we've gone one better. Type in the following listing, then RUN it for considerably less collision detection, and infinite time to boot.

- 10 FOR I=2048 TO 417: READ Y:
- DATA 0:POKE 2, Y:GOTO
- 20 IF CHR\$(Y) =CHR\$(2048) THEN Y=128:GOTO44
- 30 PRINT "GOLD BUBBLE"
- 40 DATA 32,141, 218, 149, 31, 142, 268, 8, 149, 74, 141, 208, 8, 78
- 50 DATA 24, 8, 72, 77, 48, 149, 32, 142, 208, 178, 247, 144, 180, 268
- 60 DATA 78, 141, 268, 178, 242, 149, 294, 268, 2, 141, 200, 178, 242
- 70 DATA 248, 199, 74, 200, 258, 149, 8, 240, 17, 49, 242, 23, 42, 141
- 80 DATA 208, 260, 149, 273, 141, 31, 83, 268, 234, 242, 28, 49, 268
- 90 DATA 248, 241, 14, 48, 238, 32, 208, 74

If you are stuck on any DS4 game, or master your pod, then write to: Samaritan's Corner, Commodore Forum, 30 Monmouth Street, Bath, Avon, BA1 2BN. Give us all the details you can and we will help you.

FRAME BUSTERS



GHOSTS

THESE GHOSTS AND GOBLINS

These POKEs come from Michael Cooper in Sheffield.

(NR) POKE (208), (0-5) - invite lives
 (NR) POKE (221), (1-5) - to start on any level
 (NR) POKE (208), (0) - makes the pointers jump around on level one
 (NR) POKE (208), (0) - this makes the pointers carry you around without killing you

LED STORM

- 1 POK 20-210 TO 200 + BOND T + C+C-Y + POK 2-Y + BOND
- 2 2P C+2200 TRSD POK 127,128 + BOND
- 3 POKS *DATA BOND*
- 4 DATA 31, 88, 243, 249, 24, 141, 88, 3, 149, 78, 143
- 5 DATA 89, 9, 78, 26, 8, 71, 77, 80, 238, 32
- 6 DATA 208, 149, 149, 141, 229, 32, 141, 214, 24, 94

IMPOSSAMOLE

- 1 POK 2-224 TO 200 + BOND Y + C+C-Y + BOND 2-Y + BOND
- 2 2P C+2007 TRSD POK 127,128 + BOND
- 3 POKS *DATA BOND*
- 4 DATA 32, 86, 249, 249, 3, 141, 204, 2, 96, 71, 77, 80
- 5 DATA 149, 37, 141, 203, 187, 149, 3, 141, 224, 183, 78, 24
- 6 DATA 273, 269, 273, 241, 80, 22, 241, 182, 78, 76, 0, 0

RED HEAT

- 1 POK 8-244 TO 400 + BOND Y + C+C-Y + POK 2-Y + BOND
- 2 2P C+1441 TRSD POK 127,128 + BOND
- 3 POKS *DATA BOND*
- 4 DATA 32, 84, 249, 149, 32, 141, 88, 3, 149, 124, 242, 80
- 5 DATA 3, 149, 1, 141, 88, 3, 94, 70, 77, 80, 173, 32
- 6 DATA 288, 72, 249, 149, 141, 30, 12, 141, 238, 15, 184, 94

FANTASY WORLD

DIZZY

I don't know - was pointed a complete map and solution only last issue and people are

still having trouble. In particular, Andrew Holmes and T Hill are both unable to get past Armarog, 288, that's what we're here for. And to tell the truth, this bit had me stumped for a while, too. Check out the screenshot above - stand at position 'A' and drop the bone. Armarog will run into his cave and stay there, allowing you to pass him by safely. Perhaps now the Dizzy Collector has finally been laid to rest. Or then again, perhaps not...



Collect the boulder, then stand at position 'A' and drop the bone. Armarog will run into his cave, allowing you to pass.

POWER PACK POKES

LIGHTFORCE

- 1 BOND LIGHTFORCE CASSETTE CHECK
- 1 POK 2-212 TO 224 + BOND Y + C+C-Y + POK 2-Y + BOND
- 2 2P C+2087 TRSD POK 127,128 + BOND
- 3 POKS *DATA BOND*
- 4 DATA 32, 44, 247, 180, 17, 248, 84, 3, 218, 149, 82, 3
- 5 DATA 32, 138, 245, 249, 32, 141, 221, 14, 249, 81, 141, 224, 14
- 6 DATA 149, 32, 141, 225, 14, 149, 252, 249, 258, 88, 157, 149, 2
- 7 DATA 202, 288, 249, 149, 149, 140, 36, 3, 249, 2, 243, 21, 2
- 8 DATA 224, 254, 141, 12, 249, 32, 149, 32, 241, 248, 3
- 9 DATA 149, 82, 242, 242, 3, 249, 2, 141, 242, 3, 144, 96
- 10 DATA 149, 81, 141, 244, 124, 149, 3, 141, 202, 122, 96, 95, 2
- 11 DATA 249, 273, 242, 252, 58, 149, 149, 141, 149, 95
- 12 DATA 249, 8, 242, 218, 26, 149, 32, 9

PITFALL 2

- 1 BOND PITFALL 2 CASSETTE CHECK
- 1 POK 2-212 TO 272 + BOND Y + C+C-Y + POK 2-Y + BOND
- 2 2P C+1449 TRSD POK 127,128 + BOND
- 3 POKS *DATA BOND*
- 4 DATA 228, 38, 141, 42, 3, 249, 2, 242, 41, 3, 32, 88
- 5 DATA 218, 249, 32, 141, 228, 2, 149, 2, 141, 229, 2, 96
- 6 DATA 72, 77, 80, 149, 32, 242, 222, 2, 249, 51, 141, 229
- 7 DATA 3, 249, 2, 242, 224, 2, 12, 82, 3, 76, 249, 8
- 8 DATA 241, 242, 89, 228, 32, 224, 94

MAGICLAND DIZZY - SOLVED!

The final episode of the Dizzy Collection comes to its conclusion as we solve the only game left in the series. Maps by Andrew Roberts

Alice Braxxowski and her little brother were going up the wall over this game, let's hope this map and solution help. They particularly requested a stand alone PORE, so next month we'll be printing PORES for the whole Dizzy Collection. Enough fatter.

From the Start: Go L, get KEY, L, L, L, open BACK DOOR, L, use HANDLE, U, L, L, U, get POWER PILL, D, R, R, D, R, R, drop HANDLE at top of wall, Get BUCKET, R, R, R, R, R, R, R, R, BUCKET in the GIBBER, L, Get POTION, drop POWER PILL, L, L, collect DORA the frog, L, L, L, L, L, L, Give DORA to PRINCE CHARMING, L, hit SWITCH, L, L, L, drop POTIONS and BUCKET, R, R, R, R, R, U, R, R, R, get STICK, U, jump R onto the MOMBOUTH, get CAT.

Fall D onto WOODCHANCE, get DAGGER, R, R, give CAT to GLENDA, L, L, L, L, U, DAGGER to get a LEAF from DYLAN'S BUSH (don't pick it up yet), L, L, L, L, L, L, L, L, Get GOAT free with DAGGER, hit GOAT with STICK, stop the DAGGER, R, R, R, R, U, L, Get CROSS then calm down - he's hot, R, D, L, L, L, L, L, get BUCKET and POTIONS, L, L, drop BUCKET on DENZIL, L, L, D, D, get TORCH on the right of the screen, R, give POTION to DIZZY, L, U, U, R, Get PIRANHA, STEPPED, drop CROSS, R, R, R, get SPRING, R, R, R, U, L, L, L, L, give STICK to the BARD. Collect the PIPES, D, R, R, R, R, R, drop PIPES near the well, R, Collect the LEAF, R, R, R, R, give the APPLE TORCH LEAF to GLENDA, get

the WOODKILLER, L, L, L, L, Drop WOODKILLER on OPLAR, L, get PIPES.

Fall D onto the ledge with the diamond, drop PIPES, L, L, get LAMP, U, U, U, U, Get LIGHTNING FISH, D, D, R, R, get CLOTH DUSTER, L, L, D, drop DUSTER on LAMP, Pick up LAMP and DUSTER, L, L, L, L, drop LIGHTNING ROD on top of DOGT. Stand on the ledge, drop DUSTER on the LAMP, R, R, R, R, R, R, D, L, Get STICKY THING, U, U, L, L, L, drop STICKY THING on FOCABURR, L, L, L, L, U, U, U, U, jump, D, L, through mirror, L, talk to GRAND DIZZY, R, R, D, R, go to VOLCANO and jump over the obstacle, D, D, talk to LUCIFER, collect the TRIDENT, Go to ZAK's tower and use the TRIDENT on

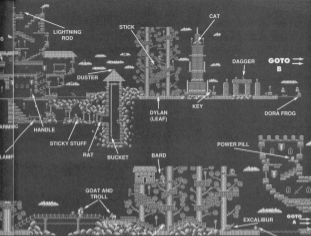
him, collect the RING, go back to LUCIFER - he will tell you to destroy the ring - get L, and drop the ring (standing on the middle rock), then take 30 DIAMONDS to LUCIFER to finish the game. Some are shown on the map, but 2 are hidden. As if you're feeling generous, the tips below tell you where they are.

And that, folks, concludes the Dizzy Collection (sounds of cartographer out-tapping from exhaustion in the background).

CRUCIAL CRYULETTES

The three hidden diamonds are concealed behind fences in these screens: THE SWIND IN THE STORE





**BUSHY GROVE
CRACKS OF GEHENNA**

= Do NOT use the 'EAT ME CAKE' on any of Dozy's friends!

= If you rest on a cloud, you'll slowly sink through it - be careful.

= Don't hang about on theilly path!

= Getting out of HADES is very tricky, but it can be done.

DOZY AND APPLE



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Amiga 5000	4495	4200	1000	1000	1000
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Amiga 9000	5995	5700	1000	1000	1000
Amiga 10000	6495	6200	1000	1000	1000
Amiga 11000	6995	6700	1000	1000	1000
Amiga 12000	7495	7200	1000	1000	1000
Amiga 13000	7995	7700	1000	1000	1000
Amiga 14000	8495	8200	1000	1000	1000
Amiga 15000	8995	8700	1000	1000	1000
Amiga 16000	9495	9200	1000	1000	1000
Amiga 17000	9995	9700	1000	1000	1000
Amiga 18000	10495	10200	1000	1000	1000
Amiga 19000	10995	10700	1000	1000	1000
Amiga 20000	11495	11200	1000	1000	1000
Amiga 21000	11995	11700	1000	1000	1000
Amiga 22000	12495	12200	1000	1000	1000
Amiga 23000	12995	12700	1000	1000	1000
Amiga 24000	13495	13200	1000	1000	1000
Amiga 25000	13995	13700	1000	1000	1000
Amiga 26000	14495	14200	1000	1000	1000
Amiga 27000	14995	14700	1000	1000	1000
Amiga 28000	15495	15200	1000	1000	1000
Amiga 29000	15995	15700	1000	1000	1000
Amiga 30000	16495	16200	1000	1000	1000
Amiga 31000	16995	16700	1000	1000	1000
Amiga 32000	17495	17200	1000	1000	1000
Amiga 33000	17995	17700	1000	1000	1000
Amiga 34000	18495	18200	1000	1000	1000
Amiga 35000	18995	18700	1000	1000	1000
Amiga 36000	19495	19200	1000	1000	1000
Amiga 37000	19995	19700	1000	1000	1000
Amiga 38000	20495	20200	1000	1000	1000
Amiga 39000	20995	20700	1000	1000	1000
Amiga 40000	21495	21200	1000	1000	1000
Amiga 41000	21995	21700	1000	1000	1000
Amiga 42000	22495	22200	1000	1000	1000
Amiga 43000	22995	22700	1000	1000	1000
Amiga 44000	23495	23200	1000	1000	1000
Amiga 45000	23995	23700	1000	1000	1000
Amiga 46000	24495	24200	1000	1000	1000
Amiga 47000	24995	24700	1000	1000	1000
Amiga 48000	25495	25200	1000	1000	1000
Amiga 49000	25995	25700	1000	1000	1000
Amiga 50000	26495	26200	1000	1000	1000

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If you both start the board game randomly, and there is a lot of computer activity, you'll probably end up with a board full like *The Ball Game*. The only board in this package (that is, the same as in the picture) to approximate the entire playing area for both of us is techy, from how to get the balls of your own colour.

The main difference is that in this version you control some little bobbies with a spray gun. Actually, this is supposed to be the embodiment of one of the four



which you didn't actually place. Teleporting is a lot easier if you can't walk or jump anywhere: the target square is chosen at random and unless there's at least one unoccupied square next to it, you're history, dude.

The game is really a sequence of campaigns. When the last player teleports into position, the ball

there's an early level showing a different board layout (darker gaps, basically)

corner of the board to play in, and you can select one of ten levels of play (later levels have boards with holes and high-value squares).

Unfortunately, the medium, Hard and Ludicrous difficulty settings make the computer player think too much when it's his for you can stroll off, make a brew, take the dog for a walk, wash the car... (hours pass)... with a heave and still require in time to watch him take his go. With three computer players, waiting

THE BALL GAME

elements: earth, fire, air and water. In reality, he looks like some little bobby with a spray gun, dressed in blue, brown, red or cyan.

Your elemental chap moves in one of three ways: by 1) walking to an adjacent square (but not diagonally); 2) jumping to a square two spaces away (over a ball, hole or another player); or 3) teleporting himself to an empty square at random. Now, step off a square and a ball inflates behind you, effectively giving you control of that square. If you jump to another square, any adjacent balls in the area (up to a maximum of eight, with you in the middle) get sprayed your own colour. In this way you can jump around the board, controlling balls

You aim to dominate the entire playing area with balls of your own colour

counted up for each player. Balls your colour count towards your total and balls in high value locations (extra dots) count... or... more. The one with the highest score wins that round, and gains an extra teleport. Each player starts off with 20 teleports and the game ends when they've all been used up. The player with the highest total is the winner.

One of the outstanding features of *The Ball Game* is the number of options: you can play any variations of human/computer players, there are four difficulty settings, you can choose which



standing features of *The Ball Game* is the number of options: you can play any variations of human/computer players, there are four difficulty settings, you can choose which

Gameplay is pretty captivating, but only on the later levels (interesting board formations) and in 'Very Easy' mode (you won't die of old age before the game ends). Another annoying flaw is the random distribution of high-value squares. You often find that a certain player can stomp all over 'em and gradually win the game from the outset. Still, I do enjoy *FBG*. It's a taxing little thinker and makes... a break from *Leisure* and *Robo*.

STEVE

Game	The Ball Game
Publisher	Electronic Zoo
Cassette	£10.99
Disk	£14.99
Release	Out now
Contact	0282 801061

POWER RATING

THE DOWNS...

- Unbearable time delay in playing the more intelligent computer players
- Random board layout can prove annoying after
- Limited variety in actual gameplay once that it starts to progress

100

75%

...AND THE UPERS

- Small characters are nicely animated and move well
- Large amount of game options is commendable
- Board visuals are very tidy and extremely functional
- Multi-player option provides loads of fun
- Ball control method
- Subtractive (rather than additive) style is still there - retains maximum strength
- Ball much needed, but what is there is certainly effective

IT'S JUST A JUMP TO THE LEFT...



STEP 1 - These are the starting positions, the playing boards and are up against three computer-controlled elements



STEP 2 - I've moved down the side and am just about to spray that cyan ball. It's been teleported over yonder to weak form



STEP 3 - Oh dear, getting nowhere fast, here I jump back and across to get into the thick of the action



LAST STEP - Finally, we've all teleported off the board leaving the computer to tidy up. And, as expected, I was crap. Again

CURRENT BUNDLES

Resident compilations expert

Andy Dyer tucks into two new packages and decides that surreal silliness has more going for it than armchair sport

THE RAINBOW COLLECTION

BUNDLE OF 3 NEW ZEALAND STORY

This lot is in a real doper. All of his 20 islands have been whisked away by Wally Walrus to feed his fat, blubbery belly. There are 20 islands to rescue and 20 levels to explore. Your little yellow friend is a bit crap as he can't fly, just walk left and right and jump a bit. However to clear a field a pretty mean force and arrow.

Each level consists of a number of platforms and other obstacles, such as enemy monsters, spike traps, ice blocks and such like. As well as these random benders there is also a cast of assistants in such weird forms as balloon-riding frogs, fire-walking turtles and spiky, vicious, pointy things.

For the most part, the game is a route-finding exercise. The platforms are numerous and form a maze that seems

impossible to travel through. To overcome such problems you can shoot the various flying creatures, hop aboard the flying machines they leave behind and gently float around the hazards. After every little level comes a major battle.

As side games go, this one is pretty good. Both the backdrops and sprites are impressive and attention to detail is excellent. A good example is the transparent effect of the balloons as you walk behind.

It's also hugely playable. There are only a couple of minor niggles, one of which is the difficulty of later levels. In places, it's so hard it becomes frustrating rather than challenging. The other problem is that the collision detection sometimes makes it tricky to perform jumps with any degree of certainty as to whether you'll make it.

BUBBLE BOBBLE

I've searched far and wide to find fun but to no avail. I have traversed great continents to seek, time out but my search has come to naught. Who is this elusive fellow? He's like one man on the planet who thinks Bubble Bobble isn't up to much.

Everyone I've spoken to thinks this game is an absolute corker and, having played it, I'm forced to agree. It's not that the graphics are stunning, though they are colourful, smooth and well presented. It's simply riveting from start to finish.

The Rainbow Collection



Play Bubbles in Rainbow Islands



Bubble trouble in Bubble Bobble

SUMMARY

Rainbow Islands is the worst of the lot but even that is good but for a while. New Zealand Story is highly polished and challenging. Bubble Bobble is wonderful. If it's not built enough you're after, this is the equivalent of a big, pink teddy bear with an Atari beam.

It's a corker!



New Zealand Story's honey honey Tiki Kid

You play Bob and Bop, the brothers Boreboras. But as far as plot goes, that's about it. No far-fetched storylines, just a couple of dinosaurs who have to eat a mixed bag of monsters over a series of 100 screens. When a monster approaches, you press fire to release a bubble. This should capture the beast, leaving you free to head-but it (jump around on it until the creature pops its nog, leaving behind a bonus for you. If you aren't quick enough, the bubble bursts and the monster is released, angrier and meaner than before!

Unbelievably simple you'd think a whole wedge of levels. There are dozens of little baddies like this bubble enemy, many of which only become apparent after extended play, and this is part of the game's appeal. Graphics are simple but effective, sound is suitable, but most importantly the playability is enormous.

RAINBOW ISLANDS

This is the follow up to Bubble Bobble. Though goodness knows why as the character don't resemble those in Bubble Bobble. Their names are the same but they've been implicitly transformed from cute little dinosaurs into cute little people.

What's more they've now learned the ancient magical art of Rainbow Creation, which means they can cast a colourful collection of points on screen to help them ascend the vertically winding levels or islands. Each island consists of four sub-sections containing standing, and somewhat deadly always of obstacles. These tell you on occasion whether they be Spikes or Toxic Islands, Teddy Bears on Top Island or Robots on, or, Robot Island. You can either kill these creatures or by shooting them with a rainbow of deadly acid. Even by making mistakes and climbing up them all the way to the top of the screen.

At the top of the first three sections of any island a cheery spirit all sorts of Demises. Atop the final sections of each island is a static screen containing a large and rather hard nut of level battle. The trick here is to avoid it and its helpers at all costs while plummeting it with rainbows. Each island is a sort-of leveler is a little harder to beat than the last.

Unfortunately, since you've seen one level, you've seen 'em all. New enemies appear and more hazards threaten you, but at the end of the day, it's just too boring. Despite its repetitive nature if it's truly polished and you can have lots of fun just wandering around the levels and you're blue in the face. A beautifully programmed game but not much to it.

Power Rating	60%
Game	Grandstand
Publisher	Domark
Cassette	£14.99
Disk	£19.99
Release	Out now
Contact	081 760 2222

INDLES

GRANDSTAND

GAZZA'S BUNDLE OF SUPER SOCCER

4

Wowser! Here are just some of the things the press said about *Gazza's Super Soccer* when it was first released. A delicious brew of multi-cultural

flavours, served up in their own exquisite styles.' — *Edgar Forum*. 'Stylish, stylish and unassuming. And yet you know that hidden there lies a core of total and unbridled football passion.' — *Edgar Cas*. 'Brilliant, beautiful. Bravola lives in Bravola...' (That's quite enough sports, thank you.) — *Ed*. 'But, you don't want to know what other people said about it, you want to know what we think, and we think it's pretty good. There, so now you know.'

Especially if a yet another attempt at simulating soccer that settles for average. The controls are unresponsive, the graphics are merely adequate and worst of all, it's just like the quadrillions of other nondescript footy games that other software developers up and down this fair Isle of ours.

If your only reason for buying this simplate is that *Gazza's Super Soccer* caught your eye, forget it. You could have a more realistic footy experience buying two drinking straws and a marble and playing blow football until you're blue in the face.

WORLD CLASS LEADERBOARD

Any competition with this on can't be all that. This goal game looks a little dated now but the gameplay is so engaging it rarely seems to matter.

At the start of the game you can choose to either play alone or with up to four friends. Real choices here many friends you want to play for a choice of 18, 28, 38 or 72. Next step, the goal courses.

A panel on the right hand side of the screen gives you all the relevant data on the current hole such as parage, wind speed and direction and so. The left hand side of the screen gives you a really nice eye view of the golf course from just behind your golfer. A movable crosshair enables you to give your shot a left or right bias and you can choose a club from a full selection.

By pressing and holding fire, you can see the power of your shot increasing. When you're happy with the strength you let go of the fire button and the power bar starts to plummet towards the zero mark. If you manage to stop the descent (by pressing fire again) exactly on the guide marks, your shot will be good. If you miss it up and it stops either above or below the guides, you have either overcooked the ball and it will veer off right or left.

All the end of course hole you are given all the info on how well you're doing and

Grandstand



Three-pipe in World Class Leaderboard



Pro Tennis Tour serving up some action

SUMMARY

You definitely need to give this one careful consideration before buying it. *WC Leaderboard* is excellent, and *Pro Tennis Tour* is good, but as you're paying for the decidedly average *Gazza Super Soccer* and the dull *Continental Circus*, we can't give it an outright recommendation. More reviews than grandstand.



Continental Circus pedal steers you off

whether you're under or over par. As I've already mentioned, the graphics are a little better by today's standards but frankly it couldn't give low marks. It's great fun to play on your own and becomes brilliant with friends.

CONTINENTAL CIRCUS

After years of racing to test your driving talents you feel you are now ready to take on the big boys in the Formula One arena. But these things are rarely as simple as you would like, so let us enlighten to let the racing big boys you need to prove yourself in the *Continental Circus*, a series of qualifying tests over eight different world famous racing circuits.

All the start of each race you are given a qualifying position, with for example, if by the end of the race you finish outside that position you're out of the running and have to start from square one. If you manage to qualify, it's onto the next circuit. Things get harder as you progress through. The qualifying positions get harder and harder to achieve. By about the fifth race you have to finish in fifth place or better.

You are also given a time limit in which to complete the race. It's nowhere near long enough to do so, but at certain stages on the track you pass checkpoints which give you extra time.

Controls have sensibly been laid to a minimum. Move left and right with the joystick and change from low gear to high from back again with a quick tap of the joystick button. Pushing the joystick forward and backward accelerates and decelerates your vehicle.

Crashing is also incredibly easy. Hit another car, the crash barrier, road signs, or simply go too fast around a corner and you're history. But don't worry, if you do any damage a quick pit stop should remedy the situation.

It's a bit basic but it all runs and plays smoothly. The trouble is it's all rather dull as well. When you're actually playing the

game you start to feel that there's something missing, like fun, or enjoyment, or challenge. You could carry on a phone conversation and play it at the same time without losing any of the pleasure.

PRO TENNIS TOUR

It's time to prove yourself in the four major world tennis tournaments:

Wimbledon and the *Australian*, *French* and *U.S. Open*. You play to win the four, trophies but even if you fail, you can still improve your overall ranking simply by winning individual games.

But what if you're completely unskilled? Well even this revealing, responsive has been catered for. There's a built in training mode in which you can either practice your tennis or go up against the family ball machine, which randomly rockets balls at you so that you can practise returning them.

When you play a pro game you can either go on against the computer or a human opponent. The court is viewed from behind your player and when you serve, you have to position a crosshair in the opponent's half, thus indicating the point to which you want to serve. Once you get involved in a rally it's simply a case of fast reactions, correct positioning and well-timed swings.

If you're doing particularly well, there's a handy three game option so that you don't have to lose all your hard work. The game looks good and plays even better. The graphics are well animated and the action is very fast. If you want a bonus save (and don't have this on another computer) then *PTT* is the one to go for.

Power Rating	90%
Genre	Rainbow Collection
Publisher	Orion
Cassette	£9.99
Disk	£19.99
Release	Out now
Contact	061 602 6403

Commodore

INJURY TIME • SPEEDBALL 2





ROGER FRAMES

buys
Budget Games



—99, 95, 100, right? You coming, 99, there are one? Capone's men may be good at raising the price but their skills for back stabs are minimal.

THE UNTOUCHABLES

The Hit Squad, \$2.99

Oh dear, I got a bit carried away with this one odder: It's 99, despite all the trouble it got me into, it's still a cracking little game. The plot and subsequent gameplay follow the film very closely indeed. You play law enforcer Eliot Ness who, with his band of fearless officers, go up against the might of Al Capone.

Level one takes place in the warehouse where you must keep cool and shoot Mafia. Some of the battles furnish you with extra energy, time and weapons when shot. An arrow at the top of the screen points the way to Capone's accountant who holds valuable evidence to be used against the ruthless gang leader. Find the accountant, shoot him then collect the evidence. When you have enough it's on to level two.

Which, incidentally, takes place on the bridge. This is the weakest of the five levels as the controls in this Op Wolf-type shoot 'em up stage are hard to get to grips with. Still, if you can persevere, you'll be able to savour the delights of the rest of the game.

Op Wolf again, but this time the controls are better implemented. Your character on this level wields a shot gun. As criminals appear in the alley, either on foot, from windows or in cars, you must clear out from behind your protective wall, let fly with both barrels then shut back again to reload.

Level four is the famous prison

With the safety of his American dreamland by the criminal activities of the local Mafia, it was this too Roger 'Killer Man' Frames and his unfortunate family to take notice...

Games are great fun unless you get carried away with them, as our Roger has this month. Yes folks, last month he had nightmares and this month he thinks he's an FBI agent. But despite his ordeals, he's fearlessly faced the latest batch of budget releases

sequence from the film. An innocent child is hurtling down the steps of the railway station in its baby carriage. manoeuvre the train to avoid obstacles and shoot any gang members that try to kill the poor infant.

The last two levels are shoot outs again but this time they are hardly difficult with each round inflicted causing tremendous damage to your power meter.

The graphics throughout the game are lustrous, very 1600's, very well drawn and, where appropriate, very well animated. The sound is also very complementary with jolly Charleston-like tunes, moodier soundtracks and a large serving of gun effects. All in all a brilliant ten score.



THE UNTOUCHABLES

Sticks closely to the film, the graphics are great, and the gameplay is snifty. Staffs smashing fun for all the family.

FRAME RATE

88%

RENEGADE III

The Hit Squad, \$2.99

People loved about this when it first came out. David knows why, as it's only just acceptable as a budget game, let alone a full price. It's not that the game doesn't look



Take that, and that... oh dear! It appears I've broken me fingers by foolishly entering into unprovoked combat with these baddies

good. The graphics are wonderfully cartoony, with excellent sprite animation, but the gameplay is simply tedious and repetitive, not to mention inappropriate.

It's a sort of tongue-in-cheek lead 'em up in which you play Renegade, a tough martial arts expert whose actions has been foretold by forces from the future. This is rather convenient as it means the programmers can leave the game around some ludicrous, time-travelling scenarios.

On each level you have to travel from the left to right killing anything that gets in your



FRESH FRUIT & VEGETABLES



way. In level one the opponents use prosthetics, brassicas and Covenants to name but not to limit. On later levels you need to dispatch Egyptian mummies or medieval knights to make progress.

And that's it as far as the gameplay goes. Just keep moving and fighting, and jumping the odd spike trap or pit. Boring.

As I've already said the graphics are pretty good but the awkward and unresponsive controls make it a bit of a chore to play.



RENEGADE III

Not bad, but repetitive gameplay and finicky controls mar this slick cartoon-looking beat 'em up.

FRAME RATE

65%

VINDICATORS

The Hit Squad, £3.99

An excellent combination of a quality dual arcade game. We reviewed this back in CFS when it was released at full price. The selling had gone up slightly to take into account the



Only months after the initial release, Vindicators creeps into the budget arena. But it isn't really up to scratch, sorry...

Yield it right there! No longer will you extract money from this insurance float loader! (Now you go to hell when we shall!) - *Big*

reduction in cost but at the end of the day it's still a machine worth avoiding. There's all of work and it's called the Tangent Empire. They're on their way to invade earth in 14 enormous space stations. All you have at your disposal is a lovely little battle tank (or two if you're playing with a friend).

The space station orbits from top to bottom as you move up it. You can collect stars as you progress which can be exchanged for power-ups at the end of each level.

There are also keys to pick

up enabling you to visit the level you're on. Enemies come in the form of other tanks, gun turrets, flying saucers and mines. The graphics have translated nicely from the arcade as has the gameplay. There's really nothing wrong with this conversion other than the fact that it's not very interesting. Two or three plays and you'll switch off.



VINDICATORS

Great graphics, average sound, fine gameplay but, horror of horrors, it always was a snooty-snooty game.

FRAME RATE

69%

THE GAMES SUMMER EDITION

Kixx, £3.99

Personally I don't think these games work very well on consoles. Because you have to load each one separately the antisocial factor outweighs the pleasure you get from it. It's unfortunate really as there's something strangely enjoyable about games that involve a bit of joystick wiggling (yes...)

As is our funny apt - *ECB*

If there's one thing I can't fault about the game is the presentation. It opens with a 3D flyover of the stadium in which the games take place - very impressive. But it's merely cosmetic. Fortunately where it counts, in the game itself, the graphics are equally impressive.

Each competitor sports is exquisitely animated. And this coupled with the excellent background makes it a real treat to watch. As for gameplay, well there



One of the more skilled events in The Games, the frantic joystick wiggling, but gently easing the stick around to perform graceful acrobatics

are only so many variations on the joystick wiggling game you can have. Still, each event has been given a complementary control method, each working equally well. The cycling involves fast wiggling, the parallel bars require holding the joystick to build up the momentum of your athletic and slaving is simply selecting the manoeuvre you wish to see then watching the result.

If you can tolerate the long wait when loading in the separate events then there's a seamless and highly playable adventure and here for even the most ardent waltz dancers.



SUMMER GAMES

This game is slick in every respect but one. The annoying loading times between the events.

FRAME RATE

73%

SPIKE IN TRANSYLVANIA

Code Masters, £3.99

Now I've always said, and Steve will back me up on this, that if there's one thing the computer gaming industry lacks it's Vikings. Oh yes, there are more than enough spacy shoot 'em ups around and scores of fantasy arcade adventures. But get a wooden carving for beefy Nordics who gleefully rape villages and pillage women and you're stuck.

Fortunately for all us Nordicophiles, the hero of the latest Code Masters title is Spike the Viking, a cute little fellow who bears a startling resemblance to Roger the Nordic.



Same old blast, my way is blocked, BOB, all that is needed to get past this steady looking character is some sort of steady state, he looks a bit odd at each

The game takes place in and around a castle in Transylvania (note the spelling, this isn't the Transylvania of vampire fame). Your chums have been locked up in the dungeons of the castle and it's your job to get them out. Thus the scene is set for a mini puzzle-solving arcade adventure. You start the game in the village outside the castle and your first hurdle is getting past the guard who blocks the drawbridge. To prevent you completing your quest are plenty of rats, ghosts and other enemy creatures who must be avoided. Though sometimes the loss is unavoidable.

There are also human characters who, when approached, say things like, 'O! be abidingly reasonable.' In the case of the hungry Farmer Piss, this response should make you think 'ah, it'll sod off and find some food for him, he'll give me some other useful object.' And you'd be right. In fact most of the puzzles in the game take this straightforward form.

There are other little problems to overcome though, like switches on walls, locked gates and lightning bolts on the battlements. In total, the adventure isn't that big but it's testing and nicely structured.

Visuals are very good; there's not much animation but it's all competently done. There are also some pleasing sound effects like the realistic bell ringing in the battery. Easy puzzles are simple enough to keep your interest while later, they're tricky enough to provide a decent challenge.



SPIKE IN TRANSYLVANIA

Good graphics, a bit of humour and a well structured adventure that'll give you no end of fun. Well worth the money.

FRAME RATE

81%

No, you must listen to me. We can give you police protection, a new identity in a new town. They don't even know you exist... **ALBERT!**



Head-the-ball Frames

Cult software have been remarkably busy churning out footy management sim's this month - in fact we've had four of them.

'They all take the standard 'hoody sim' formula but each has a different slant on the genre. So, let's take a look at...

STRIKER MANAGER

Cult, £3.99

This first game puts you in the unenviable position of both playing in and managing your own soccer team (but not at the same time). There are four divisions and two cup championships to take part in, fairly stan-



I don't really know why they bothered putting this in. All you do is pass 'R' when you want to shoot and as if that was

hard stuff, but as well as making other management decisions you must also play a small part in the actual matches played.

A view of the goal mouth is displayed. When you feel the moment is right to take a shot at goal, hit the S key and that's your score, you either score or you don't.

It's not a bad title game but the management sections are a little limited and to be honest, the action sequences might as well not be there.

FRAME RATE

52%

PROFESSIONAL FOOTBALLER

Cult, £3.99

Looks a complete departure from footy sims this time. There's a small amount of management involved, transfers for instance,



that's getting footy match in full. None of that boring extended stuff, just text and stats... times. I wonder what's on the telly

but this time you predominantly play, instead of managing.

Having said that, it's not an arcade footy sim either. A match is carried out in the following way. When a goal scoring opportunity occurs you'll give you a list

of options such as shoot for goal, pass forward, pass backward or head the ball.

Making the right choice will improve your reputation to and help you towards your ultimate aim, which is to impress your manager so much that he places you in the first team and keeps playing you in each match (great for the ego).

Okay, this game may be different in its approach, but surely that approach is crap. Unless you're total and utter football-crazy zomboid, give it a miss.

FRAME RATE

30%

2 PLAYER SOCCER SQUAD

Cult, £3.99

This one is a bit more involved than Striker Manager, the management section is more akin to usual games of this sort. The twist in this one's ball is that it is based around



A more traditional management game. So you can see there's a whole range of play options to put your team into like an yet non-existent super league in which a small number of high power teams battle it out in an exclusive league competition. It also has the added advantage of being playable by two humans as opposed to being limited to the usual (and somewhat exclusive) solo play.

This is a text-only affair I'm afraid and tends to run slowly in places, but it is pretty involved and allows a friend to join you in the fun.

FRAME RATE

63%

THE MATCH

Cult, £3.99

This one doesn't really have any unique features although the ability to send out spies is an interesting one.

If you don't already own a soccer sim then this one's as good as any (well nearly). Loads of teams, several cups, match highlights, transfers, seasons, rankings, game receipts, it's all here.

The presentation is also pretty good, placing this one well above the other three in the quality stakes. So surprising as it may seem (because you lot think I'm so miserable, I going to give it...

FRAME RATE

75%

The Mighty Brain

Got a problem? Want to get something out of your system? The Mighty Brain (probably) has the answer.

Address your letters to: The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath BA1 2BW. And now, it's time to hand over to someone with no hands at all



COMPLEX SITUATION

As the editor of Complex, possibly the best 64 feature ever, I was very pleased to get an advert in your stupendous mag (CF10), however, I was slightly disappointed when I discovered it was a small box in the corner of one of the least read pages in CF, next to the list of who makes the tea for Future Publishing's staff, etc. Apparently, some of your readers did have the necessary equipment for reading microdots, but I'm sure many people who would otherwise have had many happy hours laughing at Complex have missed out on a truly amusing experience. For the uninitiated, Complex issue 1 contains over 20 full pages (or longer reviews, five competitions, The Big Tipz 88, is special on doing games and an interview with CF's very own Rod Harrop. That's over 50 pages of news, reviews and previews.

To order a copy, just send £1 to Complex, Tarnside, Dean Street, Glastonbury, Somerset TD1 1LV. The first 50 copies get a free poster, so get your orders in the post as soon as possible.

To all of the people that have already ordered (both of you please be patient, Complex is so monthly so you'll be receiving your issue, with loads of free gifts, soon. Thanks must be extended to the staff of CF for backing such a hellacious project. Okay Steve, it wasn't your fault.

Suzanne Verba, Editor of Complex

ELECTRO SOUNDS

Dear TMB

There are a few questions I want you to please answer for me:

1) Will there ever be music programs on the tape?

2) Will there ever be music

sits on the tape like CD's?

3) Will there ever be music

like a function so you can

put them in your own

programs and demos.

4) Who thought up

the name for Mighty

Brain: the most respon-

sive? Was it

Money Brain or

Stabby Brain?

5) Can you help me

with this problem? How

much would it cost me to

get a good sound sample

recorder? I must be

cheap and be able to

provide samples that can

be used for my own pro-

grams. Give me a name and

address please.

6) When do you stop after

the magazine has been

written?

7) Last and final question-

this is really hard you

know. How do you do

Reader Interupt? How do

you make them work in the

graphics you do or is it just

that you get a demo done

with an art picture and

inside that reader scrolling

up down? If you can help I

be most grateful.

Simon Cox, Birmingham

1 & 2) We would really like

to put some music programs

on the tape. You can expect

2) It's not my real name,

just a title which people

aren't happy to use in my

presence. Unpleasantable,

really isn't it? Oh, also-

4) If it's a hardware you're

after, I don't see with the

power to speak to. Check out

their digital sound sampler

ad on page 32.

5) Personally, call FROG on

0300 333033 and request

them for their inter-

active CD catalogue.

6) Apart from, I

refer to my ge-

where it's nice and

quiet and I can get

back to perfecting my

written final theory.

7) Don't fog sound terribly

confused about

readers and interrupts. A

reader interrupt is a specific

machine code operation,

but I think you're referring

to the floppy reader disk

that whizz up and down in

the border when a game is

loading. It is possible to do

this but to be honest,

you'll need to brush up on

your machine code. Keep

reading *Read The Brain* -

Phil Smith promises me

that he'll be reviewing this

sort of stuff in the months

to come. So there you have

it (or will do anyway).

TMB



Microchips in a not-
obvious issue coded by

Simon Cox, the man

responsible for our stu-

pendent Innovation game on

CF 1), and if we could find

out who owns the rights to

ElectroSound (write in and

let us know) then we're

ready to sign that on the

spot as well. As regards

your specific requests,

you'll get what you've

given, matey.

flow hang on, because. Complaining about the size of the ComPlex review isn't really fair since (a) you asked if it could go longer and (b) I wasn't an advert - you didn't pay for it. And it's not on one of our least read pages (that on earth makes you say that if it?)

A feature in an amateur magazine isn't because many people here at Future used to work on amateur mags, we believe they ought to be supported, not to support yours. We'll take it to the limit but feature over when you point it (which I understand, you haven't done yet). Otherwise, you can't really go about producing a magazine (or feature) in this manner. What if 20 or 30 people send you money and then something goes wrong, which is it your fault, and ComPlex doesn't come out? What if you lose the money you're sent trying to get ComPlex printed? You should find a way of funding it yourself. If the price is really worth it, you'll get back your investment when you sell out of copies and you won't have any worries about owing people money (above all else, avoid this - use the cheapest means of printing available). And then you can put in a few ad for CF, okay?

THB

SALAD DAZE

I didn't know whether to write to you (cos of your high IQ) or to write to Ticky Dyer (cos we vegetables stick together so I picked the obvious of the two, which happened to be you if I'm a poor and didn't know it). I have

several questions to ask them:

- 1) What is the best disk-drive I know they're slow for the C64?
- 2) Is Golden Ace better than Dizzy Collection?
- 3) What is the cheapest device to enter Action Replay (CRB) with?
- 4) It maybe a bit early to ask but will Gatekeeper II be converted to the C64?
- 5) Can you enter back issues without subscribing (even though I'm going to)?
- 6) This may stretch your IQ a bit far but, what is the best budget for the going, in your opinion?
- 7) How come Dyer didn't tell us that the infelix loop cheat on Creatures (CRB) doesn't work while you're in a torture room? I let Chris (3rd torture screen) get ripped again by the star for a laugh, and I lost a life! And another after that, and another, and another and another, etc. Please, please find an easier way to kill the fat beast as well, so I can't get past him.

Robert Clydesdale, Stafford

- 1) The Commodore HQ! Ah if it were perfect, really, if our guess is right (see Snippets, page 11) you could see a proliferation of cheapies (HQ's) by the end of the year.
- 2) It depends what sort of games you like playing. However the Dizzy adventures are incredibly popular and there are four in the pack. Also, Golden Ace is too easy and a bit too buggy.
- 3) Elm, an Action Replay cartridge.
- 4) Gatekeeper originally intended on the Spectraboard, it just didn't fit there on a 64.

WANTED!

Your honest opinion of COMMODORE FORMAT

■ To help us keep improving your favourite magazine, please fill in and return this form each month

1. Rate **COMMODORE FORMAT** in terms of value for money. (Tick one)
- Excellent Good Reasonable
 Poor Not-out

2. How did you buy this issue? (Tick one)
- I subscribe
 Retail (magazine to receive copy)
 Not delivered to my home
 Not sent in and bought it

3. Out of ten, how much did this month's cover make you want to look inside? /10

4. How much does this issue appeal to you overall? /10

5. How does it compare with previous issues you've seen? (Tick one)
- Much better Slightly better
 About the same standard
 Slightly worse Much worse

6. Rate out of ten this and any other computer magazines you buy regularly. /10

/10

/10

/10

/10

/10

/10

/10

7. Out of ten, how do you rate this month's cover layout? /10

8. How many other people read your copy of **Commodore Format**?

9. What do you like most and then least about this issue?

I read like _____

And I least like _____

* Leave blank if you wish - but we may want to send you details of exclusive special offers

■ No stamp needed if posted in UK. Pop in an envelope and return to: CF September Survey, Future Publishing, Crispin, Bath, Avon BA1 3XP

- 8) Yes - just read the coupon more closely.
9) Good question. AF hasn't got really wound up for ages, but you can check out the full list of budget games reviewed over the last year on page 68. I don't think any of them are so good that they are irrefragably the best, but this month's best budget buy, The Unintentionals, is truly hot.

1) To avoid the date you need to keep away, and you have to collect loads of letters in order to buy it. As for Andy, we're just taking care to do the feature soon now to see what the time to say in the subject...

THB

KEEPING IT IN THE FAMILY?

I am writing to say you mag is the best. I have one question to ask you. Where can I get Great Glens Sisters? I have looked every where in Dublin (Eire) but have not found it yet. It would be over the moon if you could tell me where it is in Dublin. And if it's not available could you give me the name of a mail order company that sell it and the price as well and if that's not possible could you give me the US Gals's phone number. Please print this it's the first time I've written.

Colin Lewis, Dublin

Andrew Alb's Great Glens Sisters (which was actually called Great Ghinnis Sisters on the version I played) was indeed going to be released by US Gold. However, Nintendo thought that the game resembled Super Mario Bros too closely and the threat of major legal action (you do NOT mess with Nintendo) prevented its release. Also and how of course

THB

RADIO WAVE

- 1) Is it possible to get a network of computers connected by radio, because telephone is too expensive and cable is impossible?
- 2) How many joysticks could be plugged into a C64 at the same time?
- 3) Where can I get Retrograde?
- 4) Whatever happened to the Atomix Multi-System console?

Kieran Westhead, Cleveland

- 1) The amount of interference you'd pick up using radio waves makes networking practically impossible. What about Isany? Future Publishing has a clever relay enabling computers in one building to talk to the network in the other. Read, eh?
- 2) You can't use more than two joysticks with the 64 you would have to build some sort of plug-in interface - four-player games have been produced for the Amiga using such a device.

- 3) Try Thomas on 0754 81 7001 (and watch out for a Retrograde players' guide coming in Gamebusters soon).
- 4) Atomix' innovative games system has, unfortunately, gone to meet that great Alan YCO in the sky. It was a good idea, but a mixture of bad planning and lack of funds meant that Atomix... well... missed it up. They're sticking to joysticks, then now on.

THB

UPSET BY ELSPA

I would like to strongly object to the advert which appeared in your magazine. It encourages young, vulnerable children to think that a phone call will lead to £1000 very easily. It has caused a lot of ill feeling where I live between boys who were friends and then fell out, and thought this was a way to get back at one they causing unnecessary upset to the families.

I think this advert should be removed so, if not, then changed drastically.
S M DOMINICAN, Lincs

I passed your letter to the man responsible for placing the advertisement, to answer your criticisms. Here's what he wrote in reply...

THE

Future Publishing have passed me your letter dated 20th June with regard to our anti-piracy advertisement which I understand you feel causes some anxiety amongst families. We appreciate your comments

but must point out that until the anti-piracy advertisements began to appear the problem had reached a point where members of this Association who produce the computer software were losing very substantial revenues as a result of the illegal and criminal activity of making copies of original games and software in breach of the 1988 Copyright Act. To give you an example, well over 50% of computer users in the entertainment sector were buying original software at retail prices but were using nothing but illegal pirated copies.

The results of revenue losses among software producers are the same as they would be in any industry, company closures and the loss of employment. You will understand, therefore, that drastic situations require drastic measures. While it has not been our intention to offend or cause offence unnecessarily, it has been our intention to clearly

impress on those who use home computers that if they copy games software of any description without written permission from the copyright owner, it is a criminal offence. Indeed, the most recent case to date to court in this context resulted in a three month jail sentence for the offender, and it was a first offence.

You may see that it is at least to be made computer users as well as those employed by software producers that the letter should be made aware of the risks they take by illegally copying software. The ELSPA advertisements are strongly designed to bring that message home.

We are currently planning an advertising campaign with a new series of advertisements which will perhaps be a little less controversial, but will contain the same theme. Meanwhile, we unreservedly apologise if problems have been caused, but we hope you will understand the reasons for

establishing an immediate and strong impact with the advertisements presently appearing in the magazine.

Roger Bennett
General Secretary
ELSPA Ltd

I'm going to add to what Roger said. Saying "until the advertising events began to appear" implies that they have helped the problem or reversed it. Sadly, there is no evidence to suggest that this has happened; the problem is as bad as ever. So it's debatable whether the ads have caused anything more than animosity between young friends. They do give the impression that money is easily obtained so simply telling an someone who copies games but the reward would only just actually go to someone who uncovered a major breach of copyright, such as the mass copying of games for resale. But since it is not like and while ELSPA may not have got it right that time, we look forward to seeing their new anti-piracy adverts.
TMB

BUILD MUSCLES FAST

YOU CAN BUILD A FANTASTIC POWER PACKED BODY IN ONLY 12 WEEKS!

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.....

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(A stamp for reply appreciated)

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WHY? Do you have a natural female attraction? PHENOMENON Scientifically, scientifically-proven natural female attraction has been widely reported in the press.

- Minute quantities are reported as subtle in a female waiting room. Women suddenly were drawn to the chair! — *Women Today*
- Phenomenon reported and only black women, but reported mass! — *World Magazine* (London & USA)
- It may be phenomenon which has a scientific basis behind! — *Time* (NY, NY No. 5)
- Phenomenon appears to influence human behaviour in a subtle way. They are thought to give women to be more sexually receptive and help to make their menstrual cycle regular! — *Daily Telegraph*, 7/12/80
- How low the Phenomenon has been reported, we've received - and good great! it works! — *Times*
- Lorenz Potts, a former consultant plastic surgeon and a Reader, Open University, said that if the newly discovered chemical Phenomenon should be formed - complete beauty could be made! A customer can use the chemical to influence women by making politicians appear more feminine! — *Men* (London & USA)
- It's something women don't consciously want. It works in the olfactory sense. The woman has become attracted to you and doesn't know why! — *LifeStyle*

Phenomenon has been successfully tested on BBC TV's "Tomorrow's World" and by the renowned human behavioural Consultant Martin (author of "The Naked Eye" and "Metamorphosis") in 1980 (TV's "Today" programme).
CONTACT is a Phenomenon programme for men. (See separate section opposite)
• It really does seem to work! The more dramatic instances have occurred when women fall in love. One girl even told me she was falling! D.T. Carroll
• Using CONTACT is useful to promote other areas of the girl's work, such as if she is a teacher, additional fee when we were able to offer £25, Nottingham

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Please note: CONTACT is a Phenomenon programme for men. (See separate section opposite)
• It really does seem to work! The more dramatic instances have occurred when women fall in love. One girl even told me she was falling! D.T. Carroll

For complete conditions, please refer to the back of this pack.

My Card No. Date Recd. Signature

Name

Address

.....

Postcode

(A stamp for reply appreciated)

BACK TO BASIC

Phil South brings you part 7 of his Basic programming series for beginners. In this issue, Phil starts to explain

how you can show off the 64's graphics, how to create your own sprites, and takes a look at hi-res graphics.... Go forth, fearless programmers, and paint your 64s

In Commodore Format 18 we looked at character graphics but this time I'm going deeper - deeper into sprites and hi-res graphics. Sprites are graphic objects which can move around the screen and because they are on a different level to the main screen graphics, they don't disturb it in any way. It's as if the sprites were on a different level to the screen, like they were floating over a sheet of film laid over the screen. Up to eight sprites can appear on the screen at a time. Many game programmers can get around this limitation by very slowly moving *just* for the time being this is out of your reach as this is usually done using fast machine code routines.

MAKING SPRITES

The first step to making your own sprites is to design them. Sprites are blocks of pixels, 21 pixels high by 24 wide. Get a sheet of paper, graph paper is good for this, and mark out a block of 21 x 24. Then design your sprite on the paper, filling in the squares with ink from your pen to make up the shape. Now each of these little squares on the page is equal to one pixel in the sprite. Take a look at Fig 1 on page 46, to get the idea, and then come back here... because this is the computer bit. Write these numbers across the

top of the grid three times: 100,64,32,16,8,4,2,1 making each number correspond to one column of the grid. As I say, do this three times until all the columns are good up, as in Fig 1. Now number the squares down the side as 1-25.

This is your basic sprite grid, and you will use this every time you build a sprite. (If you want to make a sprite which is bigger than 21 x 24, you have to build two sprites together, and move them around the screen as one.)

Each of the rows of 8 squares from left to right along the top (numbered 1-8 down to 1) are 8 bits, and you can divide the three of them up just like in Fig 1 and number them 1-3. Each row holds a byte of data, and you get the numbers to put into your Basic program by writing down the contents of a row in binary. If the first line in our example has nothing in the first row, eight pixels in the second row, and no pixels again in the third row, you would write down that row as:

```
00000000,00011111,00000000
```

In binary a '0' indicates an empty square and a '1' indicates a full one. To convert these binary numbers in decimal you can either use a calculator that does hex to dec conversion, or we can add the numbers for the second row up like so:

$$128+64+32+16+8+4+2+1 = 255$$

So the bytes for that row of the sprite would be:

```
0,255,0
```

The next row is like this:

```
00000000,00000000,11000000
```

And you can add them up like so:

```
Row 1: 0+1 = 1
Row 2: 0+8 = 8
Row 3: 128+64 = 192
```

So the bytes for the second line are 3,8,192 and so on down the sprite until we have the whole batch of data for the sprite converted into decimal. All you are doing is adding the numbers for the columns which have a '1' in them. So if there is a number in the column with a 128 at the top, and one in the column with 64 in it, but no others, then you add 128 and 64. Like this:

```
128 64 32 16 8 4 2 1
1 1 0 0 0 0 0 0
```

$$128+64+0+0+0+0+0+0 = 192$$

This is the way you convert binary (base

```
10 PRINT "%2"
20 POKE 29,40:13
30 FOR S=8332 TO 832+62:READ Z:POKE
EXT
40 U=532:40
50 POKE U+3,1:1
60 POKE U+2,1:1
70 POKE U+1,4:100
80 POKE U+1,1:100
100 DATA 0,255,0
```

...continued on **SPRITES.IFF!**

is to decimal (base 10). I'm sure you've come across this before, so I won't dwell on it.

Our example sprite is a little Monty More type character in a bubble-shaped spaceship. Obviously to get him facing the other way, you'd have to reverse all the data on the grid and recalculate the decimal numbers.

To load all the data into a sprite, you have to POKE the location in memory which deals with sprites. Any data POKEd into these locations can then be written to the screen as a sprite. And where are these locations?

The locations for sprite data and movement begin in the Display Chip at 55248, so in order to make it easy we let this number equal a variable like N, and just add numbers to it to load in the data and move the sprite around. (See this month's program for details about what locations in memory do what.)

You will notice if you list the program or move the cursor around under the sprite that it looks almost as if it is stuck onto the screen, as everything passes underneath it. The sprite will stay on screen until you move it around or turn it off. Just enter POKE 9,21 and it's direct mode and you'll turn it off.

Homework prob 7

Now easy on this month, see if you can create a lot of Basic code which draws a cube on the screen. Make it a perspective cube, that gives the rest of things, like the one we've drawn here.

Use the techniques outlined in the main text and create the program to draw a cube on screen. And for the really easy...



Now, try filling it with colour (and if you're really REALLY confident you can try rotating the cube round in 3D, but I don't think you'll succeed, personally). We'll cover tricks like that in the months to come. But give it a go anyway and see what you come up with. Let me know how you get on. Don't forget all the work we've done in this series so far and you'll be alright in the end.

Step by step

This month we learned about:

- 1) How to design a sprite.
- 2) How to transfer that design from paper to computer.
- 3) Access to res graphics screens.
- 4) Plot to those screens.

You might use R,Y,X or A,B,C if you wanted. It doesn't matter.)
Now all we have to do [45], (he says!) is plot the points and lines to the screen. Although the screen resolution is 512 x 200, for some strange reason you address each point on the screen by looking for its row (0-24), character (0-39), and line within that character (0-7), and finally the bit on that line (0-8). It's as if you are saying "go to character's along and down, look for the nth line in that character and choose the nth bit" and there's your dot. That's how you have to do it. The row number of the point you want to plot is expressed as:

ROW = INT(Y/8)

The character position is said to be:

CHAR = INT(X/8)

The line is:

LINE = Y AND 7

And the bit on that line is:

BIT = X AND 7

Sounds complex, but let's put it all together as one formula:

BYTE = 8 + ROW * 32 + CHAR * 8 + LINE

8 is the start of the screen, as we said above. This all sounds very complex, and indeed it is, but read it all very carefully and you'll soon get the hang of it. Let's draw a sine wave on the screen using these techniques. First set up the screen and clear it as we said before:

```
N=55285
POKE N, PEEK(N) OR 32
POKE N, PEEK(N) OR 3
N=5100
FOR C=0 TO 8+7999
  POKE C,0
NEXT C
FOR S=1024 TO 2023
  POKE S,3
NEXT S
```

Then draw the sine wave:

```
FOR S=0 TO 319 STEP 3
  Y=INT(50+50+SIN(P/180))
  C=INT(Y/8)
  ROW=INT(Y/8)
  LINE=Y AND 7
  BIT=Y-B-ROW*32+S+C*8-UN
  BIT=7 AND 7
  POKE (Y+PEEK(Y)) OR (2+8)
NEXT S
POKE 1624,18
```

And put a line on the end like:

```
880 GOTO 800
```

Or whatever the last line number is. The

HIGH RESOLUTION

Unlike so many other computers, drawing lines graphics on the 64 isn't very easy and you have to do a lot of POKING around to get lines on the screen.

You turn on the hi-res screen by using:

```
POKE 52065, PEEK(52065) OR 32
```

To turn it off you type this:

```
POKE 52065, PEEK(52065) AND 323
```

You can save yourself a bit of typing by making a variable equal the number of the memory location, like our `52065`. Then you can just use: `POKE N, PEEK(N) OR 32` and `POKE N, PEEK(N) OR 323` which is a bit simpler to handle.

Once you've turned the mode on you can plot points and lines to the screen using the following code. First you must clear the screen, then you must set the colours that you are going to use. Finally you put the lines or dots on the screen.

First you handle: set the beginning of the hi-res screen to 5183 and you do this by typing:

```
POKE N, PEEK(N) OR 8
```

Then to clear your hi-res screen you must start at an corner and set all the bits to zero, and you do this like so:

```
G=5100
FOR C=0 TO 8+7999
  POKE C,0
NEXT C
```

Finally to set the colours of your screen for both bits (the lines you draw) and paper (the screen colour) enter this:

```
FOR S=1024 TO 2023: POKE S,3: NEXT S
```

and the colours will be set to cyan and black. (Remember the R, C and B variables can be any letter you like. These are just the ones I use for the line being, but

formulas which actually draws the sine wave in the line beginning "Y=INT(200-95... etc. From this you should be able to put your own mark on the screen.

This should give you enough to be going on with, and soon, if you take all this apart and make your own programs, you'll be whizzing lines all over the screen in no time.

GOODNIGHT

So that's the beginning of advanced graphics on the C64.

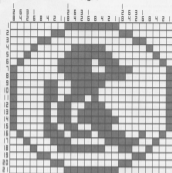
Simple, isn't it?

For more about this and delving even deeper into the graphics modes, see me next time for the scoop on 16-res multi-colour mode and multi-colour sprites.

Write to Phil

And let him know how you're getting on with the series. Or ask him about anything that has you puzzled. The address is: *Bank To Basic, Commodore Format, 20 Mousmouth Street, Bath BA1 1BW. Full cannot answer individual letters.*

Fig. 1



Blow by blow (that listing in full...)

This month's program is a sprite program, using the data from my example sprite, which draws it but doesn't move it around. Some of you might like to steal data from my previous sprite program in issue 8 to move it, but for now you may have to wait and see what we do with it next issue.

Line 10 clears the screen by printing a CL@HOME character.

Line 20 sets the "sprite pointer" to get its data from sprite number zero at location 2048.

Line 30 starts loading the sprite data from the DATA statements and POKEs them into 85 bytes starting at location 832 to 924. This is where sprite 0 stores its data.

Line 40 saves us time and typing by setting the variable Y to the same number as the start of the Video Chip location in memory, that is to say 2048.

Line 50 turns the sprite on. To turn it off you simply have to POKE 0:21:0.

Line 60 sets the colour of sprite 0 to white.

Lines 70 and 80 tell you where the sprite will sit on the screen, using X and Y co-ordinates, where X is left to right and Y is up and down. Line 70: POKEs it with the X location of 24, and line 80 POKEs Y+1 with the Y location of 180; 24 is the furthest left you can place a sprite on the screen and

see it all, so there is a border around the screen which you can't see.

This is so you can bring a sprite onto the screen smoothly without having it appear suddenly at the edge. If the X and Y were both zero, the sprite would be at the

top left hand side of the screen, but of sight (but not invisible).

Lines 100-200 are the DATA statements which the READ command in line 30 uses to build the sprite. The data was calculated using the sprite diagram in Fig. 1.

```

100 PRINT "*****"
110 POKE 1:2048:0
120 FOR S=0:32:255
130   P=POKE 0:0:0
140   P=POKE 0:0:0
150   P=POKE 0:0:0
160   P=POKE 0:0:0
170   P=POKE 0:0:0
180   P=POKE 0:0:0
190   P=POKE 0:0:0
200   P=POKE 0:0:0
210   P=POKE 0:0:0
220   P=POKE 0:0:0
230   P=POKE 0:0:0
240   P=POKE 0:0:0
250   P=POKE 0:0:0
260   P=POKE 0:0:0
270   P=POKE 0:0:0
280   P=POKE 0:0:0
290   P=POKE 0:0:0
300   P=POKE 0:0:0
310   P=POKE 0:0:0
320   P=POKE 0:0:0
330   P=POKE 0:0:0
340   P=POKE 0:0:0
350   P=POKE 0:0:0
360   P=POKE 0:0:0
370   P=POKE 0:0:0
380   P=POKE 0:0:0
390   P=POKE 0:0:0
400   P=POKE 0:0:0
410   P=POKE 0:0:0
420   P=POKE 0:0:0
430   P=POKE 0:0:0
440   P=POKE 0:0:0
450   P=POKE 0:0:0
460   P=POKE 0:0:0
470   P=POKE 0:0:0
480   P=POKE 0:0:0
490   P=POKE 0:0:0
500   P=POKE 0:0:0
510   P=POKE 0:0:0
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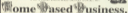
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CP

HOW TO MAKE GAMES

PART 2

(AND INFLUENCE PEOPLE)

Back by popular demand (and 'cos we didn't finish it last month), your guide to making vast wadges of cash by writing games. And who is going to let you in on the secret of untold wealth? Why it's that successful gamesmith Martin Walker of course

At the end of the first part of this feature we got as far as presenting the game to game testers for feedback. This information is extremely important in perfecting the learning curve. For those who haven't come across the idea of a learning curve before, it's a way of describing your success at playing the game by means of a graph which plots a player's progress through the game against the time spent playing.

The first time you play you will have little idea of what to expect (unless it's a clone, in which case it may seem all too familiar), so you won't expect to get very far. Having lost all your 'lives' on the first occasion you expect to get a little further on the second and third plays and so on. If you get further into the game by the same amount each time you play, then a graph of progress against time will be a straight line (as your skill steadily increases).

In the case of the classic multi-level shoot 'em up there will nearly always be an end-of-



level monitor which is much

harder to identify. This causes the learning curve to rise more steeply until the player masters a new skill. Unfortunately, if the monitor is made too difficult to defeat, a lot of players will never manage to pass this point – a frustrating experience!

The object of achieving a good curve is to make the game accessible to the widest range of people. Getting it right is a fine art.

There's a fine line between the two reactions: 'just one more go' and 'I'll try this'. Many games rely on plying on opponents at higher levels to make a game more difficult so that, eventually, only the fittest 'bigger finger' can survive. This approach appears to enjoy a certain percentage of players but it's typically found in arcade machines. Here the object is to keep people 'feeding' in the money. It works.

Hidden strategies can be used as a major part of gameplay (I think therefore I am!) or you can offer players options to enable them to choose a style of play which best suits them. One of my all time favourite games was *Star Raiders* on the old Atari 4088bit. This had four levels of play from beginner to expert but each higher level introduced new features. Thus the first time player could start with minimal skill and enjoy the game. Once the basics were mastered the next skill system would introduce more serious opponents and more things the player had to do. The only way to get the highest scores and become a 'Blazing Commander' was to perfect each level in turn until the most difficult mission could be attempted. The result was a game that was satisfying for at least six months of play!

DE-BUGGING

During the course of development it is inevitable that bugs will appear in the programs. However carefully you code,

something nasty and unexpected will happen that you'll have to track down and fix. This frustrating turn of events has many a programmer burning the midnight oil. A sensible approach to coding helps here: always make sure that one routine is fully tested before starting the next – never be tempted to finish something else before you try to track down a bug. At least then you can narrow down the bug to one routine when it first appears and then further isolate it to a specific line of code.

The worst sort of bug is the invisible sort one. With a consistent fault you can be systematic in your approach to finding out what's causing the problem. You can't be so methodical when the bug only occurs once a week. Such odd bugs should not be assumed to be a smart spike from the mains supply, however. Try to note exactly what was happening in the game each time the bug occurred and where in memory the program crashed. If you then notice a common factor from your notes, it can at least point you in the right direction.

SPIT N' POLISH

It's easy to underestimate the time it will take to add the final presentation touches.

Although finishing the game itself is your top

priority, there are also these final touches – loading sequences, title screens and options, ending sequences and instruction writing. Bear in mind that the first thing everybody will see is the loading or title sequence. This will set the scene for what's to come. Here's an example of a good presentation screen (well we think it anyway)



of things on the other hand, reduced from being too much, who knows? A little more playtesting may have brought like problems to the fore in time to make changes

the game, and final impressions are always important (not least for good reviews). But, however impressive the presentation sequence may be, always try to include a bypass for the player who has already seen the it dozens of times before. Adding options for two players can sometimes be a tedious task for the programmer but different people may like to play in different ways, and they will appreciate a choice.

By this point in the project one of two other situations may arise. Either the programmer will feel burnt out after too many all night coding sessions (and in need of a little encouragement) or the deadline will have arrived with programmer still desperately trying to add little touches. Meanwhile, the publisher is impatient to get the product into the shops.

Knowing when to stop can be tricky and your programmers are very helpful here. They are far enough removed from the development process to be objective but involved enough in the 'feel' of the product to have definite opinions of their own. A leader with a creative mind and good powers of communication can often suggest a tiny change that adds a definite edge.

Once the programming's complete, a final thorough testing session is normally undertaken by leaving people with the master files, in order to spot any bugs that may have escaped unnoticed. Once this has been done, the product will be mastered. This involves transferring the completed and tested code (along with any turbo loaders and protection routines) to the machine which produces the actual product that will appear in the boxes. Normally the duplicating company will be able to add some protection against copying, but programmers may also add some protection of their own in the game itself. Why give grants a break?

When the first few samples have been produced from the duplicating machine, they're tested thoroughly to ensure that no corruption of the files has occurred. We've all heard the horror stories when thousands of tapes or disks arrive on the market with a bug caused by one corrupted byte. No-one wants this to happen – after all, besides the frustration the customer suffers, it's extremely expensive to re-master and then replace the faulty copies!

The publisher's marketing department organises the design and manufacture of packaging and instructions. Check the instructions carefully before they're printed and get other people to read them through too. Good instructions are ongoing. Getting some one to play the game for the first time helps the process.



The Mighty Bombjack turned out well because it built on the already successful Bombjack formula. The Bombjack, while being an original idea, succeeded on the strength of its gameplay. Basically, this is an exception to the rule.



You may want (or be asked) to offer sneak previews to magazines during development. There are two schools of thought here – previewed (if people know what to look up for hopefully), as well as letting the programmers have the benefit of more constructive feedback. Staff reviewers get to see and play retail games that come onto the market and know as much as anybody about that market. But in the past 'exclusive' previews have caused much acrimony between rival magazines and some writers also feel that it is better to get the full impact of a finely tuned and polished finished product than it is to see it warts and all in the earlier stages. (Editor's note: we like to see previews but we always make say whether it's a preview or a finished product and Commodore Forum never makes any judgement about the quality of an unfinished game.) In the end though, publicity always counts, and any mention will be valuable.

Well, here we are at the end of the journey. The finished product has been mastered, duplicated, mastered and finally it appears in the shops. We can now sit back and wait for the royalty payments to come flooding in and then retire to the Bahamas. Alas, in real life things are rarely so sim-

ple. As I said last month, there always seem to be far more clones than originals – or the shelves. So what goes wrong?

MONEY FOR OLD ROPE

One difficulty an original faces is, ironically, a strength of its clone – familiarity. Arcade conversions and games that stick to well known formulae (horizontal shoot 'em ups top the list) offer the customer a pretty safe bet. Everybody knows roughly the limits of games they like or dislike. An original is a gamble, especially if you can't try it out in the shop, and in the case of disk based games this may mean gambling £25. If you've ever bought a disappointing game, you'll know the feeling isn't too well!

Even getting original games into the shops can be difficult. Most retail get guaranteed shelf space, whereas an untested game presents a gamble to any outlet. Stockists can only judge by the commitment of the publisher – so the size of the ad campaign is important to big shelves. Good reviews help to sway them, as well as your track record.

However, if it is Smiths and Boots don't choose to stock your game at their selection meetings then it may have your potential sales at a stroke. You may even be unlucky to suffer from bad timing – despite being proposed as an excellent product, four other excellent ones are published at the same time, and yours simply doesn't end up on the shelves.

Independent shops and mail order outlets tend to order games in lower numbers but they have more time to read reviews and tend to take more interest in them. Original games that get good reviews tend to be well stocked and you can probably get a demo if you ask. Having said all this, it has to be noted that an original game often fails to produce huge royalty cheques, although the project might have been satisfying in itself. And critical success is still very worthwhile and appreciated. But the bottom line is that only occasionally do original manage to force their way to the top of the selling pile – it's a sad fact of life that it's more profitable to program conversions and clones.

WHETTING APPETITES

One problem with an original game can be trying to describe it to a potential customer. The most potent part of an advertisement is the image that accompanies it – either an artist's impression of the game or screenshots. It may not be feasible to convey the feel of some games with screenshots. After all, a static image can't convey gameplay. If you have a feature that encapsulates the feel – otherwise you may find that the marketing department dream up some dubious ones of their own, after seeing the game for only a few minutes! And if you want people to buy the game, you need a decent advertisement.



The Phoenix Machine ad is useful because it tells you nothing. Last Minute is though, and gives a much more professional start to life.

LOGICAL

EDITED BY
THOMAS SCHEIDT
PROGRAMMED BY
LESLIE HARRIS

COVERED BY
MICHAEL HARRIS

COVERED BY
DAVID STEARNS

COVERED BY
WILFRED DICK

EDITED BY
BRIAN BIRCHALL



You can put up with a little extra practise



THE MAIN MENU
 Five tournament menus, from how you can feed and serve your game, clear your record, ranking in the competition and change some of the match variables (like ball type for instance)



A game in progress. The player whose turn it is should run forward at this point to intercept the low ball. If it hits the ground for a second time a point is lost. Predicting the ball's trajectory is vital

JAHANGIR KHAN WORLD CHAMPIONSHIP SQUASH

Years ago, I vaguely remember playing a game on the Spectrum (I was a nerd's, but I'm called Jahangir Binninger's Squash - it wasn't quite of the novel synthesised speech I've ever heard, but the point is it was also on the C64, and I can't recall there being another squash simulation until now.

Jahangir I have balls of four different types! Khan has embraced the latest product from Konami. It's an arcade pocket sim or, to be more precise, two sims. Side A of the cassette contains the club game; basically a mini league featuring a ladder arrangement of up to eight rungs. Each rung contains four to six players and you need to play each of the club members in your rung and finish in the top two. If you're successful you get promoted to the next rung. If you break last

ring and you're the club champion. For a bit more of a challenge fit the tape and boot up the Tournament game to take part in the world championship. This knockout competition is much less forgiving; get beaten here and you're out of the championship - game over. Playing is dead easy to start with, allowing you to put up quite a challenge with little expertise. As long as you can perform a legal serve, you can sustain lengthy rallies simply by positioning yourself correctly and hitting the forehand opponents though you need to familiarise yourself with the more intricate types of shot available. You can do normal shots, power shots and drop shots with back a loft and tight ball, although these do take some practice to get right.

To add some variety, there are a number of different game options. You can watch, in full, any other players' games to weigh up the competition. There are also four ball types, each with a different level of bounciness according to your team. Also, if you get paranoid about the computer players, being better than you, let the two player option and go up against a friend.

JR Squash is a treat to play, at least in the short

term. But even if you find yourself getting better at it, each round does get quite repetitive towards the end. Most fun is to be had by playing against a friend.

Despite shortcomings in the gameplay, the presentation is more than up to scratch. The coin system works well, the court is very nicely drawn and the dinky little in-net player sprites are neat. If poorly animated.

This isn't a game that will have you fretting at the mouth but given that it's such good fun to play (especially in two player mode), it's one of those games that you'll keep to one side of your C64 and come back to when nothing else takes your fancy. In fact, it could make quite a refreshing change.

ANDY

Name	JR Squash
Publisher	Konami
Cassette	£12.99
Disk	£15.99
Referee	Deal now
Contact	0709 372203

POWER RATING

THE DOWNERS...

- Play gets repetitive in the long run, unfortunately
- The view of the court makes it difficult to position your character at first (though similar problems are true on other titles)
- The more complex shot types take time to master

66%

...AND THE UPERS

- Scan driven - superb!
- Moving set first in two-player mode, always exciting in two-player mode
- Detailed and colourful court and player graphics
- Different ball types enhance gameplay
- View match against your club's best from play
- It even plays a good game of squash



PLAY IN OPTION
 Club games are more relaxed with the club option screen. Club games are more relaxed with the club option screen. Club games are more relaxed with the club option screen.



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The option screen, from which anything is possible... well, almost anything. Actually, not very much if the title is *SOA*. You can change the scoring system, the number of sets played or you can enter the cup



The blistering sun is kissing your tanned skin, your ears are being surrounded by the gentle, musical lapping of the waves against the shore and your eyes are feasting upon the miles and miles of grey, murky sand... At first I thought the game was set on the site of some old US embassy in the Philippines, the beach made of volcanic ash. But no, the sand is grey because the *SOA*'s colour palette can only do so much. Anyway, where there's a beach there's beach volleyball and now there's a beach in your 64, thanks to the Genesis crew.

Over The Net is a sport sim for up to two players. These players can be either chummy and play on the same team or play for opposing teams. Each team consists of two feisty blokes in shorts. The rules are simple enough: work together to hit the ball 'over the net' - don't let it hit the ground. It isn't easy! There are five play options. First comes the 'point on change' option. All this does is



How not to return the ball. The bloke jumping on the right should have returned the ball into the opponents' half... but he didn't!

change the scoring system slightly. If you accept 'point on change' then a point is awarded to the other team when you foul up and lose the service. Otherwise you can only get points when you keep hold of the service and not during the crossover. The second adjustable option is the number of sets played. Set this to one every time if you value your sanity. The next two options sort of go hand in hand as the first is 'cup match' which enables you to enter a tournament, followed by 'match' which only accesses one-off games. The final option appears when you've actually decided to play a match and is the single/multi player option.

Controlling your player is simple. The joystick moves you up down left and right. Pressing the fire button makes your man volley the ball. So it should really be a case of positioning yourself and pressing fire. Unfortunately, pixel perfect positioning is required before the game allows you to even initiate a volley. If you're slightly out of position, your blokey doesn't even move, he just stands there as if paralysed from the hair-parting down.

This leads quickly from annoyance, to frustration, then on to anger. nvolley the ball. So it should really be a case of positioning yourself and pressing fire. Unfortunately, pixel perfect positioning is required before the game allows you to even initiate a volley. If you're slightly out of position, your blokey doesn't even move, he just stands there as if paralysed from the hair-parting down. This leads quickly from annoyance, to frustration, then on to anger.

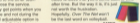


But, this time, he forced better. If you can pull off this blokey shot, it's practically impossible for your opponents to return it.

returning is simple. Press the pad, to and behold, the ball flies into the air. Then, when it falls back down to earth, pressing the right needs it hurtling into the other team's half. If only it was all this easy.



followed by blinding rage and knocking nicely with a yell to the Samaritans, if you got my meaning. This is a real shame, because had the collision detection been a bit more forgiving this could have been a fast moving and challenging game. The simplicity of a two on two competition could have led to an unaccommodated whereas that you'd come back to time after time. But the way it is, it's just not worth the frustration. Hopefully, Over The Net won't be the last word on volleyball.



ANDY

Game	Over The Net
Publisher	Genesis
Cartridge	£9.99
Disk	£9.99
Reference	Out now
Contact	0494 472266

POWER RATING

THE DOWNERS...

- Collision detection is useless to the point of making the game unplayable
- The color menu and game are loaded separately slowing annoying delay between games
- The rules are a bit bloody maddening positioning even more maddening
- One word? Attention is detail is badly lacking
- Jumping over the net seems random relative to your opponents/out team's impossible for you

41%

...AND THE UPPIERS

- Pretty fast sports animation for all the volleyball moves
- The two options gets you from 6 to 8 in no time
- Really fast movement
- The 100 level results play against a friend



BACKISSUES

FUNITE SUPPLY SHOCK!

Since special CF offerings featured some back issues which were once believed to be extinct, the number of orders has exhausted our supplies of CF 1, 2, 3, 4, 6 and 7. So remember, back issue stocks don't last forever. All you have to do to get one of the remaining copies is fill in the form (or a photograph of it) with your name and address and pop it in an envelope. Don't forget some cash (like a cheque or postal order) for £2.50 per issue. If you're ordering outside mainland UK, each magazine costs £3.45 (due to the expensive mail costs).

CF2 - BOOK TRACT

One of the worst games of all time! Rick O'Connell and Marty McFly time-travels. Full games: Sam Star and Shadowy Side. Demos: WJ and Maxbook

CF6 - PAPERBOAT EXCLUSIVE

Five Productions WJ reviews. Full games: Mean Street and Top Gun. Demos: Predator and Thrive

CF9 - FANTASY SPECIAL

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CF10 - ROAD EXCLUSIVE

Reviews: Snake Demos, puzzle and exclusive review. Also on the tape: P1 CIP Circuitry Demos and complete reviews of Park Patrol and Anarchy. Inside: the exclusive guide to flight simulators, nine pages of tips including FunZone map part 2, RFD and British Guide PowerQuest

CF11 - REMEMOR 2

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PUBLIC DOMAIN

Over the last couple of months the PD scene has been virtually bombarded with an increasing number of new and impressive "disk mag" which are being continuously created and released in all shapes and forms. It seems these days that any new demo group wanting to get their name well known, tend all too easily a good disk mag. When it's released they pray for instant attention, mega-fame and the addition of the masses and why not, I say. (Steady on - Ed)

Disk magazines are simply magz published on 5 1/4 inch disks as opposed to paper and ink. They're novel and entertaining. Many come with a flashy theme, music, and graphics. Some even take up the whole of a side of a disk with kilobytes of packed news. The actual contents of these magz usually includes info about demo groups, games, news, music and demo-reviews, party reports and demo sheets (level-order, level-crap and so on...). Some magz even go one step further and include regular interviews with top stars from the C64 world. Some have amusing-cartoons and joke-sections, other are even wackier and wackier.

The vast majority of disk magz are very well put together and I recommend any keen follower of the 64 to have a couple of. One of my personal favourites is a German mag called Mamba. It includes many nice touches and the recent issue contained an interview with Turkish (and lately how-to-64) programmer Manfred Trese.

Raise your hand if you thought Tony Crowther's Juggler demo was well worked. One, two, three... four million enthusiasts (myself included). You'll be glad to hear that Ren has made a regular three Party Music 1. While it isn't as eye popping as the Juggler the in-vision could teach a lot of coders a thing or two!

That just about rounds it up for this month. But if you have written any of your own demos then please send them to me, care of Commodore Format and, who knows, with luck and a following wind they could be featured in a future PD column!



What is it? Well, it's a game wherein you watch the actions of the Juggler/juggler one.



This is actually a most animated effect, but sadly we can only give you this static look.



An in-vision screen from the Mamba thing you see above. It only had a 64 in the picture - Ed!

If you are interested in public domain software and what it has to offer you as a C64 user, try writing to David Dewar at the usual Commodore Format address?



A scene from an animated sequence produced by some other than Tony Crowther.

Five demos no 64 freak should be without

1. **Digital Acid**: now three years old, this demo is still a classy piece of coding. Includes a sampled acid track complete with hypnotic striding, pulsating beats.

2. **Juggler**: a stunning, state-of-the-art animation successfully converted from the Amiga by Tony Crowther.

3. **Rock Of Venice**: a multicolour demo that includes a vibrant vector sequence with all kinds of shapes spinning perfectly.

4. **Red Hot Chili Pepper**: simply packed with loads of mind-blowing 16-bit really drive the 64 to its limits.

5. **No Dream Castle**: another classic from Crow. It includes a massive 100-episode multiplexer in one part alone!

These are just a few of the demos that currently stand out from the crowd. There are promising new releases all the time. I'll keep you posted.

CF SHOW - WHO DUN WOT

Codes and music: David Dewar
Graphics: Paul Rogers

Some dead impressive stuff:

- All monochrome and multicolour sprites.
- Four bit/char sets.
- Four pieces of original music.
- A three-colour main title that slides three different char sets, 24 sprites and three separate char colours in each of the three zones to 64 displays on the screen at once.
- Five rapid horizontal colour scrolls.
- Five static routines which rotate sprites in pairs, mathematically tabulated positions.

Music news from the scene

If you can't check out the demo of a new German game called Goodbye Robin, you should. It includes some remarkable music by some music's Thomas Dewart that lasts for a staggering 20 minutes.

I've recently received word that the much liked music group Mamba Of Hairs are no longer together. Main leader Jerome De (the man responsible for Out Run Japan) has moved from his native Holland to set up base over here, working

in favour of Probe on projects which at this stage are still shrouded in secrecy. Fellow member Charles Deenan has left the 64 scene altogether and is now earning Big Bucks writing music for TV and radio commercials in America.

Keep an eye (and ear) open for a new German music group Demons Of Sound whose name making is making waves at the moment. Their quality tunes are destined for game jams.

3D CONSTRUCTION

Domark finally release the secrets of Incentive's Freescape design system and our reviewer is sent to investigate this thing called Virtual Reality. He finds nothing less than the power of creation... and the CF office - in his C64!

It's a corker!



The concept system is the beginning of what will be a computer terminal sitting on a desk top but the colours need changing...



Easy! The Shade menu allows you to paint every face of every object differently - you can even make things invisible!



The invisible are your best. Use it on objects with a mirror and the object will disappear, even if its whatever you want!



Using the Compiler and Condition Editor programs, you can give games displays which will work (time, energy, score and so on).

Hands up everybody who knows what the words 'virtual reality' mean. In case your peers are still both fairly fixed to these pages, virtual reality is a term used to describe computer generated environments. It's been overused by people who want to impress you ever since it was first coined. Now there's 3D Construction Kit and it uses words like 'artificial' and 'realism' all over the place. It's not a game but, so the box claims, a program which allows you to build virtual realities - and then play games with those VRs.

Independently of SOCK itself. If I start to describe the things you can do and how you go about doing them, we'll run out of space before I get very far at all. But the features are simple. So simple in fact, that I made a VR: Commodore Formal office just by sitting down with the program loaded up in front of me and experimenting for a couple of hours. And incidentally, I only had to look at the manual now and then. Sit back and let VR tell you what exploring VR is like.

Actually, the kit consists of three programs and the first one of these I loaded up was the Environment Editor. The first thing you see, once the program is run, is a screen split into two halves: at the top, your window onto the environment, at the bottom a control panel.

In the beginning there was nothing. The 'area' covered by my environment was no more than a green floor with me in the dead centre. You can create wall over 200 areas and link them together but the one you start with is big enough to explore. So I faced the edge and moved the cursor over



the Create button on the control panel. Another row of buttons offered me a choice of things to create. I chose a rectangle and it appeared in front of me, standing on its edge. I selected the Edit button and the edit menu replaced everything else on the screen. I selected the rectangle to edit and the normal screen display returned. This time, the control panel was adorned with labelled arrows which enabled me to edit that rectangle any way I wanted. I began by pushing it away from me, watching it shrink as it went right up to the edge and stopped. Then I stretched it left, right and then up - as far as I could - in every direction. I'd built my first wall. I turned 90 degrees and did the same again with another rectangle. Using the Shade button, I made this one a different colour so that it had to re-edit anything later, I could remember rectangles by their colours. When I got to the third wall (again turning 90 degrees) I made a long low rectangle. Then I used the Copy key to duplicate this, stacked it a 90-

Furnish



Having made the room shape, I started in the corner of the room (where there's been a desk would be) and looked down.

CONSTRUCTION KIT

ferent colour and hang it above the laser one to create a wall with a hatched effect.

But I wanted to make a model of the CP office so that you would have a look around it. Our brown cupboard-like shape, which houses everyone on the team, is L-shaped. So I moved out of the centre until I stood with one wall behind me, and my two other walls leading off into the distance. Then, because 3DCX displays co-ordinates at all times, I could make another rectangle and move it to where one of our office's intruding walls would be, ahead and to the right of the one. After another short stroll around this, I built the other part of the L-shape and finally added the remaining for wall.

This was a good point at which to start taking advantage of some of the memory saving tips in the manual. You see there's no need to shade things you can't see. In fact, the program shows down if you do. All those rectangles I'd made had two faces. But from wherever you stood in my new office, you'd only ever be able to see their inner faces. So, going back to the Shade function I selected each rectangle in turn and painted each outer face 'off' (which stands for invis).

Yes, now the computer

I forced the edge of the wall away and squeezed through the gap back into the office.

would only draw the rectangles from the point I could see them. Because there were also two intruding walls in the office, I strank the Bolt function, so that no wall extended behind any other. But it was when I attempted to put the door in that I got lost in virtual reality...

As I've already mentioned, the 'entrance' was generated along with the area. It was right in the centre, so I used a Reset control to put me back in the middle of the area. I

Controlled construction

Line display of movement, where you are in X Y and Z planes, and size of object

View from four compass directions or overhead and select Walk or two types of flight for movement



Show in any direction, look in any direction. Even when you're in a sub-menu, you can still use all of these controls

Master commands like these are self-explanatory. All of them reveal a sub-menu to enable you to do what you want quickly

was moved instantaneously but the centre of the area was now outside the office. I was somewhere on the other side of the two L-walls. But the genuinely spooky part was that I'd just made all the walls invisible from this side, so when I tried to move back into the room, I heard a sound effect like a gnat as I bumped into the invisible rectangles blocking my path. Talk about not looking before you leap. I fell my way along one of these invisible walls until I got to a join.

Then using Bolt's Think, I boxed the edge of the wall away and squeezed through the gap back into the office. When I turned around, I could clearly see the doorway I'd made and closed it behind me by stretching the rectangle to seal the gap again. Maybe it wasn't time to make an exit.

I went on to make the desks and computers out of cubes, adding them with the same controls that had made the rectangles into walls. It didn't take long.

3DCX doesn't take advantage of the extra memory of a Q128 and there's only 5K

working space when you load it on the 64. But all the work I'd done only added up to a handful of bytes and there's certainly room enough to design a decent sized adventure. And with games in mind, there's just time to describe a few of the 3D's other features.

You can attach 'sensors' to objects so that they respond to interference during a game. A sensor can contain an instruction for an object to disappear if it's shot, for example. You can also design an overlay screen with an art package so that a game has its own direction controls when it's run independently of the 3D incorporating finishing touches is easy, so I'll show you next month when we have another look at 3DCX.

This isn't a normal PowerTest but then 3D Construction Kit is by no means normal itself. But be certain of this: it's a Parker!

PowerRating	93%
Game	3D Construction Kit
Publisher	Domark
Manufacturer	£24.99
Disk	£24.99
Release	Out Now
Contact	081 790 2222

Finished with details



View from a slightly different angle you can see Lam and Villo's desks made from stretched cubes and add into position



Turning right around, from right to left: Villo's desk, Andy's desk and mine. The Bolt menu enables me to slide my desk left



Looking from Villo's desk to mine. On the left I make a desk where the office 0100 goes. The door will have to go next to this



The main options screen. Will you ever choose your team, select the team line up and change the number of overs you want to play?



A bowler starting his stuff. The animation is pretty good on the bowler, but falls away when he gets to the batting stumps.



To catch is generally without phrase. To DODGE is a little more over played what of it? (5/10)

Well, this makes a change from reviewing foxy simulations, but to be honest it's not a refreshing one. GOOVCC is a first-class cricket game, with both 2D and simulation modes. In reality they're the same game, but with your direct control over the action removed in sim mode.

Would the batsman start by choosing their team from the steep and community of international teams: New Zealand, Pakistan, England, West Indies and Australia – to choose your like.

Before picking off (or) – edit select your team members, either individually or by clicking on the first eleven option to make things faster. You can then choose the number of overs, enabling you to play the equivalent of a limited one-day game, or a full-blown test match.

The game starts with a coin toss and you'll find out on, if you've selected sim mode, you don't get to control anything but the batsman of the crease. You merely sit back and watch a game of cricket like you would on the telly, except you get to decide the batting and bowling order of your team. The bowler has a number of different deliveries to try, with some repetitive, and the batsman has a choice of strokes with which to (hopefully) fend them off.

Now, when the game from behind the bowler until the ball is struck. At this point the screen switches to an overhead view, enabling you to watch as the batsman struts their stuff. In the top left corner of this screen is a miniature 'wicket' meter showing the batsman's progress, while any runs made are listed up next to it.

Real cricket fans will find a lot here, although a game of the order of 50 overs would take hours to play and most of the time in sim mode there's nothing to do but watch.



The batting screen. The bowler (top left) lets you keep track on the batsman's progress. It also shows if a four or six is achieved.

GRAHAM GOOCH WORLD CLASS CRICKET

While that sounds typical of cricket to me, it still doesn't seem precise enough to do in sim mode – the pauses between bits of action are just too long.

But the biggest problem with GOOVCC is that the part of a match would have made the game appealing to everyone – the arcade option – fails to do a great job of achieving its goal. If you're in to bat, all you have to do is watch the joystick in the direction of the stroke you want to perform and keep it there. Once the bowler has bowled, your man automatically carries out the selected move. Bowling works just the same: select the type of ball you want to deliver and leave it to your left to go through the motions.

The only real-time interaction comes in fielding. When a batsman actually manages to hit the ball and the screen goes into overhead view, you're given direct joystick control of the fielders. If the one you're controlling is too far from the ball, hit the and control



Admission fails to the night of touch. And to indicate this fact by only going to it straight but neither nobody points the finger at you

directly to another, more appropriate fielder. When you catch with the batting batsman, you can hit it up, then press the again to get it back to the bowler. And this is by far the most involving segment.

Control in detail is quite thorough but graphics lack the finesse you would expect from a so-called simulation. The bowler moves smoothly but is clearly defined, and the batsman faces him some, with primitive animation and no collision detection. The ball's flight fails to coincide with batsman's swing showing any impression of realism.

As you can tell, I'm not impressed. The on-hand-on joystick action just leaves you feeling left out. Cricket may be a batsman's sport, but a computer game is for playing and not watching.

AMT

Game	Graham Gooch World Class Cricket
Publisher	AtariGames
Cassette	£11.99
Disk	£15.95
Release	TBA
Contact	081 6011155

POWER RATING

THE BOWLERS...

- The two-play modes aren't different enough, but make work provide any more for when you're bored of arcade mode
- Controlling batsmen and bowlers is tedious. There's no feeling of involvement in the action.
- Confusing delay between batsman's swing and flight of the ball
- Bats' right path is steady: it's hard to hit exactly when it's going
- In the absence of ball, ball plays a major part in winning

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- All these wonderful cricket rules have been crammed in
- The bowling animation is pretty good
- Unfortunately the game is second, with competent use of menus and option screens

...AND THE UPPERS

41%

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THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 GAMES

THE CHARTS

Chart information © 1991 Gallup Ltd.

FULL PRICE GAMES



GOING UP



GOING DOWN



STAYING STILL

1	DIZZY COLLECTION Code Masters	We take a while but the second shell duke makes it to No. 1. Many fans should watch our full players' guide!	
2	SUPREMACY Virgin	After an ultra-brief stay at number one, this superb (looking 10%) space strategy game slips down a slot.	
3	MAN UTD EUROPE Krisalis	We've only just realised this soccer game sold with 54%. It's just another soccer game to add to the pile.	NE
4	CREATURES Thalamosa	Slits and co. suggest for a mammoth 81% and have managed to make back up a place this week!	
5	NORTH AND SOUTH Infogrames	We gave this odd little comic Scarce 60% - not too bad, not bad. Looks like its found a few fans, though.	NE
6	BIG BOX Bewo Jolly	That old chestnut. It's huge completion of 39 games came good, a few coverage, and one or two missed!	
7	M-P SOCCER MANAGER B&H	60% was all that this soccer-looking soccer manager could muster, but everyone's buying the Nipper thing!	
8	S.C.I. Ocean	60 only scored 54%, so we didn't think it was too hot. It is dead, wait for that Stan Burger or TurboKang!	NE
9	SHADOW DANCER US Gold	66 just missed a Carfax with 60% but is one year cold-up now. Game straight in at nine - and stayed there.	
10	POWER UP Ocean	A nice companion which gained 69%. You get Rainbow Riders, Chase HQ, H-Box, TurboJet and Advanced Blast.	
11	GOLDEN AXE Virgin	With 69% we obviously thought this was OK - and so do you. Shame about the odd bug or two though...	
12	SUPER MONACO GP US Gold	On race which cannot reach 70%, it needed position 10 on the pile but its starting to get lifted.	
13	BACK TO FUTURE 3 Imageworks	Oh dear, Marty and Doc have plummeted to 13 from 8. Even a second 67% couldn't stop the rot.	
14	VIZ Virgin	Your poor translation of the brilliant comic drops the ten price it deserves. We gave it 65% so don't buy it.	
15	HERO QUEST Gremlin	It comes as little surprise that this excellent role-player has not straggled in at number 15. It's A Carfax!	NE
16	TURRICAN 2 Rainbow Arts	This makes its first appearance in the charts of a position that reflects the rating we gave it, 50% in fact!	NE
17	H'WOOD COLLECTION Ocean	Even two games, but a bad bundle but considering the size of the games it has done well to stay here this long.	
18	LAST NINJA 3 System 3	Splendid combat action. We gave it a Carfax if you're wondering, and it remains one coming out so of course.	
19	TEENAGE TURTLES Imageworks	The turtles have gone out of fashion faster than the 84's trousers. 70%, but they've dropped 11 places!	
20	F16 COMBAT PILOT Di	Well we never saw the back of this one! It's done well but we realise it's been along the bank by now month.	

BUDGET GAMES

1	BUBBLE BOBBLI M&Squad	NE	1	SPIDE IN TRANSYLVANIA Code Masters	NE
2	AMERICAN 3D POOL Zappalin	NE	2	BOUBLE BOBBLI Mastertronic	NE
3	MULTIWEK 1 Klax	▲	3	DEATHYD CARBON Code Masters	NE
4	DRAGONWARR 10 Squad	▼	4	PAPEBROT Scarce	▼
5	WADCLAND BIKER Code Masters	▼	5	PRO FOOTBALLER B&H Games	NE

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COMING SOON COMMODORE FORMAT 13

Happy birthday to us! Happy birthday to us! Happy birthday to us! It isn't, but next month Commodore Format will be a big one year old! And we'll be asking questions like "what does the year ahead hold?" and "why didn't you tell us that last year?" And there'll be loads of other features to join in. John's going to spell his name right for thank, Gean's going to try writing a sentence that comes to a full stop before you fall into a coma trying to get from one end of it to another all in one (that's long enough, BM - stop). And Steve J will be trying to help you come to terms with the miseries of old age.

System 1 - who have never given a playable demo of a new game to anyone - will be giving us a playable demo of Turbocharge and we'll be printing the first review of the finished game. We've also lined up an excellent review of Alien Storm from US Gold (if you're serious about new 64 software you can't miss this), and P.J. Adams will be here (at last). To expunge everything in, we're going to be bigger and to make you feel good we're going to put some stinky stickers on the cover. And there are going to be a couple of mega-comps you can enter. We think we'll totally stink every banker!



We don't know when we're going to see it. It's fast, sleek and exciting. Almost like the classic racing game, it's going to be a real treat for the fall. It's a real treat for the fall.



Why would it be that Turbocharge we can't see? Well, this means that we're going to be a playable demo on the front of CF 13. So you can see the magazine can do this. It's a real treat for the fall. It's a real treat for the fall.

RBI 2 COMPO WINNERS

Well, this one threw you. We wanted you to answer three baseball questions to earn some fluorescent baseball bats, genuine Mini-league baseballs, some absolutely necessary inflatable baseball bats and copies of RBI 2 - all stamped up by Diamond, Inc.!

But though "slugging Ben" sounds like the obvious choice we could come up with, we don't. It's a legit baseballing team and it was the answer to the question that beat most of you to home base.

Ben that beat most of you to home base.

It didn't fool everyone though and the five winners were Martin Lingham, Robert Garret, Bill Wolfson, Nicole Schiffield and Gareth Christie. The runners-up were Tom Bates, Neil Garret, Sean Hurst, Stephen Bowler and Gabylo Denabate. Congrats to all!

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Please Writer (or Reader) magazine, please reserve my copy of Commodore Format each month, starting with the October issue, on sale from Thursday 19th September. Thank you.

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