

No. 1!
BIGGEST AND BEST!

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Commodore

FORMAT

POWERTESTED

MORE Turbocharge
C64 Alien Storm
REVIEWS Rod-Land
THAN Terminator 2
ANY Rubicon
OTHER Never Ending
MAG! Story 2
Darkman

PLUS LOADS MORE...

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2 SUPERB DEMO!

FREE!
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2 COMPLETE GAMES!

SUNBURST

HACKER II

POWER PACK

2 DEMOS!

TURBOCHARGE

ROLLING RONNY

Your new (plus really new) should all just about here. This month there are some stickers inside too, so be sure to check them out! (plus the goodie printer!)

GAMEBUSTERS - **FOUR** FULLY MAPPED PLAYER'S GUIDES!

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Summer lingers on and the software houses are sweating over their new releases. You can't blame them when they're going to be...

POWERTESTED!

32 TURBOCHARGE SYSTEM 3

Taking to the road again, we review the latest release to burn rubber and ask the question: Is it the Rolls Royce of race games or just a jolly? Check out the PowerTest inside.



71 RUBICON 21ST CENTURY ENTERTAINMENT

Continental copiers come up with a shoot 'em up that's totally original. Or, then again, maybe not.



64 DRAGONS KINGDOM GENIAS

They've hacked out a tough one. But has Genias bitten off more than it can chew?



ROD-LAND

44 STORM

They said, "So cute it'll make you puke." Well, grab the barf bags, 'cos it's here. Will flower power ever be the same?



36 ALIEN STORM US GOLD

Are these visitors from outer space a threat to civilization as we know it or just maroons on a little shopping? Our review finds their antennas and takes you to their leader.



35 DARKMAN OCEAN

The dodgy geezer in the dirty donkey jacket does his stuff on the 64. But is he our hero or should we bring him back in the Ocean from which he came? Find out now!



66 NEVER ENDING STORY 2 LIMEL

Bastian and Atreyu find Fantasia under threat once more. But what is the danger this time? Is it a horde of reverting monsters...

or could it be an absence of game challenge?



72 TERMINATOR 2 OCEAN

Another expensive film license finds its way onto our favorite micro. We give it our no-holds-barred PowerTest and tell you whether you should buy it or bring your Uzi Gun to bear.



POWERPACK

TURBOCHARGE SYSTEM 3

Exclusive! System 3 give their first demo to Commodore Format readers. Drive like crazy!

ROLLING RONNY WPCON

Comedian weirdness on roller skates better be your cup of tea because

this demo demands dexterity! You just have to check this one out without delay.

HACKER II ACTIVISION

Steal the Doomsday Paper from a top security company by out-witting security devices with

robots specially fitted out for the task and a high-tech video surveillance system. A tense, suspenseful classic which will keep you burning the midnight oil for months to come.

SUNBURST OCEAN INC

Eight-way parallax scrolling ahead 'em up with fractal scenery. Build up enough energy and set the controls for the heart of the sun!

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What's on the cards for Commodore Format 14 and the winners of the CPTI 20th competition. Read!

QUICK START

QUICK GAMES

SUNBURST

Step eleven in part 1. Shoot the blue aliens and collect the scattered energy pods. When your meter flashes, dive into the sun!

HACKER II

Plug your joystick in part 1. If you really want to get into the game, why not dim the lights, load the game and take it from there? (On second thoughts, check out the instructions.)

DEMOS

TURBOCHARGE

Use controller in slot 3 please. When your car is left and right, and hit the space bar to lock in the turbo. Most bullets fly by tapping the fire button. More car missiles by holding down the fire button, releasing it only when the crosshair before you changes shape.

ROLLING RONNY

Shove a stick in port 2 and hit the fire button to skip the intro screens. Quickly over this huge level demo, using left, right and up/down to jump. Collect everything that you can, avoid everything you can't! The function keys operate pick-ups (you'll just have to experiment).

NO LOAD ZONE!

What should you do if your PowerPack fails to deliver the goods? If the little blighter refuses to cough up the cash, pop the tape in a jiffy bag (keep the bag for when you get your replacement), replace a stamped addressed envelope and send the whole catastrophe to:

**Ables Audio Video
Harcourt,
Halesfield 14,
Telford,
Shropshire TF7 4DD**

A replacement will then be whisked to you by special express mail.

POWERPACK

CF's PowerPack has a wealth of variety and quality this month. Alongside two great full games, we have a pair of stupendous demos - exclusively for CF readers (we're just too kind)

SUNBURST

Hewson

The rather terrific aim of this mission is to shove your spaceship into the heart of the sun, causing it to explode. Sun... burn! (Gentle hint, shouldn't that be sun... woot which is opposite to burn which I can't think of?)

Anyway, you can't just go around steering your expensive spaceship into the middle of galactic infernos in the vain hope of not becoming a small cloud of gas (which you will). No, before you do any sunburning, you've got to make up serious amounts of energy to counteract the immense power of the solar furnace.

To do this, fly around the spacey-looking alien colonies shooting everything that moves. Most of these is a taste of things to come having received level three you're about to pick up some energy



the aliens simply explode and die. But the blue circular jobless release energy tokens. Pick them up as soon as possible since they count down from ten to zero and then disappear. Sooner you collect 'em, the more energy you get.

Your energy is displayed using a sissy bar-meter with a 7 at one end and a 10 at the other. Every hit from missiles or enemies sees your energy meter slide toward the negative side, pick up a token, and it moves towards the positive. Hit maximum 10, and the meter flashes signifying you to dive into the sun. All being well, you should reappear on the next level.

Options



Toggle between sun, asteroids from various directions, changing arrows, main that when you die, you'll start on the level you reached.



Choose sound effects or music during play.



Start the loading.



Check out the screen.

TURBOCHARGE

System 3

You play as agent on the fast of gun runners. You know, if you want to get the chit trouble maker, life would be a lot easier. So... in our demo, you're on the fast of one each hot guy, burning through the desert roads of Egypt on the road to Libya. To accelerate, push forward on the joystick and steer with left and right. For extra speed, tap the space bar for a swift turbo up the line. Hit the fire button to shoot your pistol, or press and hold the fire button. Your target changes to a large square indicating that you're about to launch one of your missiles!



The Turbocharge control panel (from left to right) shows: speed display and digital right; fuel gauge (decreasing bar meter); percentage damage meter (dash 100% and it's gone over); number of missiles remaining; and your current score.

HACKER II - THE DOOMSDAY PAPER

Activision

Following your previous hacking article you've been contacted by the CIA as the leading expert on electronic security systems. Your mission (which you'd better accept or else they'll nail you to a date) involves breaking into the surveillance systems of a secret Siberian base. Somewhere inside lies a vault containing the Doomsday Paper - a document outlining the East's imminent plans to overthrow the capitalist West and... yeah, you get the idea.

At the start of the game you're asked to identify certain features of the equipment you're going to use, so you can familiarize yourself with their function. (With logical thought and some trial and error, you should get through this no problem.)

Once you've passed those security checks, your Mission Switching Matrix (MSM) appears.

This video-based test four video which allow you to monitor and interrupt the enemy's surveillance system, and also provides you with control over three Mobile Remote Units (MRUs) which have been smuggled into the complex. These are your only means of locating and controlling the Doomsday Paper.

Now the trick is this: whenever your MRU moves through a room or corridor, there's a great chance that the surveillance cameras will pick it up and activate an Analyzer. These human-killers form on or your MRU and... well... you'll see soon enough.

This is where your VTR machine comes into play. You can bypass the live image on a particular camera using a pre-recorded tape. These tapes show normal views of the complex, allowing you to fool the intruder detection systems and move the MRU without setting off the alarm. Here's a Mapgrid of the Siberian complex. Heavily shaded areas are inaccessible to the MRU. Lightly shaded areas have no access surveillance. Numbers correspond to individual cameras and 'C' marks the location of a cabinet

To bypass a particular camera, click on VTR and then use + and - to select the right tape for the camera (they're numbered like so). To make sure the tape is undetectable, you have to feed forward the tape so that the time synchronisation signals exactly with that of other cameras (just compare the signal with that on a live monitor). Click on VTR to bypass the real-time camera signal and then you can move your MRU without being detected - well, until you get

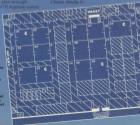


Mobile Remote Units are steered using left and right to rotate, forward and back to advance or retreat, and were recorded on all of the cabinet tapes. To move the cabinet, move in front of it and then push forward. The MRU command screen should appear, as tape ROM. After that, it's up to you...

within range of another camera, of course. Oh, and watch out for firing security guards as well (Eek!).

Your aim is to guide your MRU through the complex and locate five cabinets which contain sections of the vault's eight-digit keypad combination.

You can monitor your MRU's movements on camera (but then so can the security guys). If you don't run a tape bypass, when you find a room with a cabinet, steer the MRU as it faces directly at



Hacking your way through...

This is where it all happens. The four video screens are currently showing (clockwise from top left) the picture on security monitor 4 (both monitors cycle through all the surveillance cameras in turn). This screen needs its vertical hold frequency tape of camera 1 being fed forward. The MRU guidance system (that's the little guy in orange), and a live signal from camera 2 (with your MRU scurrying across the corridor).



the panel on the right is a straightforward representation of the VTR controls. To set a tape while it's fast-forwarding, press PLAY first, then click on the forward button.

The controls on the left go like this: SELECT - Cycle through the four video screens. STOP - Alter the vertical hold so the screen is steady. Press and hold the line button, then move the joystick up and down. CBM - Select a live camera signal. VTR - Access the video tape recorder. +/- - Alter the number of the camera or tape being monitored. BYP - Drop the correct tape is running. Eject the corresponding camera by clicking on this button. MRU - With the security system thus fooled, kick your Mobile Remote Unit into motion.

front of the cabinet, and push forward. The MRU command screen then appears. At this point you should type in 'ROM' to access the Remote Optical Analyzer. The MRU needs the correct access code to open the cabinet and while CIA agents have already discovered the code to one of these cabinets - which is 'RED 7' - you don't know which cabinet this is. Find this cabinet and it'll give you part of the eight-digit combination to the main vault, plus the access code to the second cabinet. Camp on until the fourth cabinet is open and you should then have all four parts to the vault keypad code.

And another thing: cabinets also house the vault alarm deactivation system. This must be switched off in the right order (albeit one first). Having discovered the right order, this will then provide a fully strong hint as to the full combination. Once the vault is open, you must study both the access codes and combination in order to decide which is the correct paper to take. Once you've studied it, swipe the Doomsday Paper and make good your escape via the entrance. Hurrah!

I'M COMING GET YOUR

ROLLING RONNY - The Errand Boy

VIRGIN

Young master Ronny (known as Rolling to his shames) is an errand boy working in the sunny and lovely fictional town of Fieldington. Unfamiliar to friends and relatives, young Ronny lives a dual existence - believing

parrots by day and acting as an undercover agent for Scotland Yard by... er... the other part of the day.

A terrible act of treason has betoken the small town of Fieldington. The local Crown Jewels have been seized by a gang of jewel thieves. Luckily their guff was rumbled by the

SCOTTISH, and said thieves have been forced to split up the jewels and scatter them in and around Fieldington until the heat waves off.

This sounds like a job for FBI. Agent Ronny set out to snare the thieves and bring a crown's wig so he's responsible to traffic (ah!) and a red nose so he isn't recognized (ah) ever... he's new at this game, isn't he? -JCL

And so we come to the playable demo bit. As if you hadn't guessed, you are tasked with guiding Rolling Ronny off his quest to collect the most very well hidden jewels.

As Ronny makes his way across the spindly landscape, he can jump up on platforms, col-

Roll on...

Jump here to roll, test a secret code

Jump about here to roll, test five secret codes

This here's a Manhattan - basically, it'll give you temporary invisibility

Yes, you can roll on to the top of the building

Beware of the car - either jump up onto the roof, or blast it and get a safe

Collect this spinning jewel box

Should be another spinning jewel box here

Jump here about

This green doesn't actually do very much, about it for a cash item

Jump on top of the building

TO



WORLDWIDE OF SHOW PROMS INC.
410 NORTH WASHINGTON



lect power-ups, avoid badfalls, to reveal coins and even deliver parcels in exchange for using dash. His movements are long-standart joystick directions, plus up and diagonal to jump.

This mainrook demo takes you across the whole of one level, in which you must collect all the parcel cases (small rotating grey boxes) and collect enough cash for the last trip to the next level. You also get to deliver parcels in return for money, either by picking up parcels off the road, or by bumping into people who need something delivered. Just follow the on-screen prompts and you won't go far wrong.

You'll have to use the power-ups to collect some of the parcel cases (like superjumps and the magnet-like smart collect) so you'll better familiarise yourself with these items...

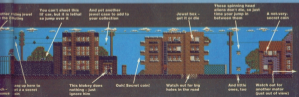
POWER-UPS

There are a number of power-ups that can be obtained simply by picking them up along the way or by spending some cash in the shop.

Hurry can only carry four power-up items at one time (including parcels), which are placed into the four boxes, bottom right of the display panel. Items are activated with a tap of the appropriate function key, the four boxes are labelled accordingly.

SHOP

- HEALTH** - Increases your life status
- ENERGY** - Actually increases your ammo store (the fuel meter along the bottom)
- SUPERLUMP** - Allows Hurry to perform huge leaps - for a short while
- MAGNETIC** - Temporary invisibility
- MAGNETIC** - Attracts any goodies on screen, sort of like a smart collect bomb
- STENOHALDER** - Freezes all the badies on screen
- POWERBEEZE** - Smart bomb - wastes any visible enemies on screen
- EXTRA TIME** - Take a who! guess...



It's popularity stakes: the Turtles have already taken before the night of Bart Simpson and family (but for feature's sake don't think this preview as yesterday's news. Why? Because at the moment [during in mind that we have yet to see the finished version], Turtles - The Coin-Op looks like it's going to be a best 'em up of sufficient quality to put even the likes of Golden Axe to shame.

Programming the return of the turtles in a half shell is Probe Software. The main bulk of the coding is being done by Daryl Bowers, an elusive fellow who lives in a small fishing village in Norfolk and who has previously worked on North and South, Operation Neptune, The Pithead Via (but we don't need the last one against him). Graphics are the work of Hugh Piley, previously known for the visuals on Back To The Future II (yep!), The Last Ninja (not) and Time Machine (wow!). Audio tracks are supplied by Jordan Tai and I listed at the staff lists worked on, it's all most of the map. Finally an honourable mention must go to Steven Nicol who developed a routine used in the game for getting bodies of higher free copies of access. Apparently, the idea came



We thought it was about time to check up on Imageworks' new Turtles conversion, so CF's resident amphibian Andy Dyer slithered down to Probe Software for a good nosey around the sewers...

TURTLES

THE COIN-OP



Oh dear, looks like your pizza and greens is getting a good knocking! And what's Shredder doing in that building?

to him in a dream but that was probably complete hell to make him sound interesting (you should know his intention) - Ed.

The programmers were reluctant to get into any details of a plot, and I have this gut feeling that there isn't one.

What there is is a series of missions, a few obstacles, being save April from a

burning building, save April from Shredder, save Splinter from Shredder, kick the living daylight out of Do-Boy and Footbriety and fight Krang.

As you can tell, all the famous cartoon Bad Guys have been included. Shredder, Do-Boy, Footbriety, Krang, Mr Baxter and his flying machine, they're all in there. In addition, the main bulk of the challenge involves dealing with a large number of their unashed cohorts. And if you're supposed to kick their asses, you can bet

your last slice of deep-dish that they'll try to kick you, stab you, spear you - some three maricle covers and types of you. And they're nothing compared to other toy gun and electric laser-wielding varieties.

The basic aim of each level is simple enough: get through to the end. Each screen rapidly fills up with enemies (most on screen at once as opposed to only one in Golden Axe), decimate the Probe team, kill them all and one of the main bad guys appears. Defeat him and it's on to the next screen. It's a simple game formula but one that works. The lack of elaborate gameplay

means there's more of an emphasis on the best 'em up element.

The Turtle you're controlling (you can choose any one of the four) can perform flying kicks, standing kicks, slashes, upper cuts, lower ruts (I), traps and super swipes (which are sort of miscellaneous slashes).

You never been a great Turtle fan but in this particular case I have to admit that the work so far looks pretty dandy. The gameplay has been kept as close as possible to the Konami coin-op with only the omission of the skateboarding section.

Be sure to catch the full, exclusive Power Post next month. And if that isn't promise enough, we'll also be having a fully playable Turtles demo on the coverart of Pizza Hut should be in (or even heaven - and you never know, you just might have to go and dig out your old Turtle T-shirt again!

It's a bit of Shredder to be through a burning Pizza Hut, there, and the fact that Shredder's the



BONANZA BROS

Mike and Paolo Bonanzas are two extremely odd-looking cat burglars (and no, that doesn't mean they steal cats). Having been only moderately successful in their chosen occupation - which means that they've been caught on numerous occasions and spent much of their formative years behind bars - they've decided to go straight.

Sitting in their living room one evening, their favourite TV programme, "Pro-Celebrity Break-In", is interrupted by the image of a strange man appearing on the screen.

"Good evening boys," says the mystery guest. "I've got a job for you which should right up your alley! My businesses are being robbed, and I need to hire someone to test my security force."

"I have planned certain tests in each building for you to gather. If you can retrieve them all, I will reward you well."

Without further ado, Paolo and Mike trouble off to rob, steal and plunder - except that this time they're getting paid for it!

And so the scene is set for US-Canada's conversion of the very original and stylish Capcom coin-op. This decidedly weird sim-

ilarious two-player collect 'em up is rapidly taking shape, as our commentators set teeth.

Some of the sprites haven't been put in yet, but otherwise this early demo version is looking very smart indeed.

The two-player gameplay is screen-split with a screen split horizontally into two halves. (Surprisingly, this doesn't interfere with play whatsoever: it's fast, the scrolling is dead smooth and all of the arcade features are present, including doors which swing open when you beat them.)

The aim is pretty simple: wander through each scene, collect the goodies without being



ROBOZONE

The year is 2057 and planet Earth is in a right state. Pollution has driven the rich and important leaders to live in city ships in the middle of the ocean, free from the filth of the cities.

In the meantime, Wolverine robots (looking like a cross between ED-209 and a Scout

Walker) have been installed to patrol the cities on land and keep a tight rein on the remaining humans until pollution falls to a safe level.

Slowly the Wolverine forces are depleted until only one droid remains. And now there is a new challenge: an army of insect-like robots - the Scavengers - has appeared from the heart of New York, and are taking the city



apart. Taking the helm of the lone Wolverine you have to battle through to their source and save New York! A dark and dangerous journey awaits.

Well, that's the theory. The fact is that Imagnorik's new game (which is due out in October) is split into three stages. The first section takes you on a sideways scrolling



shoot out through the New York subway system. Find your way to the end-of-level guardians and waste him.

Stage two features another scrolly section where the Wolverine struts along city streets blasting everything in his path. At the end of this too, you have to defeat a ridiculously oversized foe. (Unfortunately, this section lacks the first-person 3D viewpoint offered in the other eight-bit versions.)

The final chapter boasts an R-Type style shoot 'em up section, in which the lone Wolverine turns into a hovering fighter, running the gauntlet of Scavenger forces, hence the R-Type special overtones.

If all looks and sounds rather strange, that good games have been made of less. Our own acquisition systems are working on getting hold of a featured version of Robozone to bring to a PowerTest near you, soon.



Here's the (nearly) arcade-perfect *Bonanza Bros.* (up against the 64 version). As you can see, *Bonanza Bros.* is shaping up quite nicely. It scrolls smoothly, the simultaneous two-player action is really neat, and the graphics rock well. Let's hope it plays as good as it looks!

clattered by the patrolling guards (you can take at certain points in the scenery) and make good your exit.

The game is made difficult by a time limit and the fact that the area to be cleared at a valuable is got over several floors. Find a stairway and your *Bonanza* brother ascends to another level — a sequence which is handled particularly well on the 64.



The early demo we've seen is missing some of the sprites and most of the gameplay, but is usually quite smart. *Robo* and *Mobo* are very nicely animated indeed!

There's a chance of a review next month, so don't forget to steal out and buy CPT!

With lots of screens glued together you can see the whole of our demo level in one go! (Well, apart from the "fall" part lol)



SNIPPETS

SHOW TIME!

This year's CES show may have been cancelled, but that just gives you a good excuse to visit this year's Commodore Show instead.



Officially entitled Amiga Point, the show — staged at Radio Court 8 between the 15th and 17th of November — is sponsored by Commodore and Future Publishing. There'll be a massive Point stand featuring question and answer sessions with magazine teams and programming crews like *Softquad*, *The Storage Brothers* and *Bitwise*.

There's going to be a stand for every software house producing software for Commodore computers, so there'll be lots of new games to get a first glimpse of.

Shows open at 9 AM and the public days are Friday, Saturday and Sunday. It costs £5 for adults or £3 if you can convince the bouncer on the door that you're 13 or under. Check out the show guide next, left or see us there!

I'M ROBO, WHO THE HELL ARE YOU?!!

I'M MOBO, WHO THE HELL ARE YOU?!!



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EGA, Tandy 16 Col)
Commodore 64
(Disk and Cass)

Rolling Bonny



TOKI

It seems like we've been waiting years for news of Ocean's new CD-i/CDI conversion. Well here, at last, is absolute proof that not only is it being coded, but it's pretty damn near finished as well. The game — a copy of the Tait Corporation (who?) arcade machine — follows the exploits of some bachelorette called Toki (oh, you know?) who falls in love with some girl called Miro. Later, upon this lovey-dovey scene, she inexplicably and wizard-like banishes (and a right one he is too).

Seeing that his beloved Miro has fallen for some really total yodel instead of a tall, dark, handsome wizard-type, he intro-

End-level questions are dealt with maturity and sensitivity — by splitting off them

duces whole fair lady to his dark abode and leaves Toki with a burden: how to play the piano and enough basic fair to cover his entire body for... which is done.

Yup indeed, our champ's a string. And you can pretty much guess the end, what follows is a multi-directional scrolling ramp through a variety of tortuous levels as Toki seeks out Banisher's palace on a quest to restore his place in the evolutionary ladder.



get his girl back and local server splits out of that complete Banisher.

As regards the CD version, well... do we haven't seen it yet. However, one of our reviewing reporters brought back three fabulous screen-shots to give you a taste of what's to come. Certainly the graphics — compared to the arcade-perfect Amiga version — look very good indeed. The main sprite is the spitting image of the coin-op original (which is quite apt, because Toki uses a fair

Non-evil comes up against an evil-evil creature in the wacky level



To grant Toki's obsessive great beauty, he dons an American football helmet. This isn't so to be taken too seriously



The fastest with the mostest is back! CD-i. Elvira fans were treated to a rather

spiffy graphic adventure back around Mayhem, but while Dean gave it a whopping divide 5-star rating of 84%, it was a CD-i-only product which meant that most games couldn't enjoy Elvira's outstanding features.

Well, Microvise are about to put things right with the release of an arcade game wearing Elvira's favourite vamp.

Elvira fans are invited with the spirit of an old wizard king, who has been exiled from his kingdom by invading dragons, brigands and incantations. He sends Elvira on a quest which, if successful, will enable him to return to his throne.

This new platform puzzle is split into three main levels, played over Hades, Ares and Earth and the wizard king's spooky castle. According to Microvise, each map area contains no less than 200 screens (as many as the Amiga version), so there's plenty of Elvira to get lost in.

Elvira has a number of spells at her command, which can be used to help her progress. For instance the teleport spell helps get out of a lot of walking, the fire spell

ELVIRA

and spell can be employed in the warmer sub-worlds of water, and the feather-fall spell enables our heroine to step off a precipice and land without a hitch as a wookiee. There are plenty of valuable crystals which can be collected and then used to buy extra spells or information from the trader who appears at intervals.

There's house coding team are working towards a November release, and the main programmer is something of a Super Mario Bros fan. So, not content with smooth, eight-way parallel scrolling, you can also look forward to a number of console-style features such as secret rooms and special hidden features — rather Elvira-ly! That's enough Elvira comments — stop.



Elvira, there's a big worm. Quick! Cast the drag down about frogs (workable) spell!



(Elvira) Oh, there's another one. What's that you say? You're looking for your brother? Oh... yes, sorry, I haven't seen a wretched insignificant brother for ages (spite, quite) Just one of the many which prevents you adventuring. This one acts as an intro to the wizard king's wacky castle.



amount of gobbling to keep the last goat of hay.

We probably won't be treated to the stunning palette of the Amiga version, but if the game plays all these, Toki could be another excellent coin-op. Comes to slide on your shelf between New Zealand Story and Rainbow Islands...

Toki meets his match on the ice level, where he runs up against a massive flame-spitting monster beast.



Blowing up a Storm

COMPO

Some of the nine people responsible for making RedLamp such a wonderful game have kindly offered to donate some storming great inflatable fish to readers of this special issue.

There are three such swimmers up for grabs, and to stand a chance of hooking one on the beach (at least) - do you must answer the three questions below, pop your answer on a postcard or sealed envelope and send the lot to: We'll Blow It Up Compo, Commodore Format, 28 Bonmouth Street, Bath, Avon BA1 2BN. Answers by October 17th please, or you'll lose your chance. Anyway, on with the questions...

1) Which famous inflatable parished in Samoa?

- a) The Millennium Palace
b) The Goddard Storm
c) The R201

2) Which RedLamp fish are up an arm's bum?

- a) Red Stewart
b) Red Hull
c) Eric the Moll

3) Just what is a Blobby Blob exactly?

- a) A white whale
b) A serious deformity
c) A puddle with waves

LOTUS POSITION

Latest word from the Gordon camp is that a C&A version of Lotus Turbo Challenge II (the Xpist kit has been dropped so they can include the Lotus Euro) may not be impossible.



C&A owners could even be driving a Lotus Elise if Gordon leaves their keys...

We offer all (bearing in mind that C&A is the last two-player race racer on the C&A) and producers of the 16-bit sequel have had realisers going with us, we can only hope that LOTUS means it to the old badge too. We'll keep you posted!

THE FIRST CRUSADE

Wizards of Creosote's HeroQuest should prepare to drop their spellbook in favour of a full pistol, and get ready to face demons instead of orcs. For Space Crusade for the tin should be with us soon. Expect a playable demo on the tape and the full, exclusive review only in C&A (where else?)

Bet you'd like to see the back of this monster...



SILLY PUTTY

With Turbocharge putty much limited, just what can we expect next from the System 3 team? Another Ninja beat 'em up? A scrolling shoot 'em up? A football simulation? Nope. Down in Hawaii On-The-Hill, there are some mysterious goings-on. Tails of "malleable humor" and "playability" is interspersed with possessed robots, mad emeralds and dog-dancing dogs clutching barrel organs. Titled

Yes folks, you are about to enter the bright light world of (30-60-60-00, 00-60-60-00...) Silly Putty!

Putty Moon is the angle of the Putty spaces. Small equality, invariable, bouncy beings who live in peace and harmony. Enter Dazzledaze, an evil wizard who enslaves the Putty and exports them to other planets as offering gum - the first!

Your task is to guide the one true Putty on a quest to rid the moon of Dazzledaze and his cronies. Section one is sort of a training

mode, where you must master Putty skills in order to escape from Dazzledaze's palace. Reach the top of the palatial building and you must perform a mega-bounce to reach the planet of Zol around which Putty Moon orbits.

On section two, in which the robot inhabitants of Zol agree to help you rid Putty Moon of Dazzledaze and drums.

The robots start building a tower high enough to reach Putty Moon (y'know? Ha!). Unfortunately these metal samurai-like, solar-powered robots, who go a bit loco during the hours of darkness. Not only that, but DD's bad guys also attack at night. You must therefore exercise your Putty abilities in order to

keep the robots in one place, or the skyscraper just won't get built.

With the huge tower in place, it's on to section three where the robot army, under your command, attacks the fortress of Dazzledaze. With your help, the robots can defeat the enemy, leading you to reach the palace room, kick DD's butt and allow the Putty to continue.

OK, it's a fairly routine, but so what? Well, for starters you control a piece of putty - for real! It can stretch, bounce, expand and explode, and assume the shape of other biological entities by absorbing them. The controls are nice and intuitive (which means that it suits just as you'd expect it to) and the animation is looking absolutely terrific.

This platform jumping action is set over a series of static screens, and is very, very original. If all goes well, we should have a Power-Play and playable demo early in the new year. Stay tuned!

Things to watch out for...

- Voltage caterpillars which electrify robots (destroy them with a fatal charged)
- A Tuffy base which wakes up and sends robots off platforms
- Black holes which suck you in
- Ding dancing dogs with barrel organs - their heavy-weight dancing lowers platforms creating perilous drops
- Blood-sucking ghosts
- Mover-flying gum whistles

... COMING SOON!

ALIEN STORM

SEGA
ARCADE HITS
MARKETED BY

U.S. GOLD

GAME BUSTERS

CRAZY CARS

From Robert Brown of Tottenham
On the high score table, enter your name as
FASFP to make you go faster.

TIME MACHINE

Great Scott! Anyone that can't get very far on
this excellent 4D arcade romp should try the
following cheat: simply type VIVID BMAZZI on
the title screen (before it changes) for infinite
lives. And if you go back in time to CPS, you'll
find some spiffy maps and
solutions for all time zones.

£30 WINNER

This month's £30 mail-order voucher
winner is Alex Kirkland, who'll be looking out
on all manner of gaming goodies (check out
our mail order section on page 58).

Envious? Well why not send in your own
tips and cheats. I'm always on the lookout for
high quality maps and player's guides (save
me and Steve doing 'em), and if yours is up to
scratch, you could save yourself a £30 mail
order voucher too.

Interested? Good. The address to send all
contributing paraphernalia is:

Andy Dyer's GameBusters
Console/PC Mail
30 Mansfield Street
Bath
Avon
BA1 2BB

SUPREMACY

Here Asa Hansen of Copenhagen has given us all these
Replay cheats can use 'em. Supremacy POKEs. But only Action
unfortunately... They give you extra energy, money, food, minerals,
fuel and energy.

Planet 8 (interbase level 1)
POK021941,255 - Extra money
POK021230,255 - Extra food
POK021224,255 - Extra minerals
POK021208,255 - Extra fuel
POK021202,255 - Extra energy

Planet 14 (interbase level 2)
POK02095,255 - Extra money
POK02184,255 - Extra food
POK02188,255 - Extra minerals
POK02090,255 - Extra fuel
POK02082,255 - Extra energy

Planet 30 (interbase level 3-4)
POK022850,255 - Extra money
POK022852,255 - Extra food
POK022856,255 - Extra minerals
POK022858,255 - Extra fuel
POK022860,255 - Extra energy

Now if you can't conquer
the universe with all that
under your belt, you
should never have
created out of the swamp.
Out that?

Find your way through Robocop 2. Cut
corners in Supercars. Sit by the fire and figure
out Frost Byte. And when you've completed
those gruesomely difficult games, stop by for
a bite with Spike in Transylvania. All this plus
POKs for the precocious in the ultimate
codebusting column. Now read on... .

MIDNIGHT RESISTANCE

Silly old me printed an incorrect cheat
wayway back in CPS, so here is the correct
one especially for Philip Stephenson. When
prompted to enter your name on the high
score table, type SHAMESE on the keyboard.
The border will flash, subtly indicating that
infinite lives are yours for the taking.

MYTH

Magical maps and scintillating solutions
are all very well, but the game is still one hell
of a tough challenge. If you're playing the
cassette or disc version, try the following:

- On level one only, pressing BOTH SHFT
keys, F1, and the Commodore key will allow
you to skip sections.
- Pressing A and T from level two onwards
rewards you with full weaponing.

And, unless I'm mistaken, that little bit
was from Steve Harley of Boston.

A whole load of stuff from James Bennett
of Yeovil starts right about... here. No 2
starts? Ah, here...

NAVY SEALS

Type "SHARHEAD" on the high score
table. Next passers, then unpassers the
game, if you now hit the left arrow key
you'll discover that you can skip levels.

Alternatively, type SHAD OYTH, (skating
the spaces) and you'll start on level
four. Beautiful. But who's a Mad Oyl? Or
the other hand, who cares?

SHADOW OF THE BEAST

When the scroily life screen appears, type
HOW SHAD BE THE FATISO. This gives
you infinite energy. Secret messages
going up the wall, meantime.

SHADOW WARRIORS

Here are a few Action Replay POKs.
POK021181,173 - infinite time
POK020885,234 - infinite lives
POK020902,173 - infinite energy

VIZ

Again, Action Replay only I'm afraid.
POK027201,173
POK02688,173 - infinite lives
POK02817,185 - infinite time

EXTREME

Here goes. Oh yes, and it's for both Action
Replay and retail switch games.
POK020808,173
POK020885,173 - infinite energy
5702044 to reset the game



LEVEL ONE



Shoot the bubble when he appears, then jump up and collect the weapon. Drop back down and go right to collect both before Moke. Jump up and shoot the guy on the walkway. Collect the Moke, go right, drop down and pick up the vitals.

Watch out for the guy down the manhole. Jump up onto the drums. Ignore the Moke down below and jump up onto the top walkway. Collect the first Moke, apprehend the villain then pick up the other can of Moke. Jump up to the next platform.

Shoot the and walk left and shooting back, the second Moke.

LEVEL ONE (HIDDEN LEVEL)



The secret passage takes you down into the sewers where it's dark, dingy and very slippery (if you thought Moke's warble was bad, wait till you get a load of this). To start off with, collect the three Moke canisters. Then, then jump up using the brick platforms.

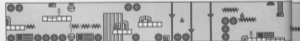
From the large Moke, take a good run up and jump across onto the first raised platform. (When jumping, always try to check your forward momentum otherwise Moke catches at the edge.) The next two jumps are real tricky, use that second hand to easy craft.

Jump vertically up onto the two brick platforms, then leap across onto the top platform (Ignore the Moke because). Take a big running jump across the gap, being care to avoid over-leaping. Drop down the step, jump the water and you're back up top.

Ocean's cart game is a bit of a stonker - but it's flippin' hard too boot. So, being as generous as ever, Andy D and Stevie J try their best to steer you through deadly Detroit

ROBO

LEVEL TWO



Immediately move straight across and cut over the first passage (you'll slide right over the counter top switch). Wait for the alternator to spark twice then jump across onto the conveyor belts, hit them early and hit first and then jump over to the platform.

Collect the Moke and jump up into the next platform. The next three elevator platforms are just a question of timing. Jump onto the first and blast the bubble on the far right. You can collect the Moke if you jump early enough (but it's a bit risky).

Leap onto the conveyor then drop down onto the second. Get the Moke, drop down and pull left to land on the passage. Turn right, duck and blast the bubble. To avoid the counter make sure you jump over the trip switch, jump up onto the long conveyor belt.

LEVEL THREE



Jump across the gap. Jump over the first set of marked slots, get the passage and then walk over the second gate, so the magnetic web takes you up. Moke is carried to the next platform and dropped onto some Moke. Jump onto the lower pad and hit first

With the lower pad, every bit you're on your own. It's tricky but just don't panic. Try and get a nice steady rhythm to your foot button presses and slowly weave your way through the maze. Try and get as much Moke as you can (it's a bit hairy, but you do need it).

Walk for the alternator to spark twice, then carefully manoeuvre between the top two belts. Push up and walk! You're in hidden for a while (which is really handy). When you reappear, immediately turn and collect the passage, then walk over the marked slots.



at the edge of the walkway, move across and collect the weapon. Drop down, move right and get the Moke. Go right avoiding the falling Moke. Go right avoiding the falling Moke. Collect the Moke and the villain.

If you're with you can jump up onto the platform and get the villain before the pipes off the end. Ignore the Moke down below (you just can't get it) and continue right. Jump up to the next platform collecting both the Moke and the villain.

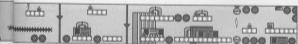
Jump up to the top of the barrel and shoot the guy on the top walkway. Then jump up on to the platform and get the Moke. Edge towards the gap in the ceiling, and pull left as you fall. Kill the Moke on this island platform.



Hang around until the guy has shot at you from the right. Then move right and jump the water gap. If you don't wait for the guy to shoot, he'll hit you in mid-air and you'll fall into the water. Kill the Moke, collect both cans of Moke then pull down on the joystick just before the pillar to enter the second level.

When you reappear from the hidden level, collect the Moke and then (edge in hand-to-hand with the Moke, since there's a villain right behind you. Make a big run up to the jump over the water, and... fall down! (You can't quite get that last bit of Moke.)

BOCCOP 2



Hop up onto the top platform, collect Moke and Moke, then across onto the elevator. Jump onto the lower platform, then jump vertically to shoot the Moke on the right hand elevator. As you jump near the blue rig, headbutt the Moke to collect it.

Jump onto the elevator and then hop across onto the lower platform for Moke and Moke. (Don't go too far right). Kill Moke then jump back onto the elevator. Shoot Moke, jump onto the top platform and take a running jump over the blue rig. Get Moke.

Drop down to get the Moke. Wait for two sparks from the elevator then jump across onto the small platform. Move down, shoot the Moke then jump across and jump again to avoid the slide (or else the Moke is collected and Moke gets hit). Move!



You are dropped off on a small platform. Jump across to the lower platform (don't worry about the crusher) collect Moke and Moke. Shoot the guy on the slide and quickly ride up to the top platform to collect the waiting Moke.

Jump across and shoot the Moke. Now, prepare to do two quick jumps: hop over onto the next platform, slide over the crusher slide (it will miss you) and immediately jump onto the next platform to collect both Moke and Moke.

Wait for the first set of elevators to spark twice then jump onto the top platform in the middle (push your momentum by pushing left in mid-jump). Wait for the last pair of elevators to spark twice and jump to level four!

LEVEL THREE (HIDDEN LEVEL)



Step onto the fence-pipe. Now remember to use lots of small steps on the fire button, rather than larger longer ones. This way Mike knows to use place holder (then moving drastically up and down. Weave your way through the first set of steps.

Wait for the elevator to spark twice. Then step between the two steps. Move over the set of stairs of steps and then move down towards the pair of elevators. Wait for two sparks, move through and then fly over the next pair of steps.

It's easy to get the Mike on this section, since you just have to hover up vertically. In the elevator shafts as usual, then move towards the final platform. Let the fence-pipe drop below the platform, then push up on the joystick so Mike jumps and lands on it.

LEVEL FOUR

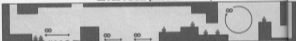


Crash down and shoot the guy who goes into the bubble in the water line vertically (if his shots hit you will jump, you stammer). Shoot the guy on the platform and walk straight across. Jump up onto the top platform.

Shoot the bubble, collect the Mike then quickly walk left and drop down. Get the orb, collect the Mike and the new weapon. Wait for the rolling oil drum then jump onto the platform. Let the villain fall into the water (it's too tricky to get him).

Shoot the bubble in the water with your weapon, then jump onto the next platform. Collect Mike and villain. Shoot the bubble then move up onto the next platform for another villain and some Mike. Drop down and shoot the sniper in the window.

LEVEL FOUR (HIDDEN LEVEL)



It's easier-city again so become slippery sometimes. Drop onto the ring, get the Mike and come to the left. Start your run-up as the oil drums begin moving towards you. Jump onto them, land on the left hand side, have a little run-up then jump as they near the block.

Check your health as soon as you land. Move left and get ready to jump onto the first pair of drums. The timing isn't too bad - just start your run up as they begin moving towards you. When you land, move left, ready to run and jump onto the next drums.

Jump across onto the block and get the first one of Mike. The rotating barrels look bad but are a piece of cake. Make a small run-up and jump when one gets to 7 o'clock, then jump off at 2 o'clock. Simple. Get the Mike, then drop down and slide back into level four.

LEVEL FIVE



Immediately walk left, lean right and fall down to enter the oblique-line tunnel game. Obliquely walk to the second-to-last ball in the line, jump the missile and then land and play tin. Collect the Mike on the fancy platform, then jump onto the springs!

Try to land on the opposite platform in the middle, then wait for the spinning vortex things to pass below. When it moves right, drop down, get the Mike, jump up and right, get the other Mike and then jump again. This starts onto the springs.

Fall left, so that Mike falls on the baroque and then about the platform on the right (the last guy traps it). Up and onto the springs (three jump to avoid the red ball(s)) and land on the top platform. Quickly go left and down to get the book(s) and Mike.

LEVEL SIX



Jump up and collect the weapon (it's not vital, though). Avoid the columns of drums and jump across, avoiding the rolling barrel. Shoot the window sniper and then jump onto the drum on the island. Wait for the bubble to fall off the edge and then jump across.

Jump over the next rolling barrel and get the Mike. Up and over, drop down and collect the susceptibility and Mike. Ignore the villain that falls to the water. Go back left and up onto the catwalk. Get Mike (jump the guy and get the other Mike option).

Drop down and either fall onto the drum (not left) or drop and immediately jump up onto the drum. The rolling barrel bounces off the drum and the criminal walks into Mike's feet. Jump over the barrel, get the Mike and jump onto the next drum. Shoot the sniper.

Robocop 2 - key

									
SLURP FOR PLAINNESS Small plan forms that slide up and down on a vertical rail. Use to reach higher.	TRIP MINES Activated magnetic grids and obstacles. Always beware!	WAPERS Provides magnetic power-ups, or multi-way shots. Generally useful.	WALLS Provides cover along gun- or multi-way shots - most dangerous on level 5.	FOOD Defused bombs. Avoid for health. Robo's lost energy.	BARRELS Throws enemies above the paths of rolling barrels. Very useful.	SPRINGS Cataapult Robo through the air. Save carefully on level 5.	SPRINGS SAFETY Get this for temporary immunity. Use to go the distance in prison.	WALLS Source of health. Protect all of this life. Use to complete the level.	VILLAIN WEAPONS Don't let Robo's health get to zero. Use to complete the level.



Go into the tower of drums and walk to the rolling barrel to fall. Jump onto the top walkway, roll into villain, then turn back and fall down onto the first little island. Collect the food then jump onto the next island for some more.

Break the water sniper (or fire your jump to avoid his vertical shots). Jump onto next platform, get the Moke then pull down to enter the hidden level! When you reappear immediately collect the villain and the can of Moke.

Jump onto the platform and shoot the sniper at the window. Jump across the water, collect the food, kill the Moke and pick up the final can of Moke to finish.

General tips on Robocopping

- It's probably best if you familiarize yourself with our directions - or get a cheat to read out these tips so you go along.
- On the hover pad section (level three) use a mythril with a short button level so you can get quick, cheap jumps. This way the hoverpad moves in small amounts and is much more controllable.
- Your list of priorities in collecting things should be: villain/weapons, Moke, food.

- Watch power-ups, invisibility. The first two are required to complete each level, whereas the other stuff is merely a bonus.
- Take note of approaching snipers. If there are windows in the way punch them out - don't shoot. That way you avoid killing the villain and wasting a vital 'n'ail.
- Always enter a hidden level, since that's where the bulk of the Moke is kept. However, if you get half way and die, don't

- give up - you've probably collected enough to complete the level.
- Always watch the sequence of snipers and explosives. A well-timed jump is usually enough to get past them.
- Keep your eye open for oddly patterned obstacles. These are the vehicles for snipers and magnets, or mark the location of hidden levels.
- Don't rush - you've got plenty of time!



Shoot the springs and jump up onto the top platform for the footage. You can collect the Moke before by dropping left (not right) and landing on the sliding platform. Jump up onto the rotating block for more access to the footage.

Avoid the red bubbles as you jump onto the first platform. Shoot the beamster on the right, then this bit is well 'nail. Make Moke jump to move up or down the maze, or to pass the platform on a straight section. Watch out for red bubbles!

When another platform appears you have to watch where it goes and try to anticipate it. If taken a while but you'll soon remember the sequence. When you reach the end, move to the top and jump off to get the last footage. Watch!



Shoot the shot's from the bubble in the water and jump onto the next tower of drums. Up and onto the next tower then jump across and down to collect the villain. From here, jump vertically and shoot the window sniper. Jump up onto the next drum.

Jump from the right-hand edge of the drum to get the Moke. Double back, get the food and Moke and jump back. Crouch, shoot the bubble and move onto the walkway. Light for the water snipers, then take a big jumping jump and pull left to land on the last footage.

NEXT MONTH

Watch out for the second instalment of our classic Robocop 2 player's guide (that is as long as Steve and Andy can play through to the end!)

SUPERCARS

If you're playing Supercars, you're playing one of the best racing-type games to appear on the C64 and that means it isn't easy. Wouldn't it be nice if you had layouts of each course to see exactly what was in store? Well, as if by magic...

TRACK 1

A nice and simple introduction to the game, with only a handful of fairly harmless bends. Quite simply a piece of cake.

TRACK 2

No real problems here either, except that the straights can be a little hairy when cluttered with other slower drivers. Also, the 1/2 bend at the top right can be tricky, especially when another car is in front.

TRACK 3

Even more tight corners, the bottom left in particular. Power steering is a must for this track, without it you'll have to rely solely on handbrake turns to qualify.

TRACK 4

No real problems here either, and there are plenty of straights to build up race-winning speeds. Just remember to treat the top left bend with extreme caution.

TRACK 5

Just take care on the bend near the centre of the track, as it's very tight (and often lit speed with tricky patches).

If Supercars is driving you around the bend let this clutch of circuits straighten you out. Simply study the course layouts for an advantage over the opposition! Pole position taken by Andy Roberts. Perspective added by Lam Tang. Back-seat driving by Andy Dyer

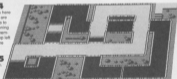
TRACK 1



TRACK 2



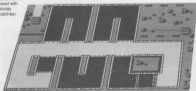
TRACK 4



TRACK 5



TRACK 7



TRACK 8



Cheat from the seat

When prompted to enter your name at the start of the game, try any of the following instead...

HARVEY - to start on Class 2

BLUJ - to start on Class 3

LOADED - to start with £500,000

PONDLE - to be able to... er... handle the

girl in the shop (for a price).

Alternatively, use an action key to enter:

POKE 10000173

POKE 10000141

Which will multiply any prize money by 10 - see! What a whopper!

Class war

CLASS 1

Starting Vehicle: Force Minicar 1.4

Participants: 4

Laps: 3

1st Position: £20,000

2nd Position: £10,000

3rd Position: £5,000

CLASS 2

Starting Vehicle: King Interceptor 2.0

Participants: 4

Laps: 7

1st Position: £20,000

2nd Position: £15,000

3rd Position: £10,000

CLASS 3

Starting Vehicle: Race-Force Turbo 3.0

Participants: 7

Laps: 9

1st Position: £20,000

2nd Position: £10,000

3rd Position: £5,000

K 2



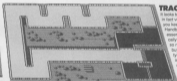
TRACK 3



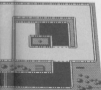
K 5



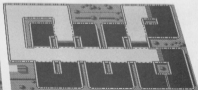
TRACK 6



K 8



TRACK 9



WEAPONRY TIPS

It doesn't really matter what you buy - if you have the money, then spend it. However, ensure that you repair tyres, engine, bodywork, and fuel before anything else. Oh, and missiles: you should be sure to use your first choice of attachments too.

TRACK 6

Reasonably straightforward, apart from the 17 bends at the top of the course. These can be hazardous, unless you have your missiles at the ready.

TRACK 7

Handbrake turn all the tight bends, and you shouldn't have too many problems. However, the straights are usually the best places to launch your missiles.

TRACK 8

Again quite an easy track, with only the left hand bend to be cautious about. As before, it's better to use missiles on the straights.

TRACK 9

It looks tortuous, but it is in fact very easy - if you keep your cool. Handbrake turns are essential on practically every bend, so remember to buy some new tyres before racing. Use missiles when approaching a bend - it's really hard to forecast

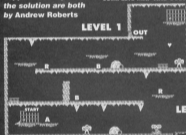
FRAME BUSTERS



If Frost Byte has left you in the cold, this is a warm blanket and cuppa. The maps and the solution are both by Andrew Roberts

FROST BYTE

COMPLETE MAP AND SOLUTION



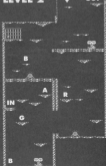
Collect the red crystal, then go left and use the red crystal.

Go left again and collect the blue crystal. Move right, then use the blue crystal to jump up to the next screen. Go left and collect the red crystal. Use it, then go right until you come across another blue crystal. Pick it up, go left, and use it to jump to the screen above. Move right and rescue your pet. Go left, collect the heart and drop down. Move right and make for the exit.

LEVEL 4

Collect the green crystal and use it. Drop down into the next screen, where, whoops, you've missed the ammunition. Collect the blue crystal and jump up to collect the ammo, drop down, move left, and drop down again. Get the blue crystal and jump up

LEVEL 2



Can understand... AAAAARRRRGGGGGGGG!!! What a frustrating game! Even with infinite everything, the game is unbearably difficult, so here is a complete step-by-step guide to all five levels. Aren't we nice? OK, and Commodore Format accepts no responsibility for lost hair or broken crystals.

LEVEL 1

Collect the ammunition and use it. Make your way right, get on the springboard, and jump up to the next screen. Collect the red crystal and go left. Use the red crystal to pass safely underneath the castle. Pick up the blue crystal. Stand the safely above, use the blue crystal, and jump left into the next screen. Avoiding the needles, get onto the springboard and jump up. Collect the red crystal, move right, use the red crystal, get the blue key. Move into the next screen, and collect the heart before using the blue crystal. Use

springboard and blue crystal to rescue your stone and dash to the exit.

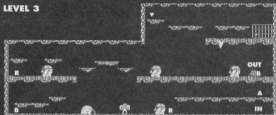
LEVEL 2

Collect the ammunition, drop down into the next screen, then collect the green crystal and use it. Drop down again and collect the blue crystal. Use it to jump up to the next screen. Move right, then jump up again and collect the red crystal. Jump up again. Then go left and use the red crystal to get past the needles. Collect the blue crystal and use it to jump up to your rejuvenated acquaintance. Go right into the next screen, and jump up to the exit (avoiding the needles as you go).

LEVEL 3

Go left, jump onto the ledge, and go right into the first screen. Carefully collect the ammunition, then go left.

LEVEL 3



LEVEL 4

LEVEL 5



NEXT MONTH

Take a tour of the 87% adventure with articles Spiky in Transylvania... And please keep sending your budget game's maps and tips to Translucence, Commodore Format, 30 Monmouth Street, Bath BA1 1JH. Bye bye for now.

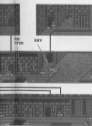
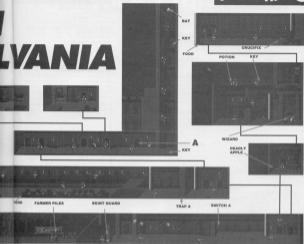
to the ledge on the screen above. Jump up again, and collect the red crystal. Go right and fire your mule. Then jump up to the next screen. Collect the heart if you want, then go left. Use the red crystal to gain a safe exit.

LEVEL 5

Collect the blue crystal, use it, then move right and collect the mirror. Jump up and go right. Collect the six-fingered hand. Go left and collect last use the red crystal, then continue left until you reach your chum in his cage. Drop down, collect the blue crystal, then use it to jump back up to your chum. Now go right and jump up. Then make your way past the huts in... The Brief Case spectacular and sequences, with hundreds of sprites and CD quality music! Mr. Cue particularly dead end screen. Wow.

That's one more Translucence map for this magazine. Thanks, Andy. You don't want paying do you? Oh dear, very well. How's a fifty new parties. Now go on, you've earned it, 80% (Nope, mean it) got someone a nice to describe you. Bye!

LYANIA



Pointed tips

Most of the puzzles in the game can be solved in any order. Okay so you need to bring the castle guard to get anywhere in the final place, but in many cases, like releasing prisoners or generally exploring, you can do what you like. Just remem-

ber to get the relevant item before entering a hazardous area (a good example of which is the ghost room; enter it without the crucifix and you're doomed). Here are all the solutions you'll need to complete the adventure.

The points marked '2' link together.

The clear knob opens the Blazemith's hut

Use the gold from Granny Haggatha's to bribe the skin guard.

Get the ploughman's lunch. Give it to Farmer Files to obtain the wellies.

Use the gloves to tug the ball rope. Then get the bat.

Get the crucifix. Drop it near the book-bearing ghosts to kill them and get the spell book.

Get the tile by dropping the potion, spell book and the bat into the wizard's cauldron.

Go to the inn. Get past the inn keeper with the tile. Then capture to find the wine bottle and key.

Use the wine bottle to get rid of the thirsty guard.

Use the keys as soon as possible to save you carrying too many around. You won't be able to use, or even find some of the keys, until you've accessed all of the outdoor areas.

The wellies must be worn to get past the mud patch.

RED HERRINGS

The cannonball in the inn.

The cannon in the castle hut.

The guard who states it's too quiet.

If you thought *Out Run* Europe was the best driving game you'd ever seen, stop a load of this. Okay, so the screen shots don't look anywhere near as colourful as those from *Out Run* (which we only reviewed last month) but when you actually see the game running you'll know exactly what I'm on about.

For one thing the screen update is absolutely fast, and becomes even more amazing when you sit back and take in the scenery's high detail. But more on the game's technical merits later. You play the part of a customs officer - but not any old customs

officer, mind (well, it isn't only you who have to decide which way to go, but it also has to avoid that pesky landing plane too).

It seems like there's always one more driving game around the next turn. But does System 3 drive our reviewer round the bend with this one? There's only one way to find out. Strap in, check your systems and go. The chase is on, and there's no turning back...



TURBOCH

officer. Oh no, you aren't that a called the Lamborghini-crushing dude.

Unfortunately, just as you're cruising round town, impressing all the lovely locals with your machine, you learn that a terrorist leader has discovered the location of a number of US arms dumps. Does he think, 'Blimey, this is a bit sensitive. I'd just pretend I never found it in case the cops's big man'?' No, he does not. He quickly sends his dodgy mates round in a big Ford Transit to rob the dumps. It's now up to you to make sure he never gets to use them.



Here, all I can see, I'm getting a bit of a jitters. Perhaps that sunset will give some confidence. You again perhaps not. Watch out for vans like this one. They're always teeming full of terrorists who are after your blood.



Before each level starts, you learn where your enemies are via a satellite link. Then it begins. Levels are divided into two sections, or countries. The first half of the level takes you through friendly territory where there's a little enemy resistance - it's just a city of letting you build up your confidence. Halfway through the level you break through the border

checkpoint and things start to hot up. Helicopters open fire on you, tanks of terrorists shoot your wheels away with gunfire, jet fighters strike the road. And if that isn't the worst jam you've ever been in, mines and barbed wire increase the danger level. But that's what you've come for.

In Turbocharge, you sit with your car from behind but when you push in, and right on the pedals, the road itself moves, not the car. The more you play, the more you realise that this approach makes you concentrate on what's coming towards you, it takes much more like real driving and gives you a simple get-on-with-the-action without the tedious tedium of an atmospheric option.



Just as the road looks mighty tempting but really, business and pleasure are not mix. Especially when there's a jet fighter screaming overhead.

Sometimes, the road splits suddenly. When you reach one of these bits, you have to work out which one to take, or, at least, choose the wrong one and you'll end up a violent shade of Lamborghini. So how do you figure out which fork to take? I'm not going to say. System 3 want you to work out the answer to this, and other major puzzles, in the game, for yourself.

Most of the time you should concentrate on emptying those levels of occupants.

Summers, police, whatever. Take 'em out. And remember, you're gearing fast fast. These are fuel-consumers all along the way but you've got to be faster off the mark than Earl Lewis to get 'em. If you do miss them, which is extremely likely, keep your eye on the fuel gauge and hit a turbo only when the time is right. Floccetting past aggressors without slowing down to engage them in combat gets you to the end-of-level terminal more quickly than, er, a very quick thing.

Every level's scenery is unique. Inevitably there are pyramids and sphinxes in Egypt, tanks in Libya, outstanding marks in Tibet etc... I hope you and a few picture postcarders of countries at least. Even the present-

ation of
stunning
screens are
excellent.
Whenever
you get a
satellite
message, send
a terminal or
come to a stop
and, you're
treated to one
of 18 painted
masterpieces.
The animation
in the game
itself is not hot
- especially
when your car
explodes. You'll
see it soon
enough first

time you play, but it's almost worth watching the game just to watch it again. The game is filled with neat touches like this - it's like a white to spot them all.

System 3 have already made a lot of noise about the game's sound (if you want what I mean). They claim they've succeeded in producing the ultimate sound of the 84. That's stretching the truth a little bit, instead of sitting with your ear to the monitor and trying to count them, just sit back and



Don't ask me where this is, I haven't got a clue. One thing's for sure, it's full of bombs. The scenery on each level is highly detailed



Some driving games are amazing in that leaving the road leads to death, but as in Turbocharge, that you must avoid the pillars

HARGE

It's a corker!

It's for you, which is well.

Once you've either dealt with or overruled the mainstream opposition, you catch up with a ferocious leader. He may be a bad guy but he's got a car like yours, so you've got to give him credit for taste. Having said that,



you've not been to admire his wheels or see whatever makes possible, whether it be gunfire or missiles (hey, who cares?), to get him to stop. Once you've done this, you've given your real set of wheels and it's off to your next location.

If the features I've already described haven't convinced you that this is an admirable experience then let me tell you now. The superior control method, the speed, the graphics, the gameplay and the sound effects.



Towers, however. These towers are a miserable bunch. Beating the vans quickly or the ensuing gunfire will tear you apart

All add up to a gut wrenching intercontinental land-encirclement extravaganza. If you missed Our Man Europe buy this. If you bought ORE, sling your koba for the cash and buy this instead. Any Country owner who lets an opportunity like this pass him by is, on the one hand stupid, and on the other hand incredibly stupid.



I say, it's getting a little warm. This screenshot is impressive enough but wait until you see the explosion extended



Whenever you get a new set of wheels, this is what you're shown



A more detailed look at your hardware. Enjoy it, it won't stay that way for long



Waste your fuel and you'll be trading tyres for trailers, and in this test too

Game	Turbocharge
Publisher	Systems 3
Cassette	£17.99
Disk	£19.99
Release	Out now
Contact	001 886 8882

POWER RATING

THE DOWNERS...

- Level 5's leader is similar level 1's.

93%

- Spent you wouldn't believe. Doesn't tell how your wheels off
- Wonderfully detailed scenery, and lots of it
- Unusual but effective control method
- It's limited fuel and missiles make it more a game of good judgement than luck
- Head-bucks, just to make things more funny
- Loads of extras to avoid, and movements to avoid
- Turret and explosion effects are full
- Soundtracks (that changed or not) add considerably to it
- Presentation systems are also "it" atmospheric

...AND THE UPPIERS

THE BEST IN QUALITY GAMES

The central graphic features the 'Hit Squad' logo, which consists of a stylized, multi-colored helmet with the words 'Hit Squad' written across it in a jagged, metallic font. Surrounding this central logo are six game covers, each tilted at an angle. Clockwise from the top left, the covers are: 'Race-U' showing a yellow sports car; 'Xybots' featuring a man in a green shirt; 'The New Zealand Story' with a colorful, cartoonish landscape; 'Operation Thunderbolt' depicting soldiers in a combat scene; 'Cabal' showing a man in a military uniform; and 'Batman' featuring the iconic yellow and black bat symbol. The entire advertisement is set against a blue background with a subtle pattern.

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HIT NAMES · HIT GAMES · HIT SQUAD

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Every soul has a dark side because of they way they sailn (that's 'rool', you fool) - Oh, but there's nothing fefy about this new game from Ocean. In case you missed the film it's based on, you play a scientist who's horribly disfigured in an explosion at his lab. The explosion was manufactured by arch-villain Robert G. Durant, whose pyromaniacal crimes want a torcher' your' pad on an evidence elimination mission (sorta papers incriminating Durant had fallen into your hands). All started up with no love in show, you set about the perfectly reasonable job of sacking survivors. Enter level two. Starting off as a humble brown



(Above) A little trouble in Chinatown, nothing too difficult. (Right) Darkie the ultimate game crane jumping, a great sport for all...



DARKMAN



Subot should scuttle along the scaffolding in Durant's factory (level two). Climb the ladders to reach the roof but watch out for the helicopter...

sorts, you learn that Durant's duces are going to pick up big money in Chinatown. It's money you need, so you get to interupt it by sideways scolding your way past gunmen, nugs and nips. You have to do a bit of derting and there's a fair amount of obstacle to cover. But the bad guys are easy to beat up. Once they're down, they stay down.

On an intermediary screen you have to spy on crates walking past windows, while photographing one of them, so that you can construct a disguise. Time is of the essence and you're low on film but you can do it if you keep calm.

In level two you're trapped in a factory to Durant's cronies and the only way out is up to the roof. This platform level brings back memories of Batman The Movie but none the comparisons. The games soon become even more similar. The bad guys here are harder to beat up (they get up again, in other words) and some of the scenery is lit up with spikes. But it's a cracking level to play.

On the next level you return to the factory roof to face Durant and his grenade firing helicopter. You have to leap from rooftop to rooftop in order to escape. Avoid the explosions while getting into a good enough position from which to reach the next building.

Next you prepare a time-bomb to burk in the wreck of your old lab, and then fight your way out of the building. But assuming you get out of there straight, it's on to level five where all you've got to do is survive. However, by now you're hanging from a rope beneath the chopper, so the plot samples you in front of freeway traffic. Succeed and you continue aboard a tanker, tie the rope and put paid to Durant, but... The real evil mastermind was someone



Plies through the air exactly the way bricks don't... The guy on his knees will get up again, you can't kill your foe on this level!



Several levels are littered with traps, watch your landing. Darkie's just about to leap off the platform for the left but he'll be gone burned, he'll probably fall a few levels

else all along. The obstacle with Strick takes place on a skyscraper cluttered with the last of the cronies and a few more traps. You win by throwing Strick from the roof.

Durant is familiar Ocean has carried off with slick graphics, satisfactory sound effects and balanced gameplay. No ground breaking moments take your breath away but what is there is good. My only reservation is that more accomplished joystick jockeys will crack it with far less effort than I applied. Harshly with care.



SEAN

Name	Darkman
Publisher	Ocean
Console	C 10.99
MSX	C 10.99
Website	Out now
Contact	061 832 6630

POWER RATING

THE DOWNERS...

- Probably a little too easy for expert street gamers.
- Like the name of Ocean's old game mode has been given a few uses of its.
- Only method!

100

71%

- Clearly, well coloured graphics and crisp background sounds throughout.
- Screen completely different styles of gameplay to capture the plot of the film.
- Original idea for the 'Terror' level game.
- Reasonable sound effects often act as hazard warnings.
- Responsive controls help the playability.
- Programmed with the use of sound editing.

...AND THE UPPIERS

0



W hat we need here is a good catch-phrase. To speak, no one can hear you scream? Heavens, too spooky. What man in the warmest place to hole? Nope, not scary enough. He's coming to town with a few days to kill? Pff, too corny. Don't be afraid... be wary, very afraid. Hmm, getting there. How Total, OH MY GOD! Alien Run, exactly? TAG, LUG, O.



Alien Storm graphics work hard to live up to their name. This creature looks like it's been hit by lightning more than once.

ALIEN STORM

There's no two ways about it, US Gold's Alien Storm is full of them. Niggling bugs, scurrying spider types, gloopy green-creatures that sludge from the ceiling, stomping spiders -- you name it, it's got 'em.

Now some of 'em are all right, but these dudes have a real attitude problem. They're landed on Earth and are currently taking up

some dust -- bumping off humans, ransacking shops, peering their intergalactic superpowers on double yellow lines and generally acting like jerks. Time to kick slimy alien butt. And remain calm. "This time it's war" (ah, there's another good one).

At the start of all this inter-species aggro, you and a buddy get to select your alien-squashing character from a team of three. There's a glibbe, a slinky and a stinky (although in both all three characters look pretty much the same apart from their color schemes. Anyway, pick your person and off you bid to inflict some pain.

Basically, what we have here is a Gladius Laser toad 'em up... well, more of a Slings Laser toad 'em up really. Your characters walk along the botchy scenes plugging machines with bullets, or using their laser gaubets to unleash a stream of photon death on the alien interlopers. If the world once are getting a bit too close for comfort, you can perform inhuman acts of consanguinity, or the far cooler Starbuck and Hatch-style barrel roll to avoid their tentacular advances. Alternatively, hit a function key to unleash your alien

Hauled onto the 64 via a Sega coin-op, the latest US Gold release offers the chance to cook creatures from another planet. And why not? These guys seem intent on squatting in otherwise inconspicuous washing machine warehouses. Our reviewer investigates a few crates



In ultra-fast scrollby mode, one of our laser-squishers can force a moment's rest on the nasty red bastards. I mean it doesn't look very fast, but just takes my word for it

weapon. A wave of pure energy (well, alien-ster blocks) sweeps the screen and destroys everything in its path -- except you.

Once an attack wave has been summarily unleashed, an 'OK' beacon signals that you should move on.

Over the street scene and you are gulped into a building in which the aliens have set up home. (Now, for some strange reason there are usually electrical retailers or household goods stores. Why electrical retailers with control over light-speed space vehicles should feel at home handling deflated cases of Sony TVs and Panasonic Chandeliers is totally beyond me.)

This section offers an Op-Ed style alpha blaster, where you waste the machines as they appear from



The intro bit where you choose your alien-squisher (well, color schemes) from mean, girl or dumb

Things in store



The old Walk-style intermediate levels start off in an electrical retailers...



...Wade through the odd factory warehouse parking lot type of alien...



...And end up in the alien bathhouse, where things get really weird!



On the track of the alien bathhouse (the flying alien in a built-up area with no box), it's your own call on this creature panel. Both players have chosen Elio as their alien ego

Pick me ups



When those purple people valves appear, they lower around and level on parking over themselves up and dropping them again for a boost. This is exciting and hard on the ankles

However, you learn a good lessoning and they release them on the flying jets. Now there are they release



M

This pink 'n' probably benefits more up of the rest of one of the levels. All it with enough firepower and it's almost a very pleasant fight after having had your feet soaked by it for the last few minutes



It does, still off. You shoot constantly, but can tap the fire button to perform maneuvers. Reach the end of this section and you enter another Golden Age-style section. And so it continues, alternating between these three different stages (in no particular order) until you enter the alien mothership and destroy the brain-thing which controls them all.

Without exception, *Alien Storm* is a real visual treat. From its animated monsters, to the top-of-the-line graphics, inside the mothership, the 64 has never looked so colorful.

Unfortunately it can't be so complimentary about the sound. A jolly little tune throughout completely obscuring any feeling of impending doom. My advice is to lead the game, turn the sound off, buy the movie soundtrack

from Alan and play that instead.

Gameplay is fine - and at the better for having a simultaneous two-player system - although even with the intermediate stages, it does grow a bit wearisome. There's a hell of a lot of games to hack through and by the end there's a definite feeling of 'been here, done this'. Even after annihilating can feel jaded.

I could also have used a bit more variety in the enemy attackers. There are only about

half-a-dozen species of creature that repeatedly crop up throughout the mission, and you soon start wishing that you could face something different. Again, there are some wonderfully grotesque end-of-levelers - but I wanted a few more to fight.

A quick warning to people with a low threshold for tape multiloading. The levels are quite short, and since each is loaded in separately,



Inside the mother ship things get well spooky. The backdrops, as you can see, are pretty damn fine

behind crates, pop up from the floor, fly across the room or engage along the ceiling. The occasional creature also releases energy pods which can be shot (pointed up) to boost either your flagging lifelines, or your smart weapon potential.

Occasionally you have to rush to the next scene - and I do mean rush! This high-speed roller has both insurers pegging it along the road like their lives depended on it (which



And here it is - one alien mothership, double parked and full of aliens. Watch out for the purple 'teardrop' alien - he'll send you with his tentacles as soon as he's of you



First plan B: Turn your back on them, if you can't see them, I bet they can't see us. Then when they've got bored walk away



First plan B: You hang upside down from the backdrops. When the spidery alien comes over to see what you're doing, wave him!

don't be surprised if you spend a fair amount of time tape flipping and rewinding instead of being in heaven!

Alien Storm isn't the best game ever but it's certainly slick, very nicely put together and great fun with a partner, too.

You surely could do worse this winter than curl up in front a warm, freshly toasted being-thing from another planet.



Game	Alien Storm
Publisher	MS Gold
Cassette	£ 11.99
Disk	£ 16.99
Release	October
Contact	021 625 3366

POWER RATING

THE DOWNERS...

- Minimal variety in opponents and gameplay eventually grows dull
- The soundtrack...

100

86%

- Delicious graphics are extremely good - especially inside the mothership
- Two-player mode's burning double the fun
- Three different game styles keep the power at bay and the biggest 'finger pumper'
- Main characters are nicely animated and quick to react
- The super-smooth panels and tight controlling is very eye-catching
- Good intro and player select
- One hell of a long mission with some slight multi-stage interludes

...AND THE UPPIERS

Commodore

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With 30 levels into your C64, The New Zealand Story has almost been done. If you're not got it yet, don't wait any longer!

THE NEW ZEALAND STORY

The Hit Squad, £3.99

Oh, so I only reviewed this last month. That was when it appeared on The Hardware Collector from Ocean. Now it's on budget so you can



concur to delights for only a few quid.

It's a platform game in which you take the part of a little bird whose friends have been kidnapped by a villain. There are 30 levels in all with a big bad guardian type at the end of every fourth level.

The platforms make up simple mazes for you to crack. Sometimes the route seems impossible but there are numerous space-ships, balloons and even floating rocks that you can leap aboard to get round obstacles.

At the start of the game you are in possession of a bow and an unlimited supply of arrows. Further into the game you get the opportunity to pick up more meaty forms of firepower, such as the blazing bombie thing, or the vicious laser-like beam. (I wonder if it's too late to sack him? - Ed)

Early levels are tricky but well structured, so that you get a little further into the game each time you play. Even the first couple of end-of-level guys aren't too bad. However, one thing that ruins the game a bit is the way it suddenly becomes so hard later on. As you get further into it, the levels become more and more nightmarish. By the time you get to the 30 levels near the end, you will have probably reached the end of your tether. It's a bit of a shame really in view of the very high standard of graphics and the entertaining

style of gameplay. Still, I'm sure there are more than enough of you out there who are far better gamers than I, and it is to those that this game should be highly recommended. At this price even I can afford it, so it has to be a corker!

There are plenty of levels to cope with but unfortunately they all follow directly on from one another, there's no break between 'em. It would have been more fun if you had to complete each course individually to qualify for the next. Having said that, all the levels are different. There's a standard ravine section, a jungle section and a grand canyon rapid slide, to name but three.

THE NEW ZEALAND STORY
Wonderful gameplay and contains no patch-work. Graphics excellent from start to finishing touch.

FRAME RATE 90%

TOOBIN

The Hit Squad, £3.99

Tengen alert! Demark's version of the coin op makes it onto budget, and their goodness goes for a full price, it was definitely average. The well named game is based on an old named after the odd sport of toobin¹, which toobers, if that's the right word for them, travel down a fast flowing rapids on an inner tube with noel on but their shredder.



Yeah, it's a little tacky, but through it gets a bit better later on. Toobin's good fun to play for a while. Not a winner.

There are also steam pistons to get between, beach balls to pick up and the odd weapon or two to collect. The game plays fairly well and the graphics are adequate, but it's all a bit boring. It just goes on and on and you end up thinking, "What's the point?"

Along with changes in scenery come new hazards. In the first level you slowly have to surround with floating debris and hazards that try to sink you under. Later, though, the hazards and debris are still there, you also have to outmanoeuvre crocodiles, stinging snakes, thorny bushes and fishermen's hooks. Cack!

There are also steam pistons to get between, beach balls to pick up and the odd weapon or two to collect. The game plays fairly well and the graphics are adequate, but it's all a bit boring. It just goes on and on and you end up thinking, "What's the point?"



TOOBIN

Wow, like, damn, about the lack of variety. Please write people like me should think twice before buying this.

FRAME RATE 56%

CABAL

The Hit Squad, £3.99

If you're after a heavy duty C64 shoot 'em up, look no further. The graphics are nearly as big and meaty as C64 Mac'd the gameplay more than makes up for it. You control both your soldier and an on-screen crosshair. Move the joystick and they both move across the screen. Move the joystick



Take cover as you're going to be playing a very short game of Cabal. The enemy shows every thing they're got at you soon enough.

while simultaneously firing and only the crosshair moves. This is useful, because you can manoeuvre your man behind one of the tumescient objects that offer cover from enemy fire, then move the crosshair back out to lay waste to dozens of the bad guys.

And you need to. The foe are everywhere. Shoot them quickly and everything is fairly easy. Leave it too long and they start firing back. Even this isn't too bad at first, thanks to their inability to aim well when they open up, but they soon get a lag on where you are and adjust their aim.

There are also tanks, planes, helicopters and grenade-launching trucks to contend with. These are harder to kill, so a well placed grenade is of more use here. There's a death quota to be met on each level, represented by a bar along the bottom of the screen. When you've killed enough of the buggers, it's on to the next level.

After every four levels there's an end-of-level boss to kill. The first of these, by way of an example, is a Chinook helicopter that lets fly with various forms of weaponry. Just use plenty of grenades and keep firing. Eventually it'll explode.

The graphics, while simple, are highly effective. The enemy troops appear from behind all sorts of barricades. And speaking of barricades, if your cover is hit too often, it comes crashing down, making your job all the more difficult. Basically, Cabal is a brilliant military shoot 'em up.

CABAL
Puzzling but brilliant fun. Effective graphics and tonnes of enemy troops to defeat. Get your sights on it.

FRAME RATE **83%**

SHINOBI

Masterpiece, £3.99

Ninja fun for all the family here. In this version of the Gega coin-up, you play Joe Musashi, a graduate of the Miya school, being the most respected ex-pupil you are invited back to the annual graduation ceremony. Unfortunately, Mean Flo, an ex-pupil turned bad, kidnaps the entire junior class and demands a heap of gold by Wednesday.



Large processor bytes lurk in dark alleys in Shinobi. Keep your shuriken sharp and these end-of-level battles are easy to tick.

Each level, or mission, involves travelling along the horizontally scrolling play area, killing Flo's henchmen and rescuing the captive students. Not as easy as it sounds. Flo's followers are nasty and varied. The majority of them are easily dealt with, as they only use unarmed combat, but there are lots of them, so you often find yourself messing with them while a more powerful opponent creates up on you. These tougher baddies are equipped with shields and lasers or guns.

When you've collected all the kidnapers on any one level, you go up against an end-of-level baddy who is usually massive, always heavily armed and inevitably hard to kill. After this comes the bonus level involving three platforms, several dozen Miya and a hearty helping of shuriken. This bit is especially impressive because it's sort of 3D. Your opponents come flying out of the screen at you and your shuriken go flying into the screen at them.

It's very much like Shadow Dancer, but without the drag. It may not be as sophisticated but the playability is there. I like it lots and because of that I may well give it 80%.

SHINOBI
The newcomer to one of this year's better games is pretty good in its own right - especially at this price.

FRAME RATE **82%**

DIZZY PANIC

Codemasters, £3.99

Let me tell you a little story. Once upon a time there was a character in a game who looked like an egg and was called Dizzy. The games he appeared in were for one thing budget hits and, for another, very, very good. It had the roughest little fellow enjoyed enormous success, especially on the S4.

After a short rest, Dizzy's every one's rejoicing he returned in a new game. This is that game. Is it hugely playable like its forerunner? Not really, no. It is a phat, and a very descriptive one to my mind, it's a huge steaming tin liner but of centuries-old horse manure.

The gameplay is like a poor mixture of Tetris and Klax. There are four descending formats along the top of the screen which release blocks of different shapes and colours. Along the bottom of the screen is a bar with holes that correspond to these shapes and colours. What you have to do is move the bar left and right with the joystick to fall into their relevant holes. As that only one shape at a time falls. But as you get further into the game these are released at once.

For a brief moment the joystick could be dropped and the DZ rows would cascade their very own candy before getting back to work. We would have had some cheap fun, too, if it wasn't for the inevitable greasy budgeteer...

The ultimate aim is to meet your shape quota, as shown at the top of the





Dizzy tries to find his balance in this *Blitz* format. The challenge is too great for his head and too long for his tail.

screen. On level one there are only 80 shapes to collect — easy enough. If, however, you drop one of the shapes through the wrong hole, the funnels descend faster.

When the funnels reach the sliding bar at the bottom, it's game over. This is all very well on level one but as you get to higher levels the shape count increases by a ridiculous amount. For example, level four's quota is 250 while level ten requires 800 comically placed shapes. Not only does this lead to a very long and tedious game but it's also, as far as I can see, impossible to complete.

Come on guys, you hit a sustainable formula with the other *Dizzy* games. Either stick to the formula and let *Dizzy* die a peaceful, if overlooked death, or not bother at all. People would rather they never heard from the egg head ever again than risk buying absolute trash like this.



DIZZY PANIC

A desperate attempt to keep the *Dizzy* name going, that's nothing more than a full *Dizzy* look-alike.

FRAME RATE

13%

SKY HIGH STUNTMAN

Codemasters, £3.99

Dear old dear! More appalling rubbish. The title is misleading to say the least. What it promises is a rather quirky and typically Codemasters simulator of some obscure pastime. In reality it's a fugly, tedious, and badly programmed shoot 'em up.

The only connection it has with the first world of stunts is that instead of using lives, you waste "takes". But even this is done badly. Waste a "take" and you have to wait at the end of 60 seconds while pathetic little messages like "another take gone" and "action" are displayed at the foot of the screen.

The first scene involves you, a small aircraft and a fight over enemy territories. The screen scrolls vertically downwards and as you fly over lakes and trees, various enemies appear. These include other planes, boats, tanks and gun emplacements, all of which the back at you. The ridiculous thing is, you can also crash into all of them. There's not so bad if the thing you hit is

another aircraft but how on earth is a plane supposed to collide with a dirigible? Then, train-bag. Level ten is even worse. Again it scrolls vertically downwards but this time you control a hot air balloon... give me strength.

Anyhoo, movements control the on-screen character but the balloon also drifts slowly in the general direction of the cross-hair. This would have made an interesting departure from the normal shoot 'em up scenario if you were pitted against other, equally uncontrollable balloons. Unfortunately you come up against much the same opponent as you did in level one, so it's right an impossible to avoid death.

At this point your favourite reviewer screamed loudly, burnt the game cassette and uttered a series of words that caused most of the CP crew to faint in shock. Save yourself similar trouble, buy something else.



The second movie of all time needs a central stuntman. Any other? Thought not.



SKY HIGH STUNTMAN

A bit of a silly way to do a shoot 'em up and it's not even a very good one. A bit of a top office fog, I think.

FRAME RATE

25%

QUATTRO SKILLS

Codemasters, £3.99

Yet another budget compilation hits the streets under the Quattro banner. The 'stunt' in question here has sporting skills, the first of which is skateboarding. This particular version of it is excellent. Each level is split into ten sections. The first section is 30, in which you skate downhill rolling top legs with a time limit. The second section is viewed from overhead. The screen scrolls constantly downwards and you have to move your skateboarder left and right to avoid hazards and clear between flags (like in standard slalom skiing). This game is an absolute playable, the fact that it's well (and doesn't seem to matter, I just lauder it.

The second item on this compilation is a night simulator. I

Oh dear, think in change of an inner tube, Roger was found floating in the Severn estuary. "What was my mistake? Must have been bad," grinned MP from his cockpit



The best of the bunch from the Quattro Skills compilation has to be the *Pro Skateboard Simulator*. The other games suffer from being second rate.

couldn't possibly tell you exactly whether it's buggy (even so buggy unless) but it seems more towards league so I'm amused. All the usual stuff is there, like swim lanes, line-ups and conversions. There's only one fly in the ointment... it's crap. It'll confuse non-buggy fans and annoy those who eat sleep and breathe the game. It's hard to control and what's worse, when the ball is kicked, all your players disappear off the edge of the screen.

Next comes a footy game, as if you needed another. This one, at only 75p (impressing one quarter of the price of the league) is as good as most and better than some. It scrolls vertically and the players are programmed with mental that causes them to slide into tackles. It makes for a probably playable game.

Finally, it's extensive straddles of round... a tennis sim? Not much to say about this one. It has the graphics of a good tennis game. It has all the options you'd expect to see in a good tennis game. But it plays like a turkey. The gameplay is seriously flawed by bad programming. If you inadvertently return the ball after your opponent fails, the point is awarded to him, not you. Very poor.



QUATTRO SKILLS

Waste buying for the *Quattro Skills Simulator* alone, but there's a real treat here to recommend it.

FRAME RATE

65%



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After every eighth level comes a bit of a challenge. This is the first and involves shooting coins until they disappear.



In keeping with the cute *Genies* of the game, defeating an end of level guardian leads to an over-the-top fireworks display.

For a while, we at EP have been bringing you various bits of tidbits about the new coin-up conversion from Storm. Up until now, although we knew it was a bit special graphically, we hadn't had a really good look at it. Now that we have, we can tell our mystic rods slot and shout, "Hurrah!"

Regular EP readers will already know that *Rod-Land's* plot revolves around two fairies, brother and sister Tom and Alice, whose mother has been kidnapped and taken prisoner at the top of Midroot's tower. As no one else is capable of performing a rescue opera-

No this isn't an experiment to see how many times a reviewer can use the word 'cute' in one powertest. It is, though, the definitive review of the new game from Storm. It's got panoramic platforms, multitudes of monsters and two incredibly cute characters (oh darn!)



ROD-LAND

tion, it's down to these two fairies to carry out the unlikely mission.

Fortunately, some magical old tology gives them both a mystic rod and a set of arcane firearms to help them on their quest. The rod can be used to trap and repeatedly

bash foes around the play area; the firearms are useful for creating ladders to aid our heroes' escape from sticky situations.

The game itself is reminiscent of *Sludge Bickle* in that the player — or players, for there is a two-player mode — only have to deal with one screen at a time. Once clear, a speedy downward scroll brings on the next.

Each screen or level is a collection of platforms and ladders upon which an

arrangement of gently nodding fairies. In addition, a number of odd creatures also inhabit the area. There are two ways of dealing with the situation: there's the brute force and ignorant method of merely leading all the creatures to get to the next screen or you can try and extend all the

flowers. Succeeded and the bonus game appears where your opponents become turbocharged and a time limit is set in motion. Hit the record-ists to collect letter tokens and then trade in the set for an new life. (Hey Andy, maybe you could get one — 432.)

Killing creatures is a lot. All you have to do is wait until they get near, face them, let 'em to eat off your mystic rod and they become temporarily ensnared in a magical

Creatures home in on you with unerring accuracy and speed

Fairy firepower

So many monsters, so little firepower, right? You couldn't be more wrong. When you tell the bad guys they generally release one of five weapons. This can be incredibly handy when you find your self surrounded by these fiends of the fantasy you just finished. Here's a quick run down of what's available and exactly what each one does.



If you feel yourself cornered and you're lucky enough to obtain one of these, you'll be all right. When activated it throws up a temporary shield that kills anything that walks into it.



Arguably the most effective weapon. When you walk into it the four balls whir randomly around the screen until they come into contact with either an enemy or a piece of scenery.



This one, while not the most effective, is spectacular to say the least. When activated, five massive bolts of flame hurtle both left and right across the screen. It's brilliant.



Walk into the missile from the left and it streaks right. Sit in front the right and it goes left. Not the most potent weapon available, but it is a right spot if it's when on the back.



This one's a bit crap really. Walk into the it and it changes shape and colour and becomes off screen the screen. Despite its, it sometimes becomes right over its intended role.



Red requires you to catch a fairy in Red Land. Well, those hurtling balls should see them off.



Your ladder won't reach the top of this level. Hey about a balloon to get up there.



It's extra time you're after, not just all the flowers (and leave a few of the toddlers in one place)



A piece of fairy cake. Once all the flowers have been picked, you're into the bonus game



The toddlers love pink and yellows a swirl form of speed. Kill a pinkie, and a better toddler is left behind



Collect the letters E, S, T, B and A and this gorgeous girlie provides you with a bonus challenge

LAND

learn. If you then repeatedly press fire, your little guy or gal comically bounces the monster sideways from side to side. Pause for too long, however, and your attacker escapes — and bashes you instead.

When an opponent dies, it releases a bonus. It might be points, in the form of a fruit, or it might be a weapon. There are five weapons in all and they're described in the box below (and across a bit).

It's all very well talking about the weapons as if they were just a slight hindrance but they are far more than that. Every type moves and attacks differently. Some of the better creatures merely wander aimlessly around in the hope that they might make con-

tact. Others baste it on you with unerring accuracy and speed. Then there are the really potent ones, like the leeching (throwing toddlers or the carnivorous worms that look out huge tongues to capture you).

Some of the later levels provide more of a challenge in that the upper part of the screen is inaccessible. The only way to reach these parts is to either reach holes or balloons that float up the screen or to use the teleport doors, depending on the level.

There are 22 levels in total. After each batch of eight there's a tougher than usual opponent to get rid of. The last is a series of both stinging crocodiles, followed by a giant

while that free babies at you! Best scores the trapeze-riding elephant and finally a mighty caped dude with a horned hat. (Actually, this is the evil dude who's kidnapped Tam and Rita's mom.)

Hardened gamers may find the first half of RockLand a little easy, and such slight through. But completing the whole game with only three lives should prove challenging enough for the vast majority of players, especially if you collect the flowers along the way.

The graphics are wonderful, with excellent animation on all of the tiny but highly detailed hi-res sprites. The big bosses are also beautifully rendered and their methods of attack are clearly different.

The two player option is good, but too easy, so if you don't want to spoil the surprises that the later levels hold, stick to solo play. RockLand is great game that looks cute but plays hard. In fact it's very difficult to pull yourself away from.

ANDY



Completing the whole game with only three lives should prove challenging enough



In wary of the worms. They look a bit stupid but their scolding tongues are deadly



It's the pathetic Abetal Girl near one and it's up to you! (Don't laugh — their tears are lethal)



But a cunning creature can be avoided on some levels if you use the teleport doors



RockLand occupies all its best. Stunning fun! If you have a look at Fairy Responder for details

Game	RockLand
Publisher	Storm
Cartridge	£ 11.99
Disk	£ 15.99
Release	September
Contact	011 220 3300

POWER RATING

THE DOWNERS...

- Early levels are a little too easy
- Designed games will miss through the two-player option

100

82%

- 22 glorious levels to get your teeth red hot
- Range of original creatures, each with different attack modes
- Beautifully simple graphics, expertly animated
- Minimal but wonderful use of level geometry, tough too
- Control method works well
- Presentation screens are cartoonish and well drawn
- Sound effects are great
- Teleport doors and balloons are lots of money features
- Bonus weapons are more fun and mighty useful

...AND THE UPPIERS

0

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THE HITS

2



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THALAMUS

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LOAD 10.666K EVERY SECOND

This is the ultimate disk drive for the C64. It can load in seconds, 64k in under six seconds. In fact, it should cost around £150, but you can win your very own brand new DD-001 3.5" disk drive because TIB Plc, the manufacturer's, have given us three of them to give away.

TIB have come up with a sleek 3.5" unit which fits speedily into the user port, rather than the usual slow old serial connector. It houses a fast Japanese drive unit. Loads a 49K game in around six seconds, and the disks can hold up to 700K of data. The trick is that the disks are not the old C64 format we know and love to hate, but in fact the same format as the MS-DOS disks used by IBM PC clones.

So in addition to fast loading you can use a side handle, transfer files from PC 3.5" disks too. TIB have been making bridges for over a year now, and they've used the knowledge to make the DD-001 very simple to use. Switch on your computer and if there is a formatted disk with a game in progress on a 3.5" disk drive, it will load automatically and instantly in seconds. If there is no disk in the drive, the system will wait as usual, but the drive system will be inserted between \$0000 and \$0080. (NB: The system can be moved if you need that space for a program.)

Sequential files are not handled as normal, but can be loaded using a jump block. Information about the jump block is in the documentation along with the drive. The disk formatting commands are basically the same as any normal disk, except you refer to the unit as device 8 rather than the usual 6. So, to format a disk, for example, you type:

```
OPEN 15,8,15
PRINT#15,"No-disk error"
CLOSE 15
```

Formatting takes about 1 minute and 50 secs. That too, is much faster than the 1541 and clones. Although mostly it has uses in program development, for fast loading and saving and high capacity, there are some games on 3.5" format already, some of which are included in the pack. And the good news is that TIB have already been in touch with major UK games publishers, and they have made considerable interest in supporting the drive, as it has all the benefits of speed and freedom from jump that a cost has, but without the production hassles.

Answer 3 simple questions correctly and win one of three revolutionary 3 1/2" disk drives.

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Listen

Do it before October 17. In fact, do it now. Think of your new head. Don't do it if you work for Future Publishing or TIB. You don't count. Do it even if you thought the bit about being destined to win was soft or if you think one head is enough. Don't mess at us if you don't win.

Here come the questions:

1. Why is ribbon cable so soft?
2. What is the actual disk made of?

1. What do 55, 05, 50, 00 and H0 stand for?

Try as many times as you like but you can only win once. Believe it.

Got no listings? A quick glance at this month's Inside Info pages will tell you that this is no ordinary issue. As lots of people have been asking how they can connect their C64 to the outside world, over the next two or three months that's exactly what technical editor Paul Lyons will be doing. Go to it, Tech Ed

In this and the next two instalments of Inside Info I'm going to explain how interfaces work, how to build a small test rig with lights so you can see the effects of your programming and how to drive motors and other powerful devices simply and safely from the comfort of your keyboard. This month we answer the question: "What is an interface anyway?"

PL

INS AND OUTS

All computers have interfaces — ways of communicating with the outside world. Keyboards, joysticks and printers are all forms of interface. On the C64, however, there are also a number of connections that allow other devices to be connected to it to exchange information.

Joystick ports: or, joysticks. These are switched inputs and work by simply joining two pins together in the same way that when you move a joystick, you close a switch. The joystick ports on the C64 use 8-pin D connectors and are quite commonly available. One peripheral that is simple, but fun to make yourself is a bank of up to nine buttons that plug into the joystick port and can be used as input for your own games. Watch this space for details...

Serial port: used on the 64 for printers and disk drives. This can also be used to connect two 64s together to transfer data and the like. This involves quite a bit of trick programming to get it to work correctly.

RF ports: for output to a TV. Televisions can't take "pure" video signals, so the signal is modulated (mixed) with another wave which carries the signal. When this modulated signal enters the TV, this carrier wave is then removed giving the pure signal again. However, some quality is lost which is one of the reasons that monitors give better pictures than TVs.

INSIDE

Video port: for output to a monitor. This is the pure unmodulated signal that gives you the best quality pictures from a monitor. Expansion ports: for lots of bits, but particularly cartridges. This contains lots of shakily input lines allowing things such as DMA (Direct Memory Access) which allows devices plugged in here to access RAM without going through the CPU — something that freezer cartridges do a lot.

Cassette port: or, for a cassette unit. And, most importantly to us, the user port.

THE USER PORT

Although the C64 has lots of ports, the User Port is the main one of interest to anyone wanting to connect their machine to the outside world. Turn your computer round and have a good look at the back. You can't miss

User port pin outs

What the Pins Do

- 1 On, also known as ground.
- 2 +5volts

Most bits in the C64 run on 5 volts and if you are building projects you can use the power from the computer rather than using weak batteries. However you can only take a very small amount of power from this port (150mA). This means you can only power a few chips and LEDs (Light Emitting Diodes — the power lights) from this power supply. If you try to connect normal bulbs or electric motors or the like to this power it won't work, so your C64 will probably crash and if your C64 might go to that great electronic scrapyard in the sky.

3 Reset

As we've said in Inside Info before, if you connect this pin to pin 1, you will reset the computer.

- 4 Serial port counter from CIA#1
- 5 Serial port from CIA#1
- 6 Serial port counter from CIA#2
- 7 Serial port from CIA#2

Each of the two CIA chips in the C64 has a serial line that can be used to send data — or take data in. We'll be looking at serial lines in an ign to come.

8 Handshaking line from CIA#2

When you want to exchange data between two computers you can't always be sure that both devices are running at the same speed. The way to ensure that both computers are ready to exchange data is to send a signal down the handshaking line, as if it is say "ready for the next bit of data". As we'll only be transferring small amounts of data, handshaking doesn't really concern us (yet).

9 RTN line

Serial attention In/Out. This is used by the C64 to start communication sequences on the serial port.

10 +5 volts

AC power directly from the transformer (500mA).

11 -5 volts

AC power directly from the transformer (500mA).

Like the +5 volt line on pin 2, you can use this power to directly drive projects rather than using extra batteries. However, it's not a good idea for the same reasons that it's not a good idea to rely on the power from pin 2.

12 Ground

As pin 1.

A Ground

Also as pin 1.

C FLAG

See pin 8 this is used for handshaking.

C P80

D P81

E P82

F P83

H P84

J P85

K P86

L P87

These eight pins are connected directly to Port B on the CIA chip. They can be used to send or receive data, either as a whole block (eight bits at a time), or individually. These are the most useful pins on the port. For our use they give us eight switches to which we can send signals into the C64 or program the 64 to turn on external devices.

M P88

This is pin 2 of Port A. It can either be used in the same way as pins P80-7 or as part of a handshaking system (see pin 8).

N Ground

Es. yes — as pin 1 again.

DE INFO

the user port (it's the one that has USER PORTY printed underneath it). The connector itself is a piece of plastic with 24 metal legs on it, 12 on the top, 12 underneath. Each connector is known as a pin, even though they look nothing like pins.

The pins on the top are numbered 1 to 12 from the left-hand side and A to H on the bottom. Perceptive technicians will notice that there are actually 14 letters from A to M, but I and O are not used.

The user port is connected to the CPU through a custom chip known as the 6526 CIA (and you thought only the Amiga used custom chip sets). CIA stands for Complex Interface Adapter and boasts a serious list of features, only some of which are accessible from the User Port.

1 2 3 4 5 6 7 8 9 10 11 12

XXXXXXXXXXXXXXXXXXXX

The User Port as it looks from the back of your CIA. Notice that the letters I and O have been left out. DON'T use an I/O...

DATA DIRECTION

As I said above pins C-H can be used to either send or receive data. So that the CIA chip knows what you want to do, you have to tell the Data Direction Register which pins are going to be used for what. Setting the DDR takes complicated, but it's not too bad.

The DDR has eight bits, one for each of the pins. If the bit is set to 1, the port becomes an output. If it's set to 0, it becomes an input. So, say you wanted to set pins C, D, E and F to be outputs and pins H, J, K and L to be inputs:

```

PIN      C  D  E  F  G  H  J  K  L
BIT      1  0  1  0  0  0  1  0  1
NUMBER  0  0  0  0  1  1  1  1  1
DECIMAL 128 64 32 16 8 4 2 1
  
```

To set the DDR we use a POKE statement. Unfortunately we can only POKE decimal numbers from 0-255, so we have to convert from binary to decimal. We've done this before in Inside Info, but in case you forget it, all you have to do is to use the little nifty DECIMAL above. Adding up the numbers with a 1 in the column, gives you the right value. So, in our example above the number is:

$$64+4+1+1=70$$

So to set the DDR we type (or add into a program) the following:

```
POKE 56279,70
```

Do's and don'ts

- ✓ DO turn off your computer before plugging or unplugging any interface.
- ✓ DO be careful with hot soldering irons. They can give serious burns and should be treated with respect.
- ✓ DO be gentle with components. Don't touch the pins unless you have to. It's very easy to snap pins off, completely ruining the bit in question. In addition, some chips are very sensitive to static and can be ruined with a single touch.
- ✓ DO check everything before you connect the power. Are the wires connected the right way round? Are the chips in proper-

ly? Are solder joints and connections tight? It's very tempting to plug your new toy in immediately, but ten minutes of checking may well save five hours of work.

✗ DON'T mess with mains power. Ever. Finding death by electrocution is neither fun nor clever.

✗ DON'T solder anything directly to your CIA. Even if you don't break it in the process, it will invalidate your warranty and make it impossible to test.

✗ DON'T think that just because you have a soldering iron, that means you can repair your CIA.

High-Line. If you take your tv Germany, this switch must be changed to give sound as a tv.

Video Port. High quality output for monitors.

Serial Port. Modems, printers and that other unique Commodore disk drive.



The Expansion Port. Many commercial cartridges and add-ons are inserted here.

The RF Port. Plug your TV in here.

The Video Port.

The Serial Port. This is the one that interests teachers the most.

(Note that even if you intend to use all the pins as outputs, you should always set them to 1.) Simple really, isn't it?

So, if that's your story, as mine was, set it up, how do we program it? Well, the port is at location \$B077 and is programmed in exactly the same way as the DDR, except if you need to read an input you PEEK it, and if you want to send an output you POKE it.

So, on our example above, let's imagine a situation where if we have an input on pins C and D (say two switches closing) we want to send an output to pins J and H. The program would look a bit like this:

```

0 POKE LOCK AT THE PORT
10 A=PEEK ($B077)
20 FOR THE INPUT WE WANT IS 3 10 0
30 B=AND(A,3)
40 FOR CHECK IF INPUT IS 3-IF NOT
   LOOK B&3
50 IF A AND 3=3 THEN 20
60 B= B 12 10000 50 PEEK J AND H
70 PEEK 56279,48
80 END
  
```

As long as you remember how to work out the numbers in binary, it's quite simple (Phil South's Back To Basic column is full of

lessons in binary) — take away the REM statements and you have a three-line program. That's all there is to it.

Okay, you've patiently read all this and now you're thinking that this is all very well, but how can you actually use this info? Well, send this off handy and I'll show you what we get to work next issue.

NEXT MONTH

Inside Info gives almost 1700 drawings you have to build a CIA powered LED array (not of little lamps) and watch them on and off from within your own BASIC program. This is a simple project which not only gives you a way of knowing if your interface programs are working, but is also the starting point for producing bigger things.

The components needed cost between 75 and 170, depending on the type of bits you buy. And I'll also be showing you a way to build the interface without any soldering... just in case you can't hand, or don't like using a hot soldering iron. See you then.

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The Mighty Brain

SPRITES ALIVE

Dear Mighty Brain

The Action Replay V1 will not print sprites but on your screen shots of Creatures the sprites are fully visible. I would like to know what sets used and where can I get such a utility.

Now if you can get the old grey cells jump-started here are a few questions:

- 1) When will James Ponder's available for the C64?
- 2) Never Ending Story 2 - release date?
- 3) Battletace was mentioned in Snappers QPS, any further development?
- 4) Have you heard of a Utility Disk by Tillogg? If so how about an address, etc.
- 5) What about a utility section, listing the various utilities and their worth and giving them a rating similar to games reviews?
- 5 a) HiL, Luton



The screen sniping happens. Look's smart but so-so... easy game to have and even so check out the review on page 58

Our method of getting screen shots onto paper is a bloody painful secret. Even the team don't know how it works (trust you, no surprise there).

- 1) Sorry, Billerium have decided not to bother with a C64 James Pond.
- 2) Check out our Power Tool on page 66.
- 3) When the C64GS was launched, a certain hardware manufacturer listed potential cartridge releases without knowing for certain whether they were definitely being produced. Now, with the demise of the GS, a 64 version of Battletace looks extremely unlikely.
- 4) Tillogg can be contacted on 0274 697113.
- 5) We'll definitely be doing deals on C64 util-

As autumn falls and the seasons cycle once more, mere mortals wonder at the underlying meaning of it all. Then the smart ones write to The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath BA1 2BW and ask him

See - look out for a companion between utility cartridge soon. However, there's just not enough various hardware or software released each month for us to do a monthly column (besides, we don't have the room).

TMS

COMMODORE FORM ART

Dear TMS

I'd like to see if you can congratulate your art designers for the wonderful artwork and colour re-creation in DF13 (especially pages 44 and 45). Secondly, I'd like to ask you if the C64 is really fading into history, as where I live, most of my friends are turning to the Amiga (yawn). Now for the brain cell burning questions:

- a) I read that there was a design fault in the C64GS. Because of this, retail outlets don't work. If that's the case, is there any way to bypass this difficulty?
- b) In your truly honest opinion, what do you think of the SMP1233 printer?
- c) Are there any DTP programs for the 64 on cassette (and if so how much)?
- d) What sort and make of modems are available for the 64 and are they any good?
- e) Is it true that there is a way to get more colours on the 64? If so, then could you tell me how to achieve this (a program would help) and have any software houses made

games with more than 50 colours?
Michael Linko, Hertford

Thank you for the compliments. Ollie and Lam do a fine job. (Why else do you think other magazines copy us?) As regards the C64, don't write it off just yet. Commodore are being very bullish about their plans for the machine, and if it's games you want to play, the C64 does them better, for less money, than any other machine. Nice on with the answer. (I) The DF suggests use a C64G if the time is the office and it works fine with our Action Replay cartridge, so I wouldn't worry about it. (I) What, it's definitely a printer.

- a) In a word, no.
- b) Most modems work via an RS232 interface, so get yourself one of these and you can plug almost any modem into your machine. You'd be wise to occur the small set of New Computer Express for some real bargains (there is a specific section on modems) and why not get in touch with the Independent Commodore Products User Group (ICPUG) on 081 851 2450? They can provide more information.
- c) There's no way to increase the number of colours in the 64's palette, but there are clever software routines to give the impression of more colours. Addison's Dragon Breed uses very rapid colour switching to give an intermediate tone, and ICP members have produced a 'PS-File' facility which

PASS THE SOAPBOX

Dear Mighty Brain:

There's probably not much point in the writing this letter because if it's not written in English, it doesn't have a list of numbered questions (paragraphs) that are (they're) and if it doesn't say "O mighty brain you are all powerful and CPUs fear and mega and goony and all the other mega are rubbish." Because of this you will ignore this letter and print one written by a seven year old asking which part on their Asterix or CBM cartridges is into.

Nevertheless (word Long word) I hope all the readers can understand if I am writing to express my utter distaste of the letters you printed in CFT1.

Five letters over two pages.

You must be scraping the bottom of the barrel, or perhaps those letters were the pick of the bunch. I certainly hope not. I've got a few things to say now as you see the soapbox.

First of all, I have to tell the record straight with Peter's "Create Me" Matrix. Firstly, the boxes used by both magazines are mostly (and I mean mostly) the same. Well they were for the August issue anyway. Secondly, more pages of 84 stuff than any other mag, doesn't sound a bit like "three 84 reviews than any other mag", with slight changes. And to my mind it's not a slash phrase - it's a sentence on the same.

ZZAP! 84 (by Gail): You won't print that without reviewing it! did not get rid of Amiga reviews to be more like CP. They got rid of Amiga reviews for the same reason that magazines about Mountain Bikes don't have sections on Match Fishing - nobody reads them. Next, ZZAP! has always been witty and so has CP, so I don't see a problem because ZZAP! has been around as long as longer than CP. ZZAP! cut themselves the "original and best" because (6) no other magazine for the CBM has been around as long in its present form (or original) and (9) quite a few people (including me) think that they are the best of the CBM magazines. I'm sure that just because Peter Martin praises CP (and that's entirely his choice) will still by CP and ZZAP! will be forced to remove the word "best" from their cover.

Next, there were two letters in CFT1 asking why C16 games won't load on the CBM. One of them asked if they could change them so they would load on the 84. CP course you can't change them. You simply need an expert working knowledge of assembly language on both the C16 and CBM, a disassembler for the C16 and assembler and whatever else programmers use to write games on the 84. Because basically you have to rewrite the games, I would have thought that was

obvious. And it's also obvious to everybody that programmers don't use BASIC. Or is it? Perhaps not, considering the standard of letters you print.

Well, now I've mentioned ZZAP! and said that you're not the best magazine in the whole wide world. I've assumed that you won't print this letter. But I just wanted to make my views known. Scott Leach in CP had a good column about the standard of letters you print, but nobody took a blind bit of notice. If you don't print this, I'll know you only print letters from seven year olds who write in English. In addition this letter will be far too long for you because children of primary

school only have an attention span of about two minutes. Don't they? So they won't bother to read this. But I hope you do take heed of what I've said. Matthew J. Laney, Clifton End

Gail, will you certainly make up on the writing side of the November this morning, aren't you? The story that you have such a low opinion of your lot of CP readers and their quest for information. I'm here to answer people's questions and that's what I'll continue to do - irrespective of their age, their level of edge of the CBM and its market, or the colour of their crayons. Although their questions may seem obvious or even asked at you, to someone who doesn't know the answer it's just another problem that needs solving.

All the end of the day, I can only answer the beliefs that are said to me. I try to include games both complete and controversial but like it or not, the majority of CP readers are young and new to the world of CBM gaming.

With regard to Peter Martin's letter, you cannot fail to agree that ZZAP! have dominated heavily from the general buy-out and design of Commodore Personal. (Compare the reviews of Supremacy for instance). And while Peter may have chosen the wrong things to highlight, his accusations of plagiarism are certainly upheld by the CP team.

Follow your own logic about mountain biking and match fishing and you also have to admit that ZZAP! did hit the equivalent of match fishing feature for a couple of years! I don't mind to the right and you admit to preferring ZZAP! However, don't be too surprised to find yourself in the minority. CP sells over 60,000 copies each month, while the mature, adult and definitely readable ZZAP! can only muster around the 60,000 mark. Maybe we're getting something right after all, or are we?

TMB

enables you to use more than four colours per character block. For most users, though, it is all you get. TMB

65 QUESTIONS

Dear TMB:

- 1) Why coloured six-panel interior door. £26.95 at BVC?
- 2) When the C80 comes out, will cover tapes work on it?
- 3) Will you have to load in a workstation like on the Amiga?
- 4) Will its games be Amiga priced?
- 5) Will the Proseal Cartridge, the Action Replay Mk VI cartridge and the Expert basic-cop cartridge work on it?
- 6) Will it have a larger memory?
- 7) This block I bought says it will take Amiga games. Is this true?
- 8) Will C80 games work on a C64?
- 9) Has much left to cost.
- 10) Any special reason why the Level 1.1 map for Turbans is it upside down?
- 11) How come Vega's light gun is apparently real, huh?
- 12) If your IQ is 100-110 how come you haven't written or why aren't you writing the ultimate computer game?
- 13) Can I send my cassettes to become cassettes (blast, I've misread that). Can I send my cassettes somewhere to become cassettes?
- 14) Alex Raine, Phil Beedlow
 - 1) You are, are as mad as a fiddle.
 - 2) Only if it's totally C64 compatible.
 - 3) Doubtful - if they do everyone should write a letter of complaint to Commodore.
 - 4) It's possible that the first games might be more pricey than C64 games simply because there will be a smaller market. However, as regards the first price point, only time will tell. A few 2's.
 - 5) As it's promising a larger colour palette and higher resolution, it better had!
 - 6) Your mate is wrong. If it can Amiga games, it would be an Amiga wouldn't it?
 - 8) Nope.
 - 9) I wouldn't worry about the price just yet. Commodore reckon we won't see anything until at least Christmas 1989 - if at all.
 - 10) Er... yes. Andy is half fat.
 - 11) Oh or if I look out for a light gun round-up game! soon...
 - 12) I already have. Unfortunately, that was several big bang ago...
 - 13) None of the stuff on our cassettes is protected (well not heavily, anyway) so why not invest in an Action replay card? It's a bit pricey, but you won't regret it.

TMB

DOCTOR DOCTOR

Dear Mighty Brain:

I am 18 years old and interested in becoming a surgeon. I would like to know if anyone will release a good doctor simulation game in the Commodore 64. I would buy an Amiga and get Life And Death, but four hundred quid is a lot of cash just for one game and in Life And Death, you only perform stomach surgery. Besides, I'm sure the C64 is more





Don and Andy never want their other turtles' advice either... are on the opposite page. Look for our exclusive PhotoVision on page 12

than that of such a game. It would't be much more difficult than a flight simulation.

Life And Death 2 - The Brain looks okay, but I have to buy an IBM PC for that! Rather than Pace I buy a new computer (which I can't afford). I'd much prefer a good surgery game on the good old 64.

Come on Mindscope or whoever you are, let's have a game where you can perform operations like broken legs, blood transfusions and even total hysterectomies on little kids! It would be the ideal game for budding young surgeons like me, or for regular game players with sick minds.

Simon Morgan, Nottingham

I can't make my mind up which one you are... building weapons or complete chaos. Since surgery takes years and years of intense training, I think a C64 surgery game would be dangerous. Before you know it, you've got kids up and down the country taking out their own appendix! No, sorry. You're just a doctor.

TMJ

TIME BOMB

To Mighty Brain
Sorry for wasting your time, but I have to get these questions answered or I'll explode into a pile of loosed Neon question time:

1) Do you know the addresses to these software houses: System 3, US Gold, Ocean, Empire, Thamus, Rainbow Arts, Activision, Encore, Domark Lucasfilm, that's 8. I want to write to them.

2) Do you know, Oh Mighty Brain, if there will be an arcade version of Teenage Mutant Ninja Turtles on Commodore. If so, who'll be making it?

3) Could you please review Pipemania because I want to know if it's worth buying?

4) When you do Burlesk Of Joy on C64, you forget to put in the special action pack! Could you please do a review of it, it's programmed by Ocean.

5) E...
6) What's the C64 team's favourite non-soccer game?

Steve Dallas, Victoria, Australia

Blimey! To save you becoming a mound of beached calcium, here we go!

1) System 3: 78 Penborough Road, Brentwood HA1 2RD; US Gold: 6185 2nd Horizon Pkwy, Astoria, Birmingham 08; Ocean: 4 Central Street, Manchester M2

202; Empire (Entertainment International) 4 The Staircase, London North Trade Centre, Bedford, Essex SS13 6DU; Thamus: 1 Saturn House, Culver Park, Aldenham, Berkshire RG7 4DW; Rainbow Arts, 7-9 Burnham Trading Place, Lawton Road, Clarendon, Kent DA7 5BN; Activision (sorry, they no longer produce C64 games), Encore (Elli) Anchor House, Anchor Road, Abingdon on Thames, West Midlands B40 9PR; Domark: Ferry House, 51-57 Lucy Road, London SW13 1PQ; and finally, Lucasfilm, PO Box 2009, San Rafael, California 94112, USA. Phew...
2) Yes, there is going to be a version. Pete are coding it for Imagination... and guess who's got an exclusive playable demo on their next issue?

3) Pace not Pipemania from Empire (C64 547/22) is an absolute stinker. It was released before CP came into being, but be assured this is a great title game. Get it if 4-Opener's Action Pack contained Captain Blood, Driller, The Vindicator, Galaxy

Thompson's Olympic Challenge and SDI. And if you want my advice, buy it. It's an excellent game.
5) Um...
6) Well, Steve and Andy are both addicted to Speedball 2, while Sean has really got into the 3D Construction kit. We don't get Lem and Cliff play games - they'd break them. **TMJ**

CART COPY

Dear Mighty Brain
In C64, you said that it's impossible to hack 'N' pirate carts. But having read a letter in another C64 mag, this guy was saying he had seen versions of Shadow Of The Beast, Astrocop II and SDI on disk. So I'm utterly confused. Can carts be transferred to-disk and then played?
Christopher 'Goo' Mulroy, Woking

Generally, cartridge games are very difficult to pirate - but we don't say impossible, and a C64 cart is just another way of storing data. If you can get at the code, you can pirate it. However difficult the task, there's always someone who rises to the challenge.

Brain Storm

Commodore's 6441 which has an optional joystick. Buy yourself an optional joystick to photo test and off you go.
TMJ

I have two 64's. Are there any advantages in having two? Don't look them up and play fast to find, if an war it needed?
David Robinson, Tully, Australia

There was a game from Decapod called Brain Tornado. This allowed non-players to delight using linked 64's. However, that was about four years ago so just where you'd get it now is anyone's guess.
TMJ

What is the best two-player game around?
Stephen Smith, Manning

Here's a list of the best: Speedball 2, Lotus Esprit Turbo Challenge, Armorys, Loaddown and Jigs versus Ballistics, Frog, 326V, Star Control... what else you want?
TMJ

Is this short enough to get it?
Yours always
Jonathan 'Bob' Fox

TMJ

Is there going to be a Disk Of It?
Barry Coombs, Lymington

We have a fine good authority that a cart version of 808 08 is under way. More news as and when...
TMJ

Are there any other golf games except Loaddown and Pro Golf?
Max Murphy, Dublin

You could try Mileage Golf from Ocean 0742 704220
TMJ

Dear TMJ...
What does STX stand for?
James Johnson, Tisbury, Wiltshire

STX stands for 'system file' and is used to call and execute a machine language subroutine at a specified address.
TMJ

What can you comment on the AudioVideo system?
Mark Ayle, Chesham

The A/V socket works on all versions, but we don't suggest to you can use a composite video monitor.
TMJ

Please bring back the Double as it's brilliant.
Matthew Coombs, Plymouth

Yes. By popular demand, the Double will fall being made again next issue.
TMJ

Does the Commodore 64 produce stereo sound? I want to attach my Commodore to my HiFi system, and I wanted to know if there are made that I can get to do this?
Peter Parkhurst, Duxley

The 64 can't stereo, but you can still get the sound signal through an amp and speakers. Two ways: 1) Use up the sound bus from the A/D socket (24 pins 8 or 9) get a module like

BACK TO BASIC

Taking pixels to bits, Phil South continues to explain how sprites work in his series about programming for beginners.

If there's anything you want to know about the Basic language or if you've got a program you'd like to share, write to Back To Basic at the Commodore Format address

Last month I told you all about normal frames made graphics and how to generate them. Well, there's another shade you really ought to know about, and that's multicolour.

There's a limitation on the number of colours you can put close together. In fact in normal high resolution mode on a C64 you can only put two different colours on any one character square. Ticky though this is, there is a solution — multicolour — which allows you to put any colour dot next to any other colour dot. The limitation here (and there had to be one) is that the pixels in multicolour mode, instead of being single pixels, are in fact two pixels stuck together. So although you have more flexibility with your colour placement, you have slightly chunkier pixels.

Although you might think this would seriously damage your pictures, only having half the horizontal resolution you normally have, on a TV it's hardly noticeable, and being able to place groups of different colours next to each other means you can do 'anti-aliasing' tricks, like putting a dot of (darker blue on the edge of a lighter blue) pixel together with a black background. Anyway, here's how to program it.

MULTICOLOUR MODE

To get to multicolour mode, you have to do a slightly weird line in Basic to call up the new mode. Obviously, if you're in the normal screen mode this won't make much difference to the way the screen looks, except the characters on the screen might look a little bit fuzzier. If you snap into the new screen mode for graphics, the effects will be much more pronounced.

Multicolour mode is called up by setting both bit 5 of register 53276 and bit 4 of register 53275 to 1. The line which does this goes like this:

```
POKE 53276,PEEK(53276) OR 32: POKE 53275,PEEK(53275) OR 16
```

— which looks silly but it does the job. To turn the mode off all you have to do is type in this:

```
POKE 53276,PEEK(53276) AND 255: POKE 53275,PEEK(53275) AND 255
```

Although these lines of code look big and incomprehensible (which, in fact, they are) after a few times of typing them in you soon get the hang of it.

The best way to shorten the lines and make them easier to understand is to use variables for the numbers, like so:

```
A=53276:A1=32:A2=255  
B=53275:B1=16:B2=255
```

Then all you have to do is type these lines for us and off you go.

```
POKE A,PEEK(A) OR A1: POKE B,PEEK(B)  
OR B1  
POKE A,PEEK(A) AND A2: POKE B,  
PEEK(B) AND B2
```

— which is a bit easier to remember. See this month's program for more details about how you can mess around with multicolour screens and why you'd try to clear lines in multicolour mode, by turning on a high res graphics screen, as I said before!

MULTICOLOUR SPRITES

In the same way as you can turn on multicoloured screens, you can have multicolour sprites too. The principle is about the same as for ordinary sprites, which we talked about

in greater detail last time, but you have to be a little more careful about how you give the information to the computer. The way to write the program doesn't change much, but the actual data you feed to the sprite is going to be more complex.

To tell the computer that a sprite is multicoloured, you have to say:

```
10 POKE 53276,PEEK(53276) OR 255
```

— where 255 is equal to the sprite number you wish to be multicolour. And just like using the mode to affect a screen, there is another command to turn off the multicolour mode on a sprite. You must do this line:

```
10 POKE 53276,PEEK(53276) AND 255-255
```

And once again, if you substitute a variable for the 53276 it makes it easier to type.

```
5 A=53276: POKE A,PEEK(A) OR 255: POKE A,PEEK(A) AND 255-255
```

This program won't do anything, because we haven't loaded a sprite into the computer.

The definition is empty and so nothing appears on screen. And besides, the on and off commands are right next to each other, so it wouldn't be visible anyway. But these lines here are just to show you what its type, they aren't really meant to be running programs!

Okay, defining the sprite is pretty much the same as we talked about last time, except the colours for each dot on the sprite are pairs of bits rather than single bits. So instead of having 24 bits of data, you have only 12

bars, instead of a single bit that can be on or off, you have two bits.

So you have two bits which can be either on or off, giving you two options:

000101

Each variation has a different meaning, and these are what they mean:

00 - Transparent
01 - Multicolour 1
10 - Single colour
11 - Multicolour 2

The colours for 00 and 10 are the same as the colours in the normal sprite definition, and the two extra colours are used when the bit pair are set to 01 and 11. If all sounds very complicated, I know, but read through last month's sprite definition routines, and then take a look at the palette again after you've read that. It is all logical, promise. Next month I'll have a special newsletter for you to use, so I'll fill in more detail then.

That's all for now. Next month I'll be looking at interesting ways you can mess about creating new character sets from your old ones. See you there!

YOUR LETTERS

The mail bag grows heavier with more of your letters and programs each day. Thanks very much for your submissions, and remember that if you want to see a program of yours in print, then you'll have to make it a

small one. I've been sent some very nice, but colossal programs, and frankly it doesn't matter how clever they are, I can't spare the space to print them. Secondly, can you send a listing of your program for me to read with your letter. You can send a tape or disk as well, but please send a listing on paper, if help me to get a clear picture of what it is you're doing in the program, which is not always apparent from looking at a screen full of code! Send your letters to: Phil South, Back To Basic, Commodore Format, 30 Millbank Street, Bath, Avon BA1 1 2DQ.

Anyways, see the latest Post a piece. Best Paul Kewthabout Horseshoe Pond 6.

Dear Phil

Here is my attempt at a program to scroll a long message across the bottom of the screen (instead of printing sections of the string each time). The routine scrolls the variable \$C to the left and then adds the next character from the message (loaded to be P1) on to the end. This allows the message to be scrolled onto the screen one character at a time and makes repeating the word much easier. By changing the length of \$C the number of characters displayed can be changed.

Next up we have Dave Manager of Sheffield, who very kindly offers to copy of Zorro's Zax to K Parker who wanted it. But unfortunately I've lost K Parker's address. So if you want to write into me again, I'll get you two together.

Steve also says:

Dear Phil

If there are any Commodore owners out there, please get in touch with me, as I'll be glad to be swap programs.

Anyone wishing to contact Steve can do so by sending a letter to Back To Basic, and I'll forward it on.

Andrew Kincaid is a little confused about CDS and the Back To Basic listing:

Dear Phil

In CDS/20's Warrington's article is inside into showing a program on how to design your own character set. But he didn't explain in detail how the program works, for example line 20 contained a POKE \$DE. This completely baffled me, I have never come across this POKE in my life, I would like Back To Basic to explain it to me in greater detail. Please give us a lesson in designing your own characters in Back To Basic soon.

Well, Andrew, POKE is according to my Ping-Pong Guide (I had to look it up, as it's been a while since I used this function) is a pointer to the bottom of string storage. Meaningless in itself, but what it did this time does is reclaim space from the area that Basic reserved for itself in memory, and this allows you to place your new character set in this place. In answer to your question, I'll be doing how to change your character set in next month's Back To Basic.

Now a writer from Australia, namely Danny Price from Tasmania:

Dear Phil

I come from the down under of down under, or Tassie as we call it down here. I was, recently reading your Back To Basic installment in the totally red CPT, when I thought I had something of interest for the readers, about screen colours. Use this program

10 A=32280 B=32281 30 POKE
A,X POKE B,Y

where X and Y are the following numbers to get these colours:

Brown - 9, White - 1, Black - 0, Purple - 4,
Cyan - 3, Blue - 5, Green - 13, Light Blue
- 14, Grey - 12, Red - 2, Pink - 10,
Orange - 8, Yellow - 7

The number 32280 is the border colour, and the 32281 number is the screen colour. Here are a few programs that I've found have interesting effects:

Program 1
10 LET C=120 PRINT C\$ LET C=C+145
GOTO 20

Program 2
10 PRINT CHR\$(205.5+RND(15))
GOTO 10

Program 3
10 A=120 IF T=C+150 THEN GOTO 20

```

00 MC="THIS ROUTINE ALLOWS YOU TO SCROLL
01 MESSAGE OF UP TO 255 CHARACTERS
02
03 MC=MC+CHR$(1)
04
05 MC=MC+CHR$(1)
06
07 MC=MC+CHR$(1)
08
09 MC=MC+CHR$(1)
10
11 MC=MC+CHR$(1)
12
13 MC=MC+CHR$(1)
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```

Paul Kewthabout's solution to Microsoft's problem (due to very sophisticated and makes it easier to change the message that scrolls across the screen when the program is run

Blow by blow - that listing in full...

Here is the multicolour screen demo, showing you how to create and use screens in multicolour mode. Pressing F1, F2, F3 and F7 advances the colour registers and reach so you can try out various different colour combinations until you get what you want.

Line 10 sets up the variables VIC and COL to be the values of the start of the VIC chip and the start of colour RAM.

Line 20 clears the screen.

Line 30-60 sets up the first loop, which FORKs the screen with the full character set in normal and multicolour modes.

Line 100 advances multicolour mode.

Lines 200-240 wait till you press a key, then after that check to see if you pressed a function key. If you *didn't* nothing happens. If you did it finds out which one you pressed and changes the colours of the screen to either of the two multicolour colours.

240 looks again to see if you pressed an F7. If you *did* it lets the program look at the next line, it *did* it sends you back to 200.

Lines 250-260 do a crazy routine setting

every other character to COL, colour after each F7 key stroke.
Line 270 returns you to the main part of the

program. And there you have it. Remember, when you've typed in the listings and checked them, save them straight away!

```

10 VIC=53248:COL=55296
20 CLEAR
30 FOR J=0 TO 255
40 FOR K=0 TO 255
50 FOR L=0 TO 255
60 FOR M=0 TO 255
70 FOR N=0 TO 255
80 FOR O=0 TO 255
90 FOR P=0 TO 255
100 VIC=VIC+2:PEEK(VIC+2):OR 16
110 COL=COL+2:PEEK(COL+2):OR 16
120 THEN FORK COL+J+2:Q
130 THEN FORK COL+J+2:J+2:Q
140 THEN FORK COL+J+2:J+2:Q
150 THEN FORK COL+J+2:J+2:Q
160 THEN FORK COL+J+2:J+2:Q
170 THEN FORK COL+J+2:J+2:Q
180 THEN FORK COL+J+2:J+2:Q
190 THEN FORK COL+J+2:J+2:Q
200 IF A$="" THEN GOTO 270
210 IF A$="F1" THEN VIC=VIC+256:COL=COL+256
220 IF A$="F2" THEN VIC=VIC+512:COL=COL+512
230 IF A$="F3" THEN VIC=VIC+768:COL=COL+768
240 IF A$="F7" THEN VIC=VIC+1024:COL=COL+1024
250 VIC=VIC+2:COL=COL+2:PEEK(VIC+2):OR 8
260 FOR J=0 TO 255:FOR K=0 TO 255:FOR L=0 TO 255:FOR M=0 TO 255:FOR N=0 TO 255:FOR O=0 TO 255:FOR P=0 TO 255
270 GOTO 200
  
```

The multicolour mode screen demo is quite short, so it should be easy to modify. Check out 670 and 677 if you don't know how to generate these inverted "control code" characters.

Program 1 prints a list of numbers, okay not very interesting but fun to watch how fast the Commodore can count. Program 2 prints up a maze on the screen. A-mazing, huh? (Maze goes = 0's) Program 3 uses the timer variable TI to put a short pause in your program. That's all, except I was going to send

you a great book on Basic, for the 64, but I'd already used the envelope.

First, must have been a very thin book, judging from the size of your envelope. (But thanks for the tip, cobber. Or don't you. Course call people cobber anymore? By the

way what's happening in Neighbourhood of the Nomain? (Oh stopit, Phil. Home And Away's much better... Coppel - Ed)

Now then, then during of Course has written a program to help you get your system together. Basically it is a Binary To Decimal Converter routine, so you can tap in the numbers and out comes a nice neat number for you to tap into your cassette deck/drain. Nice one. Best! And Best's all we've got time for. Keep writing, please.

Homework prob no. 8

Okay, you've seen multicolour mode. Now try writing a program that creates and bounces a multicolour sprite around the screen, but you can't do it. No no.

```

10 REM BINARY TO DECIMAL CONVERTER**
20 PRINT "*****"
30 INPUT "ENTER AN 8-BIT BINARY NUMBER:"
40 IF LEN(A$)>8 THEN PRINT "8 BITS PLEASE"
50 A$=RIGHT(A$,8)
60 C=0
70 FOR S=8 TO 1 STEP -1: C=C+1
80 IF A$(S)="1" THEN C=C+2*(2^S-1)
90 NEXT S
100 PRINT:PRINT A$;" BINARY =";TL;"DECIMAL =";C
110 PRINT:GOTO 10
  
```

Best! Balling's Binary to Decimal Converter is a very useful piece of code you should keep handy. If you're following Paul Lynn's 'reader info' project, you can make use of it there, too.

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To celebrate a whole year's worth of CB, Back to Basic is giving away some techy goods for would-be coders. As well as a whole host of C64 programming books, we'll also be sending the winner an Action Replay III V1 cartridge. These feature-packed carts are great for joystick-wielders as well as keyboard-tappers and are the ideal accompaniment to any C64 setup.

What all this means? Then you'd better enter the competition. And what do you have to do? Well, why not take a quick whiff of the questions over there. (No, the other side, silly...)

Here they are:

- 1) What do RAM and ROM stand for?
- 2) What does BASIC stand for?
- 3) What happens if you POKE \$1234, 8 when it is a variable quantity shown at random from values between 0 and 16?

Right. Whack your answers on a postcard and send it to Back To Basic Corner, 20 Stonehouse Street, Bath, Avon BA1 1BA, in writing no later than October 17th, 83.

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DRAGON'S KINGDOM

With three seconds of starting play, it's obvious that the programmer of *Dragon's Kingdom* is a real *Shovel 'n' Gears* fan. In fact, he's so keen on the game that he's decided to rewrite it, take out the messy graphics and make it even harder.



To say that *DK* has been influenced by the famous Capcom coin-op is something of an understatement, but decide for yourself. You control a small knight who must traverse a scrolling landscape in order to reach and defeat an evil dragon demon called Gertie. Along the way he has to leap over rocks, climb ladders, cross bridges and jump over gaps. A constant barrage of demonic adversaries do their best to kill our hero, but luckily he has two lives. The briefest encounter with an opponent removes one full life, but allows him to continue another touch and it's back to the last rest point, which is briefly displayed on a map of the whole quest.

Your charge starts his mission armed with an infinite supply of swords which are hurled directly at incoming enemies. Later



on, this is swapped for a battle axe. Now, you don't have any option in selecting this weapon - you can't jump over it and you can't avoid it. And, unfortunately, it's a trap.

The thing is Gertie is in a huge and, neatly snoddy egg roll-down in the immediate proximity.

By now you should be having a cumulative attack of rage vs. True, later levels do deviate from the *Shovel 'n' Gears* layout, and Gertie haven't bothered trying to imitate the huge end-of-level guardians (in fact there aren't any) but *Dragon's Kingdom* is a real rip-off!

The golden rule in borrowing (well, stealing) ideas is that you improve upon them, but Gertie has failed miserably. Poor game design results in alien attack pat-

'You can hurt axes as much as you like, but these little wonders won't die'



terns which aren't identical each time you play. Just when you think you've got it sorted, they change the rules, as if even in a game as tight as this, it means that your learning curve is flattened.

Another tip in the book is to use the old control method. You have to hit a clear diagonal to jump and then you can't clear an object if you're standing right next to it. AAAAHHH!

Combined with distant rest points and all-right collision detection, playing *Dragon's Kingdom* is ridiculously difficult and incredibly frustrating. The game is only

just bearable with infinite lives - it must be bordering on the impossible without. There aren't even any clever cheats or programming tricks to relieve it. It sounds and there are prizes - it would have looked unimpressive in 1986.

These days, it's a bit of a joke. By now you should have a pretty good idea of what *Dragon's Kingdom* is like. And if you've got any sense, you'll avoid it as you avoid a real *Demon* called Kooler standing over a half-eaten body.

STIVE

Name	<i>Dragon's Kingdom</i>
Publisher	Gemstar
Commodore	£9.99
Disk	£9.99
Release	Out now
CodeStar	0482 682348

POWER RATING

THE DOWNERS...

- It's hard, very hard and stupidly hard - in that order
- The visuals are fairly competent - and that just isn't good enough
- Gemstar
- Small game area is compensated only by severe difficulty
- Annoying faults in the game structure, like poor rest points and lack of reliable ropes
- Into enemies, with no wall boundaries and the glib hit
- Achaic control mechanism - you can't jump over an object if you're standing right next to it

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- Soundtrack is quite a nasty bit of a number
- If you're built of cleaner stuff, you might find some reward in this with challenge

...AND THE UPPERS

33%

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Yes, I know it looks crap, but this Dragon-back Chase HQ plays like a pretty damned good. It's fast and the 3D works a treat (as long as you sit far enough away)



On level one, you have to guide Basilisk through Fantastic, onerous doorways and climbing stairs in order to find a rope (2F hint - it's a lot simpler than it looks - one big jump is all it takes)



And here's a movie still of the same section, with Fantastic's flaring one of Xanthir's latter-style minions. As you can see, the game has captured the visuals perfectly - it's just a shame that it's too easy...

Handy up everyone who want to see the movie? Three... Right, well since I rate one of those who didn't put his hand up, I'm afraid I haven't got a clue as to the plot of the movie. This doesn't really matter since most film-based games don't either.

As with a lot of movie tie-ins these days, *NEST* is split into levels, each with a different theme and featuring nicely varied gameplay. In this case, I've got to hand it to Linal...

NEVER ENDING STORY 2

...they've sure managed to cram in a load of game ideas and styles.

There are six levels, which include a two horizontal scrollers, two vertical scrollers, a first-person perspective Chase HQ style game on a dragon's back plus a stunning revolving tower sequence.

Every level works pretty well, but after only a few plays I managed to get through the first level. Then the second, then the third. And before you know it, I'd finished the whole

game. It cheated a bit by saving out levels using an Action Replay cartridge, but afterwards I did manage to play it from start to finish with no help whatsoever.

So, what do you do? We've got a really nice little game, plenty to do, more variety than *Knight's* eight-pack and really slick presentation... But you can finish it in a couple of plays. When I first started playing, *NEST* was heading for an 'It's A Conker', but

I'm sure most gamers could crank it in one day. In this case I can only suggest that you might buy it if you're completely crap at games, or are looking for something to keep your kid brother or sister occupied - for a while.

STVA



Name	Never Ending Story 2
Publisher	Leaf
Cartridge	£19.99
Disk	£15.99
Release	October
Contact	0854 472264



All the start of level four, and progress are limited to this persistent revolving tower sequence, as Basilisk and Always walk down a spiral staircase



And this is the bit from the movie. Just what Always is doing (climbing back a chain to somebody's rescue. However, to save one it the next bit...)



In each level, Basilisk combats the latter-men by sprouting them with an arrow, creating their spawning down the central well, while Always finds them off with his chain (and, 1000 gold)



The third level sees Basilisk climbing the outside of Xanthir's castle in order to rescue Always. This is the weakest section of the lot, due to some strange gameplay quirks



The penultimate section has you piloting Artek the horse through a forest full of hazards, very much in the vein of *Waltz Of The Seasons*

POWER RATING

THE DOWNERS...

- Entertaining it may be, but it's not so far too easy to complete
- Levels are too simple - it's just a matter of memorising the attack pattern/enemy layout
- Stage 2 is poorly structured - you have to lose a life to finish the level!
- Each section is quite short

100

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58%

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- Flawless good soundtrack and tight open effects
- Great graphics, contributing to the stunning revolving tower section
- Range of variety in game styles and gameplay - no two levels are the same
- Play options are beautifully drawn and animated
- The exceptional graphics can be a sight for sore eyes

...AND THE UPPERS

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Database

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2 STOP PRESS & MOUSE

Database

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Description	Price	Order No.
S/P & Mouse	£24.99	CM196

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Programs

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Description	Price	Order No.
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Database

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Programs

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OLD SETBACK

Right, no messing - let's get straight down to business. US Gold's new Sega conversion is called *Alien Storm*. It's reviewed on page 58 and if you haven't already jumped at the new screenshots and read the sparkling text, go and do so as soon as possible.

To further bring your attention to this game, US Gold are offering a stunning Sony video as a prize in this easy-to-enter competition. The SLV-676 is the latest state-of-the-art VHS recorder with such convenient features as picture-in-picture, programmable LCD remote control, long play mode, an screen data display plus a range of other features, with dubbing, all that and... basically, it's a stonker.

This piece of kit is worth 500 quid of mythical money (more or less) and if you win this competition, it's yours. For free. No catch.

As usual, we at CP reckon this sort of expensive paraphernalia shouldn't be relinquished without some sort of struggle. If you want to strut off into VCR nirvana, you've got to do some work. We want you to design an alien creature. Now don't panic if you think you can't draw. Neither could Picasso and he's dead! What exactly are you drawing? T - 16.

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**Andy Byer Look-a-Like
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Get your entry to us by October 11th, so we can pick the winner in CP 16.

Anything that vaguely resembles the Alien, the Predator, the Blob, the Thing or any other movie monster will get straight into the bin. No copying those cameras either - we're all CP fans and will spot them a mile away. Hal

U.S. GOLD

The ups and downs of level one



Abundant 3D perspective makes *Rubicon* an excellent shooter. (It's not, but it's just not another game.) *Level one*, screenshot from *Rubicon*

Even if you had that atrocious job, you'd still want to have *Rubicon* around for some. (But you haven't, so it isn't good, it still is, actually.)

You have to advance slowly, the sort of careful creep, by being repeatedly hit by insects. This off it puts in a puff of smoke.

By the time *Rubicon* advances sufficiently far they may assume the extreme you've already beaten a few levels of *Deadly Gamma Rays*.



Exploring level three leads to an encounter with a beast, suffering from indeterminate body colour. What will they think of next?

POWERTEST 71



One of level two's ground shakers sits down on the job. This guy gets away of the floor until the ceiling starts falling on you.

RUBICON

This is to be the last *Howson* game, a very sad error being it makes, too. Those of you who remember *CPL*'s real *Hein* should be able to imagine what *Rubicon* is like. The action scrolls left in right in a frustrating stop-start fashion that does the gameplay no favours whatsoever. On the good looks front, however, the sprites do their best to make something of a spectacle out of the whole thing and they're helped considerably by some decent background scenery that consists of peaks, scolding in smooth panels.

There's what it looks like. So what does it play like? There's a line from *The Mid-ribbons Guide To The Galaxy*, in which Ford Prefect attempts to describe an impossible spaceship to Zaphod Beeblebrox. Ford says, "Looks like a bird whose like a bird steers like a cow..." and I'd like to believe that sentiment here. While you can jump, duck, run and shoot, you're faced with the onslaught of a mindless manager of floating eyeballs, airborne jellyfish, blue bomber birds, the notorious nasal emissions of more than one dragon, enemy air support from a ludicrously oversized helicopter and much more. To combat these you only have one reasonable fire-thing weapon. Fight exceptionally well and you'll meet occasional *level* in the form of a jet-pack on level one, a riding creature similar to a *Clasher* *Am-Drigon* in level two, and so on. But the whole game is just a walk-through, albeit a loughy, and anything as useful as a smart bomb seems to exist strictly in the realm of pipe dreams. And thanks to the onerous stop-start scrolling, you walk into hell the stuff you're supposed to kill before you can see it. What a paster.

You lose all your colour when your energy runs low. To underline the sad situation, when you last vitamin supplements you are shredded to the bone and tumble into a little pile of diggie tents. Not nice, but.

The end-of-level killpays vary in interest value, the most impressive being *Mean* tons of four pounding *Bum*. Background scenery, panelled walls, doesn't do much to turn up the background lightweight either. That just leaves the sound effects. These are cheap and painful sounding.

A continue option starts you from the beginning of the level you're on, giving you another crack at a nut that's too tough by far. But there's only one continue per game which, given a game this hard, isn't enough. And once the Game Over message rolls on you have to let the whole shabang reload. This is annoying even for disk-drive owners - tape users will be mega-irked. No doubt *Rubicon*'s programmers are clever enough to make the CD-ROM sing and dance. But they haven't gone to any lengths to enable the likes of you and me to join in the fun. Wash on.

Game	<i>Rubicon</i>
Publisher	21st Century Ent
Cassette	£18.99
Disk	£15.99
Release	Out Now
Contact	022 583 2939

POWER RATING

THE DOWNERS...

- Gameplay suffers from a lack of variety and being too difficult to win
- Stop-start scrolling is awkward and rarely making it hard to progress
- Only one-continue per game
- Time consuming reload after every game over

69%

...AND THE UPERS

- Spectacular presentation gives the programmers credit for their stuff
- Imaginative and well-timed eye graphics beam over the whole screen
- Some curious sound, including panelled peaks and crystal thunderclaps
- Sound effects so sharp they make you wince
- Screen lets up on the game



TERMINATOR



It's nothing personal but Ocean do seem struck on licensed software projects. Maybe they need a vacation. Surely they've earned it after releasing what must be the licence of the year. Our reviewer dons shades and plays. Now listen up, 'cos he's got something to say

So here it is -- the action movie to end all action movies, the action game to end all action games -- Erm... well not quite. You must have seen the film by now. If you haven't, do. It really is, to paraphrase Saddam H, the mother and father of all special effects movies. In it you will see things you have never seen before -- which is more than can be said for the game. As with most movie licences, Terminator 2 is a multitalent, multimedial affair, and so before we go any further, may I suggest that you buy the cartridge version, because that's the way this game was designed to be played.



In an attempt to represent the reprogramming of the T1000 (which doesn't make it by the strict film line) the slider lets you vary extra energy



Breaks bottles her way through hospital corridors in the brief to break out of the net. However, it's tough, but well, really successful

There are nine levels, including two sideways tile bonus rounds, representing major chunks of plot. The bulk of the game is based around a rather nifty 80-style beat 'em up routine featuring stonky great figures (as if you don't like beat 'em ups, haste to vista, baby). In these you play Arnie fighting the T1000, Arnie fighting the T1000 again, and a substantial Arnie fighting, well, the T1000. Again.



In a similar vein, Arnie combats beefy mutants as he escapes from the Cyberdyne lab. This level is probably the easiest of the lot

There are also two levels which use a sideways scrolling run around, set over several floors. In the first Rash Connor attempts to fix the honey bin in which she has been incarcerated for the last few years, followed later by a similar scene in which Arnie blasts through SWAT teamsters in the Cyberdyne lab.

And finally we have two rather nice vertical shooters: Arnie and John trying to

Teeny-weeny in-betweensies

Each level has an intro picture (and occasionally outro picture) plus text to keep you up with any major plot twists. There are over a dozen of these miniature works of art -- often accompanied by a suitably

explosive sound effect. There are eight of our levels to give you a better starting from top left and moving to bottom right, it gives you an idea of the movie storyline (if you're mad enough not to have seen it yet)



ATOR 2



Vertical corridor (closer attack, where you have to face one way on the road, one way on your target, and one way on the closer



Close-up of the hand holding a small object, which is a key to the puzzle. The puzzle is a 3x3 grid with a 1x1 hole in the center.

button a ruddy great Mack truck, and a screeching SWAT van combating a T-1000-plated helicopter.

All nine levels are very nicely put together with tidy graphics, flicker-free characters on the level, no up-to-date, and with the exception of a nasty timing glitch on levels four and seven) sticks to small stuff.

However, I'm still disappointed. Why? Well for one thing, there's nothing here to get excited about. The movie boasts more innovative ideas and stunning visuals than anything else on the planet, and we get a game put together with tried and trusted gameplay. Nice and safe, nothing too risky, a bit of Fatal Recall here, a bit of Batman there, and those 'flipper' slide-puzzle sections. Peace, Oceans,



Level four: if the bike hits an obstacle, John loses energy; if the T-1000's head (bottom of the screen) hits the bike, John loses energy



Level ten: up to, like it, Skynet as a security guard, the T-1000 battles with goodie-guy Arnie for the second time

stop using them. They're pretty and money-making, sure, but they are terminally dull (no pun intended).

The highlights of Terminator 2 are the vertical corridors – especially the helicopter vs SWAT van routine – which have at least had a little bit of thought lavished on them. Also included are the in-betweeny plot scenes and intro sequence which are simply stunning. Sound too is used to a purpose, with a nice pseudo-TX soundtrack (presumably they couldn't get the rights to the proper theme) and crumbly sound effects.

On the gameplay side, my one major worry is that it's a very tough little game. Each level is indeed to the max, so energy remaining from level one is carried over to level two and so on. The life sliders offer you a chance to you receive lost energy, but if you can't do them, you're in trouble.

Also, with only one life, you're going to be playing that first level on up section an awful lot of times. Every bit the T-1000 gets air you make your chances of finishing level two that bit slimmer. This can prove very frustrating, knowing that you're not going to finish the next stage when you haven't yet completed this one!

So there it is. Smooth, smart and playable – but nothing to really get excited about.



OTW



The final showdown, as Terminator clashes with Skynet's most advanced being in the act of building more life energy in Arnie...



Game	Terminator 2
Publisher	Orion
Cassette	£10.99
Disk	£16.99
Cartridge	TBA
Release	October
Contact	061 932 0033

POWER RATING

THE DOWNERS...

- Nothing really new or special
- Nine levels, only three game stages (not counting the intro life puzzles)
- High difficulty level is irritating
- Annoyingly limited gameplay

100

78%

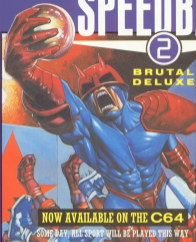
- Beautifully coded and very nice to look at
- Intro sequence and in-between game stages are very well done indeed
- Sound is of a specially high (but not standard)
- And dials for the spirit – the massive boot 'em' appears are genuine
- Nine tough levels should keep you bustling away
- Just enough variety in gameplay and visuals

...AND THE UPSERS

SPEEDBALL

2

BRUTAL DELUXE



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