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Page 48**



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SUDDENLY YOU'RE EVERY MOVE IS
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YOU DISCOVER THE SURREAL TRUTH -

YOU'RE NOT YOU -
YOU'RE ME

GO TO DISCOVER
YOUR MISSION IS NOW
STOP ACTION, STRANGE
VEHICLES AND A STARTLING
CAPTURED IN SUPERBLY
AND A GAME PLAY THAT
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YOU'VE GOT THE COMPUTER, YOU'VE GOT THE JOYSTICK, YOU'VE GOT THE GAMES...

NOW GET THIS!

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don't just have to speak to people over the telephone, you know that proper 'n get on the network and get talking!



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HELLO OUT THERE



Fugitives from justice: the CP team disguised as formation dancers in the event line are Trevor Gillham (left) and Sean Macpherson (right). Back-ground background are Andy Dyer (left) and Lam Tang (right), while carried out at the back, Group leader Steve Barrett - (top, two, three, four

And welcome to Britain's brightest and definitely newer 64 magazine, dedicated to bringing you the most detailed, colourful and informative news, reviews and tips for the C64 and Games System. Every month there'll be more C64 reviews than in any other mag. And they'll be written by experts who'll help you live the games - not simply look at them.

We will be keeping you informed about interesting developments from Commodore - such as an in-depth look at their new CDTV machine, this issue - and there'll be the occasional update on the Amiga scene. But as far as reviews go - this is definitely an Amiga-free zone.

You've probably noticed the tape too. This is gonna be crammed full of some good software each month - full playable games and demos. Just in case console owners feel left out, we've also negotiated special money-off vouchers for cartridge games. (But as you don't have to own a console to use a cart, an everyday benefit!) But we're not just a games mag (even though that's a pretty good start).

There's enough room to cover art and music, hardware utilities, options, PD software and anything else we can think of - or you tell us!

Have a good read, enjoy the mag and then write over to the questionnaire on page 88 and let us know what you think. It'll help us make Commodore Personal better and you stand a chance of winning some mazy CP goodies. All for the merely price of a stamp!

Beg's recent release hits **ESWAT** and **Line Of Fire** are the latest targets for a dose of conventional, US Gold are, at this moment, busy cooking away for December releases of both coin-op games. **ESWAT** is a RoboCop meets Shrek sort of game, with lots of walking around and a fair bit of beating, shooting, flame-throwing and bombing thrown in for good measure. Power-ups aplenty and music close combat are on their way to a 64 near you, very soon.

Line Of Fire is a stunning first-person perspective combat game. Beg's huge sports-shooting realism are used to throw the player into the other class of jungle warfare. Now this will contrast to the 64 in anybody's games. Stay tuned, coin-op leaders...



Some **ESWAT** unattractables fight over a forty-tonner



NW 64

COMMODORE GO FOR 64 CONSOLE

Unless you picked up and opened this mag with your eyes shut, you should by now have realised that Commodore's new C64GS console is on its way - bringing complete compatibility with the old 64 and up to half a megabyte of games on every cartridge. The C64GS will set you back a walk to the shops and 699. Cartridge games are expected to cost in the region of £20 a throw (but they should offer considerably more than their disk or cassette based equivalents). You get one cartridge with the system which has four games: **Blax**, **International Geneva**, **Pinedisk Freddy's Big Top** (D'Pan and Filmore's Game).

There's already another cartridge in production, in the shape of **Shadow Of The Beast** from Ocean. This is the very first cart-only game (Ocean makes the game simply would not work on tape or disk) and it's an special offer in our mall enter section on page 88. Read more about the console on page 88 and enter the competition to win one on page 88.



A new look and a new taste of life for the most successful games machine in history - would you like one for free?

ACTIVISION HACK

Activision, one of the oldest names in the computer games business, is reducing its UK base from a full-blown programming, financing and marketing division to a few-person operation from next year.

Nevertheless, Activision releases continue unabated. *Time Machine* is reviewed elsewhere in this issue and forthcoming titles include two great coin-op conversions. *Dragon Breed*, converted from the ROM arcade game, is a six-level horizontal shoot 'em up in which you ride the back of an invisible dragon. *Alamo Attack!* is an eight-directional scrolling shoot 'em up with 21 levels of parallax scrolling death 'n' destruction courtesy of arcade

From file to console for computer games — and back to file?

concoctions LPL. Both games will cost the usual £14.99 on disc and £9.99 on cassette.

The 'Most Promising Game' award, however, goes to *Aliens vs. Predator*, which takes the extensibility-based duels with attackers from the 30th Century Fox SF films *Alien* and *Aliens* and pitches them against the chameleon-like psychos from the Arnold Schwarzenegger movie *Predator* in all-out war.

Dark Horse Comics first fused the ideally matched opponents together in their mega-successful comic series of the same name. Watch this space.



HAPPY BIRTHDAY, BUCK!

Buck Rogers is seventy-five this year. But if you think that puts him out of the upcoming age range, S&D publishers T&E and UK Gold would disagree. They're working together (just as they did with computer S&D games) to bring out a whole range of 20th Century games and books.

We'll be looking at the computer game in issue 2 but T&E's *Buck* for the IBM Cx/PC hardware has already been out for quite a while. It's been followed more recently by the XFX's role-playing game. The game contains three brilliantly illustrated

role-plays, dozens of full colour scenes, space ships, character cards and maps of planets, two double-sided full colour maps showing the orbits of the inner planets, data grids for all the space ships and loads of other space-age delights.

Wouldn't it be just love a copy? Okay then. We've got one of them floating in our IBM-govvy Buck Rogers department, courtesy of UK Gold. We'd give 'em away to anybody who asks...

...as long as they can answer the following question correctly:

What is a *hoozer*?

- (a) It's clearly featured on one which it does fun to duck this little.
- (b) It's clearly featured on one which it's difficult which is more fun to explain.
- (c) It's obviously bright galaxy riding of the farthest point in the known universe in order to avoid the full sun.

Stop the answer you think stands a reasonable chance in that of being right onto the back of a postcard or e-mail envelope and send it to: UK Gold, c/o T&E, Commodore Power Futures Publishing, 10 Mossburn St, Bath, Avon BA1 2BE. Include your own name and address and make sure it gets here before October 1989 or else.

MORE GREMLINS IN THE MICRO

You let them have a picnic at three o'clock in the morning, you dropped them into the bath and you left them in the blazing sun all afternoon. Now what's happened? The little lightners have multiplied and made their way into an Elite game, that's what!

Gremlins 2 - The New Batch features all your faves from the film, minus was, Phoebe Cates — *Elit* as the business attempt to stop the rubber ducky from wrecking the glass! *Gremlins* and chances should be introducing a 5500 near you in a few months' time.



Gorgeous Deep Ed! 'Eight-billions' Deep at work on his Apple Mac.

ELVIRA RESURRECTED

Lovers of *Elvira* won't think single tabloid were probably disappointed when *Pyromaniac* and its subsidiary *What* (formerly *World*) went down, a couple of months ago. Well, never out for the departed *Elvira*, Mistress of the Dark, for she is to be resurrected by *Activision*. You can't keep a good woman down.



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IT CAME FROM RAMSAY STREET

Keep yer teeth together if yer read this out loud! It'll stop the flies from gittin' in. Zappella are leavin' it, yep, you guff it, the *HighHouse* game, based on the notorious soap of the same name. It's also out in *Mossabah* (which is gamma dalm (and) and it'll fashcha well yer fav'ite carbonated characters. Includes bloody tucker time, but will it bite yer butt?

JUDGE DREDD

I AM THE LAW



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the small 'hold down SHIFT and press RUN/STOP' method. Got it?

CONTROLS

- Left : (or joystick left)
- Right : (or joystick right)
- Forward : (or joystick forward)
- Back : (or joystick backward)
- Fire Laser : SPACE
- Fire Missile : M
- Fire Flare : N
- Fire MISS : A
- Change view : V
- Screen : S
- Status : H
- LA, scroll : /
- 0 : .
- Down : Z
- Jump : J
- Quit : Q
- Pause (Back Arrow) : P
- Restart : R

BOUNCE!

Specific buildings can be entered by using the sliding key. To dock with a building, approach slowly until the entrance becomes visible. Keep advancing at crawling speed and adjust your height so that you approach dead centre.

NAVIGATING

The game has the standard system of jump pads allowing easy access to and from adjacent areas. Your ship's computer has a com-

plete map of the jump network. To move from one city to the next simply take the correct jump pad (they are located directly north, south, east and west of each city) and press A when you arrive.

DEFENDING

Many of the cities will be defended by inter-metal robot huffers and/or armed quantum crawlers, while heavily armoured formations may be found in larger cities. Radar detects the presence of nearby mines. Avoid warning laser detection of unarmoured buildings. Star-Corp central do not want to increase this world after you've blown the crap out of it. Not only that, buildings won't let you in if you fire at them continuously. Hint - if you're getting crushed fast, pop a mine to the top of a page.

NO LOAD?
 If your CD head is giving you problems, read the little inset page 1 (MicroLink) below. Also Audio Video Ltd, Fulford, Wetherby, WY 40B and we'll send a replacement as fast as we can!

Rebel

Joystick in port 1 or 2. Start position variable. This ZX80 (three year) has not about had enough of working life in the mini-controlled agricultural doc.

You decided to rebel a Good Control Vehicle in which to make a better freedom. Your mission is to guide the tank through the heavily guarded compounds using the giant laser and missile reflectors to blow through into the next level.

The Police Surveillance Department includes shopkeepers, guards and tanks, and will shoot at the tank causing severe damage unless you avoid or destroy them. Any damage caused in this way can be repaired in the maintenance base that can be found on certain levels. Tank damage will gradually affect your controls in terms of speed and direction capability.

JOYSTICK CONTROL
 Forward - accelerate
 Back - brake or reverse
 Left/Right - you can turn the gun (and by degrees) to effective firing, when the turret reaches it.

40 degree angle the tank automatically turns to face that direction.
 Fire - good, the mississile reflectors when the tanks are stopped on a station.
THE OBJECT OF THE GAME
 You must control reflectors on each level while protecting yourself from attack. Once you have explored the level you are on and found the missile exit, you must strategically place and position the reflectors between the laser beam generator and the exit.

Turn the beam on to load your way through the exit to the next level. On each following level the beam will come through from the previous level, and you must lead through all 13 levels before escaping to freedom.
 Each level has a limited supply of tank reflectors. These are placed in reflector stations. A reflector can be related under a station, or removed and transferred to another station.

It is probably easier to collect all the reflectors on a level, leaving paths as you go. This way you are exploring at the same time as making the setting of reflectors easier for yourself. The laser beam fire from the laser beam generator in the lower left corner of the first level and from the entrance on following levels. By placing reflectors on each level it is possible to direct the laser beam from wherever it starts to blast a way through the exit to the next level.

Iron Man

Joystick in port 1 or 2, or keys. Or all three together. As well as your 'Ironman' character, you can also play two other characters in the Super Spide-style of real time. To start the proceedings, select a control from the three options.

PLAYER 1 (Red) - Joystick port 1
 Accelerate - M
 Brake - O
 Left/Right - Left/Right
 Fire - Fire

PLAYER 2 (Yellow) - Joystick port 1
 Accelerate - M
 Brake - O
 Left/Right - Left/Right
 Fire - Fire

PLAYER 3 (Blue) - Keyboard
 Accelerate - .
 Brake - /
 Left - Q
 Right - Up arrow
 Fire - .

DURING THE GAME
 RUN/STOP - Pause
 CLEAR/END - Abort during pause

St. Dragon

A video in port 1 or 2 is just fine. Grab a dragon by the tail in this exciting shoot 'em up from Capcom. The demo from last year gives you a taste of what is to come when St. Dragon hits the shelves in one month's time. Simply steer the dragon ship around the screen, loading any missiles that come into approach (you should have a field to reveal a power-up item, and so on).



DO YOUR 64 A BIG FAVOUR - AND LOAD IT UP RIGHT NOW!

Rebel



Iron Man



St. Dragon

Clive Barker's WINGBREED

CADAPAL

THE ACTION GAME

THE



TAKE CONTROL OF BOONE AS HE MAKES HIS WAY THROUGH THE BERTHS AND CAVERNS OF NECTROPOLIS TO

HAS

THE UNDERGROUND CITY OF MIDIAN WHERE DWELL THE NIGHTBREED SUPERNATURAL CREATURES WHO HAVE ENVELOPED THEMSELVES FROM



THE INHABITANTS OF MAN. NOT ONLY MUST YOU CONFRONT AND DEFEAT THESE CREATURES BUT



NIGHTMARE

YOUR OWN PIT YOURSELF AGAINST THE HUNDREDS OF NIGHTBREED FROM THE HORROR FRONT-GROUND OF AND ALWAYS BEGINS THE INSANE TOTAL BATTLE BORN IN "THE MASK"



BEGUN!

THIS ALL-ACTION ARCADE ADVENTURE ALLOWS YOU TO SHOOT, PUNCH AND JUMP AS YOU EXPLORE THE TERRIFYING UNDERGROUND ENVIRONMENT OF THE NIGHTBREED.

THEY'RE COMING SOON!!!

AVAILABLE FOR COMMODORE SPECTRUM - AMSTRAD ATARI ST AND CDM AMIGA.



What do an octopus, a mountain and a goalkeeper's shirt have in common? They all tell you something about the games we review. To find out what, read on...



PowerPlay

Computer Format's review system is very straightforward: some of these silly adjectives and frequency ratings that involve understanding... NoOOoo... we've gone for the simple route.

The wonderfully written and eye-opening text explains all about the game, what it looks and sounds like, how it plays and, basically, if it's any good.

RATINGS

At the end of each review there's the CP Performance index (give you a single, absolute rating). This impressive device has five points which number comments on the good and bad features of the game: good on the bottom, bad on top - the rating is measured at the point where the two points meet.

Now, the more good things you can say, the higher the rating, and the more bad points, the lower it is. In *Yevgeniya*, if we couldn't find a single bad thing to say about a game it would get 100% - get it? Good.

ICONS

To make things nice and easy, we've invented our own 'tell-it-to-youself' icon language so you can



tell at a glance what standard features are included:
 Face - Number of players; the most faces, the more players there can be.
 Keyboard/Joystick - Control: keyboard, joystick or both.
 Mountain - Difficulty level: if there are any, and how many.
 Octopus / Shirt/Hand - If the octopus is here, the game's in 3D.
 Yellow - Game option: if there is one, it gets the game's value (bit shallow, that one).
 Blue - This means you get the information in great detail. By putting your thumb in a high score slot, it's high score table.
 Face - Top, there's a power mode (good, bad).

The Power Players

We believe that reviews are the most important part of the deal. You need reviews you can trust implicitly, ones that you people who don't understand the rules on a new game. That's why we've assembled the most experienced magazine reviewing team ever.

Mark Aspinwall works on *Europa* and *Go* (and having earned a lot for games he's played more CD games than he's had his dinner, but then he usually has something to say about... Anyway, when he can manage to say 'found' away from the editorial table, he tries his best to have a quiet word on the computer when he's up, quite game to help you get enjoying, really.

John Bradshaw: A *Legend* staffer (and long ago and far away at *White Dwarf*) one of those strange kind of reviewers, who is only at the magazine when interested in his speciality (a fantasy adventure genre). It happened whenever editor Simon T. could spare him to review the odd thing 'on his own and then

Andy Ryan: The odd one out but the most talented on the team. However, he has been playing computer games for the last eight years (with the occasional break). He knows exactly what you need to see, but will have a look at most things (because we all do, by).

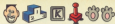
Markus Muehlen: In other words, David Gordon is a CD game player of long standing and wide eyes. His first video game was *Star Wars* (and he's generally very hard to beat). Mark games would rather be put in a file called than the 'Greatest Hits' box, so don't expect an unimpaired.

Earl Wines: He's another on *Europa*. Earl is also well known to readers of *White Dwarf* and *The One*. He might be a little bit of a snob, in fact, but he's not a snob about you as a regular CD game reviewer.
 Earl handles your games with care of a professional, and writes adventures with a real 'win' type game.



GUYER PAGES

Just once in a while, we'll be looking for some of our games players to tell their thoughts on a new game. Kevin, Matthew, Mark and Sarah will only happily give you even more food for thought if you read their comments on a game we review.



Professor Potts is your typical, everyday mad scientist – complete with thick horizontal hair-do and scruffy lab coat. Unlike most mad professors, though, Potts just happens to have invented a time machine which allows him to go fly-boring through time and space. Useful or what?

At the start of the game, Potts is falling around on his time machine outside his lab, when a group of armed terrorists run up and start terrorising. A stray hand grenade smacks into the time machine, sending the gadget's accelerator crystal and Potts whirling back through time, popping them both safely down in the prof's back yard – but 10 million years in the past...

The prof now has a lot of a task on his hands. To wit: return to his own time, replace the accelerator crystal, and try and prevent the terrorist attack which put him in this fix in the first place!

Potts carries with him a few travel pods – miniature versions of his time machine, but with limited capabilities. Each one is dropped

Keeping track of time



The panel at the top of the screen shows (from right to left) the prof's energy (he's croak when it hits zero) and your score, the number of pods remaining. The time scanner (this shows all 25 screens, with five in each horizontal line) shows where the prof has work to do; the prof's laser indicator (glows when his star laser is overheating), and the lock window (when the prof is next to an object he can use, it appears in the lock window – the small spots can be used as shown in the picture on the right).



Time Mach

with a job of a function key and then, regardless of where or when the prof is, another job sends him whizzing straight back to it (accompanied by a suitably whacky Martin Walker sound effect). But although these games allow the prof to move through space and time, he can't whizz straight back to 1990 – it doesn't exist yet!

Before the professor can move into future time zones, he has to make sure they're going to be there for him to travel to. With us so far?

There are five time zones, which can only be visited once the previous one is in existence. Thus the professor, who is followed by an ice age, stone age, a medieval

It's a Conker!

The prof can't whizz back to 1990 – it doesn't exist yet!



Here are the two extremes of *Time Machine's* world: (left) the prof's in deep – an – mud; in the prehistoric era and (right) things are no better in the present day, where rampaging terrorists are hurling hand grenades!

period and feisty modern day complete with rampaging terrorists, grubby skylines and the rest of it.

There are specific tasks which the prof must complete in order to ensure that the



How can you travel back to the future when it doesn't yet exist? And what are you

doing in the past anyway? Join professor Potts as he tries to recreate the future by messing around with time, space and the evolution of mankind!

Game Maker	Time Machine
Cassette	£9.95
Disk	£14.95
Cartridge	Not available

future happens as it's supposed to. For instance, how can the ice age happen with all these volcanic eruptions going on, warming the place up?

Potts' neighbourhood is spread over five flat screens, which are received each time the prof enters (in a similar fashion to the *Last Ninja* game). It only takes a second or so to fill the screen, and it's certainly worth the wait. Each landscape is brilliantly depicted, with neatly drawn hills, trees, swamps, buildings and so on. Each five-

Gizmos allow the prof to move through space and time

scene and escape is basically the same for each time zone as regards the general layout but, as you travel forward in time, the landscape alters to incorporate changes brought about by evolution, climate changes and, of course, mankind.

Speaking of whom, as well as having to create the next time zone, the prof also has



in the Ice Age, and Potts has got to do something about his ancestors. The poor things are starting to freeze to death!

to make sure mankind

evolves properly, otherwise the prof himself would cease to exist! For instance, the little scurrying mammals that get under your feet in the first prehistoric era will eventually grow up to become men and women — as long as they don't die out during the cold ice age, that is. So the prof has to find some way of making sure they don't freeze to death... (mind — he doesn't make them all little fur coats.)

That isn't the only thing to evolve either: part is used in one time zone and you may find a huge tree in another. And, of course, you can always take things from future times back into the past and let them evolve some more...

But, of course, it's part — like the future — isn't definite things change. And just because the prof has solved an



Potts catches a slide with a passing phenomenon. A useful, if slightly dangerous mode of transport — but at least it beats walking

evolutionary problem since doesn't mean that he won't have to go back in time and keep a check on things!

By now you should be getting the general idea. *Time Machine* is an arcade adventure which offers an array of intriguing time-dependent puzzles and forces you to think in four dimensions (well, nearly). Once you get the grey cells on the right wavelength, things become really hectic as poor old Potts whizzes back and forth through time like a determined DeLorean, collecting objects, moving them and making sure his good work (and time itself) remains intact. The fun comes from the multitude of brain-bending problems

and your increasingly

struggle to keep your wits from falling apart! *Time Machine*

is a cracking game, beautifully put together and just dripping with quality. Rush out and buy one yesterday.

STEVE



Machine

LEVART EMIT

If you like how travel to arbitrary eras in ground-level 3D, there comes an interesting (but slow) time page 60. Usually, you can see where you're going, but not where you've been. Since we know all about our history, let's rethink of the future, that means we must be a walking backwards through time. Sports, huh?

A MILLION YEARS OF DE JA VU!

(Right) Several million years BC and the prof has just been hit on the head by a cobbleston catapult! To get across the river, he's got to use the stepping stones, which is just a little tricky...



(Right) And forward in time again, to the Stone Age. By the next time zone, those trees might have formed a bridge across the river but where did they come from in the first place?



(Left) Forward a couple of million years and the Ice Age is upon us. Potts can now get across the frozen river by jumping on the ice. Um... well, sometimes he can, anyway



POWER RATING

■ Sticky control method makes the game unplayable to most of us.

91%

- Crisp graphics system provides vivid, exciting scenes — and all in one hand!
- Economy gives wonderfully little to the masses — advances through the ages!
- Smart sound effects are well suited to the action.
- Animation on characters and scenery is beautifully executed.
- Unusual puzzle event has been very cleverly implemented.
- Brilliant game scenario really stretches your imagination — into four dimensions!
- Wonderful mixture of arcade adventure and puzzle-solving is incredibly addictive.
- Specially designed to get less repetitive as you progress.

Inside, it's an Amiga. Outside, it's a Compact Disc player. The front, proudly declares that it's an 'Interactive Graphics Player' whatever that means. DAMIEN NOONAN takes a peek at Commodore's new mean machine



Gimmee



The Multimedia corporation is shifting its weight behind CDTV after having set out the desktop video revolution on the Apple Macintosh.

It's a sleek black box that looks more like a video recorder than a computer and, according to Commodore, it isn't a computer. It is CDTV. On the front is a flashy badge that reads 'Interactive Graphics Player'.

Inside the sleek black box is a Compact Disc player which can play the new CD+G (CD with graphics) discs that the likes of Fleetwood Mac and Los (Real) have used recently to incorporate video into their records. CD+G is compatible with standard CDs. There's also the main printed circuit board of an Amiga computer, complete with all the chips. But there's no keyboard and no floppy disk drive. If that's not enough to worry your average hacker, what are an Amiga and a CD player doing in the same slab of black plastic?

The CDTV doesn't need a keyboard because it uses an infra-red remote control and infra-red remote symbols to talk to the Amiga inside. And the machine uses the CD player about if it's not playing music, to load all its programs, allowing them to contain masses of data. But you can buy an add-on keyboard and disk drive and plug them in the back. So it's a CD player, an Amiga 500 with a CD-drive, and also an 'Interactive Graphics Player'.

Whatever one of

Boke is. How much?

According to the Commodore master plan it will have a recommended retail price of \$599; not bad for all that gadgetry. And with a November launch, expect to see it selling in Dixon's, Comet or Curry's in time for Christmas.

EVOLUTION

Why, you might be asking yourself, does this weird and wonderful machine exist? Well, let's talk some history. Although the CD is the world's biggest-selling home computer, Commodore's Amiga 500 is the envy of many CD4 owners. It is a full 16-bit computer favoured by games programmers in this country because it's easy to program and has powerful

graphics and superb stereo sound.

Meanwhile, there's a huge number of people who don't really want a computer. If all you want to do is play games, there are much easier ways. The new generation of 16-bit games consoles, the Sega MegaDrive, the NEC PC Engine and the Nintendo Super Famicom, play as good a game as the Amiga, and very close to the quality of the arcade machines on which many of the

Big Game Hunting

Whether or not the CDTV succeeds depends on whether or not you can buy programs for it when it arrives. Currently, Head Technology are writing the demonstration Welcome disc that comes with the machine. But developers with Amiga development systems can still start writing programs for later transfer to CDTV.

An associate company of the BBC, the Multimedia Corporation, has already started developing CDTV stuff: these boys are big in the world of multimedia software on the Macintosh, so they should be good news for the new machine. Games software houses known to be working on CDTV include Progression, Ocean for the San City report, Sim Earth, Impressions (sponsored of the Last), a huge arcade adventures, and The Final Conflict, a nuclear war sim) and CRL, (marketing Laurel and Hardy, *Amethyst* the *Clash* and *Call of the Serval* Head). Many others are expected to join this list, producing ambitious games in a movie-like or strategic vein.

infra-red joystick, CDTV remote control and the box itself, housing an 1MB Amiga 800 and a compact disc player. Hardly scratched and yours for \$299

games are based and are a darn-sight easier to use: all you have to do is plug in the controller you want and switch the thing on.

In Japan almost everybody has a games console. The country that is the world's largest consumer of electronic gadgets has assigned consoles the same stature as video recorders in this country. Everybody's got one. Computer manufacturers want to make the big breakthrough that will give them that kind of status in this country.

Consoles have opened for CDTV instead for two

screen text, computer and non-computer sound or music and in doing so, revolutionize video in the same way that DTP has revolutionized publishing. It should be easy and accessible enough for anyone who wants to, to try it. It's called multi-media because it uses every means of presenting information, every medium, currently thought of. As yet, there are so many people trying to find ways for such an idea as there are trying to develop and sell it but here are some examples of how it can work.

CDTV has been promised to Datsyobire schoolchildren to help them learn Japanese. Not only will they be able to learn the words

programme from start to finish, you tell it which bits you want to see or study and CDTV will skip straight to those bits. This is where Commodore's key word, "interactive" comes in.

SELLING CDTV

Hopefully, you're beginning to get the idea of what the CDTV is all about. For starters, it's an Amiga 800 with a CD read-only drive and a hi-fi CD player. Secondly, it's a CD-driven games console featuring infra-red remote control joysticks and potentially some great games. Thirdly, it's something new and weird, an interactive graphical player, the first



A version of Rainbow Arts' *Magical* seen here proves the enthusiasm with which software houses greet CDTV



resident. One is the use of Compact Discs for storing computer data, which allows you to get huge amounts onto one small disc. Up to 800 Megabytes can be stored easily. If you consider that even Amiga games use less than one Megabyte, a mere 500K tops, you get some idea of the massive quantities of graphics, music and gameplay CD games could have. So far, only NEC has tried to sell CD drives to the public with its PC Engine-games console. It is a few years, all computers are likely to have an option for a CD drive as well as a normal disk drive.

MULTIMEDIA

CDTV has also been inspired by something called "multi-media", the idea of which is that computers can be used to present information by moving graphics, actual video, an-

and phrases of the language, but they will also get bits of pictures of the country and background information on how Japanese culture and society works. In a couple of years' time, you won't look through a printed catalogue in a shop like Argus, you'll scan the goods on a computer screen. Zooming in to one item will allow you watch a small video-sequence featuring the item you want (and probably a few others, you hadn't thought of) while several sales pitch loops into your ears through stereo headphones. Reference works such as *Almanac* could become easier to use. You

could click on a CDTV map, magnify the area you want, from the whole globe right down to street maps of towns. In fact, CDTV development has already prompted suggestions that reading a book will become more like watching TV but, instead of sitting back and watching the

CDTV Wizardry

Inside the CDTV sits an Amiga 800 on a standard Amiga PCB with a 1.4MHz 68000 processor and a full megabyte of RAM (the standard 800 has 512K). It includes the famous custom chip set, the PA0.

Pa0 is the eight-channel, nine octave stereo sound chip, complete with D/A (digital-to-analogue) converter for sampling. Agnus contains the filter which draws up to 4,000 lines a second and the copper which manipulates screen-refresh to allow clever split-screen combinations. Denise holds the Amiga's 4096-colour palette. It also controls the mouse and joystick ports and handles hardware sprites.

Ports on the back of the CDTV attach a keyboard, disk drive, an ordinary mouse or joystick, provide MIDI interface connections, stereo audio output, a Centronics parallel interface, an RS-232 serial port and connections for video input including S-VHS.

The CD is a Sony unit, capable of eight times oversampling using its 18.68 MHz converters, which puts it in the mid-range of audio CD players. It also incorporates the CD-Graphics system.

When used as an optical drive, each disc will be able to hold a standard 500Kb of data.

A slot in the front of the machine takes a 2MB RAM card, very much like the 'smart cards' we hear about. CDTV cards hold data for saved games and the like: the CD drive is read-only, so it can't write saved games or high scores back to the disk.



Irving Gould, Executive Officer of Commodore, Inc. launches CDTV at a MS Consumer Electronics Show

step into the world of multimedia. It's got a funny name and a smooth look because Commodore want it to be much more than a mere computer. They want people who think computers are ugly and complicated to be seduced by CDTV's simplicity and buy it.

A revolutionary new system is bound to be topped but even so, what you get is some seriously powerful hardware. You even have a MIDI interface, for various computer music, and video inputs for the latest high-quality video decks, the S-VHS standard. We'll just have to wait and see whether CDTV and Multimedia Players save the video threat. They have the technology, but will they have the sex appeal?



Legend of the Lost is being programmed on an ETEC but will be enhanced by CDTV's capabilities during development. The game will be one of the first major releases on this system



...and you'll find it's not as simple as it seems. The game is full of hidden secrets and Easter eggs. The first thing you should do is to explore the game's settings. You'll find a lot of options that you can adjust to your liking. For example, you can change the difficulty level, the number of lives, and the amount of time you have to complete each level. These options are scattered throughout the game, so you'll need to explore every corner to find them all. Once you've finished exploring, you'll be ready to start playing. The game is a platformer, so you'll need to jump, run, and shoot your way through a series of levels. Each level has its own unique challenges, and you'll need to use your skills to overcome them. The game is a great example of a well-designed platformer, and it's a must-play for anyone who loves the genre.



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In the beginning

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That's 2 - Left Hand



things explode everyday... which go bang. Never mind.

Warning: the game reviewed in these pages contains exploding fluttywatty cushions and suffers from a serious case of cutseywooty kittens

Monty Python's Flying Circus



How do you avoid exploding kittens, tiger, class twists and still get your span? You can't. The Big Bang Theory is a hilarious comedy series that is a must-watch for anyone who loves the genre. The show is a platformer, so you'll need to jump, run, and shoot your way through a series of levels. Each level has its own unique challenges, and you'll need to use your skills to overcome them. The game is a great example of a well-designed platformer, and it's a must-play for anyone who loves the genre.

HE'S BACK... TO PROTECT THE INNOCENT

ROBOCOP 2



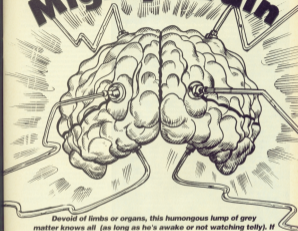
EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place. DETROIT is a bankrupt city... torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to do the law walk the streets, if you want to live - then pray for the return of RoboCop **ROBOCOP 2** (as justice is blind... a kind of justice only he can deliver). Take on Detroit's evil underworld and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. DETROIT IS FALLING APART - IT'S TIME TO PUT IT ALL BACK TOGETHER!

AMSTRAD - SPECTRUM - COMMODORE
ATARI ST - CBM AMIGA



The Mighty Brain



Devoid of limbs or organs, this humongous lump of grey matter knows all (as long as he's awake or not watching telly). If you have a burning desire to ask a question, why not write to The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW

Hello Commodore Format readers and welcome to the most powerful, informative and stupendous letters section in the known universe. Allow me to introduce myself: I am The Mighty Brain. All seeing, all knowing, all powerful. I have an IQ one less than infinity and live in a jar.

As the foremost member of the "Business" CP team, I felt that my limitless talents would be best put to use in answering readers' queries. (I actually decided this about four thousand years ago but that's another story...)

I was dead chuffed to hear about a new C64 mag, since I'm a keen C64aholic and the

other mags are either crap, or spend too much time waffling on about the Amiga.

I would like some information on Commodore's new games console. I've heard it's the same as the C64, so will the cartridges be able to plug straight in? **J Fox, Middlesex**

The C64 Games System as it's known is indeed utterly and totally compatible with the C64. This means that any new games that are released on cartridge will be able to plug directly into the C64 without any modifications whatsoever.

For the full low-down on the Games System, turn to page 48, where the single

brain-celled CP team have managed to cobble together an overview of the new console. But don't expect very much, because they don't ask me to write any of it. **TMS**

Well done for launching another C64 mag - at least now I have a couple to choose from. Anyway, what I want to know is are you going to be covering Amiga stuff as well as C64. I like to know what's happening on the 64's big brother, but I don't want to read Amiga reviews and stuff, because I haven't got one.

Well not yet, anyway. **Ian McQueen, Edinburgh**

THE GALLUP CHARTS

To keep a track on what's hot and what's not, here are the top 25 charts for full price games (£4.99 and above) and budget games (£4.99 and below).

FULL PRICE TOP 20

In listing the month's offerings, there are the odd one or two budget games...

Well, OK, there are also two games to show you just really do like football, don't you?

Over all, a strong showing with more than seven entries, including the current one.

- 1 Shadow Warriors - Ocean
- 2 Fantasy - Rainbow Arts
- 3 Italy 1988 - US Gold
- 4 Windows - System 1
- 5 World Cup Soccer '86 - Virgin
- 6 Motorhead (Street) - Chrysler
- 7 Kick Off 2 - Acorn
- 8 International 10 Towers - Palace
- 9 Football Manager World Cup - Addictive
- 10 Elite (Mighty International Soccer Addictive)
- 11 Kick Off - Acorn
- 12 Open Arms Thunderbolt - Ocean
- 13 Robinson Crusoe
- 14 Cyber HQ - Ocean
- 15 Action Championship Football - Ocean
- 16 Lord's Quest - System 1
- 17 Sierra's Super Soccer - Emulex
- 18 Batman - The Movie - Ocean
- 19 F1 1988 (Pilot) - Digital Integration
- 20 American Idol - Ocean

These charts compiled by Gallup Ltd

© 1988 British Leisure Software Publishers Association Ltd. 088

BUDGET TOP 20

There's a nice 'n' match of original software and re-released games in the charts these days, with some classic titles reappearing, such as The Last Ninja (what a bargain!), Indiana Jones and The Temple of Doom, Wanderley and Impossible Mission 2. Budget buys are here really never had it so good!

- 1 Pro Boxing - Code Masters
- 2 Paperboy - Emulex
- 3 Fantasy World Diary - Code Masters
- 4 World Day 2 - Hi Squid
- 5 Quattro Sports - Code Masters
- 6 Pop'n Soccer (Europe) - Hi Squid
- 7 Word Warriors - King
- 8 The Last Ninja - Alternative
- 9 Big Trouble In Little China - Addictive
- 10 Dragon's Lair - Emulex
- 11 Indiana Jones and The Temple Of Doom - King
- 12 Jack The Nipper 2 - King
- 13 The Mediator - Hi Squid
- 14 Escape From Danger's Castle - Emulex
- 15 Impossible Mission 2 - King
- 16 Wolf'n'Beauty - Hitful Software
- 18 Rock Star Ah My Monster - Code Masters
- 19 Wanderley - Hi Squid
- 20 Dirty Dragoon's Secret - Hi Squid

(Surely now there is only one CD-ROM to choose from?) I can assure you that the Amiga will be covered only when the information has a direct effect on the CD. For instance, if a game is in production and the Amiga version appears first, we'll show you a screen shot or two to give you an idea of the game style. There will, however, be no Amiga reviews as such. If you want them, read an Amiga mag (like Amiga Format for instance) if really in a hurry). Commodore Format is for devoted CD and console owners only. Of that you can rest assured. The mighty Brain has spoken.

THE

Could I say that if there are any CD contacts who want to swap items, tips etc, they can write to: Darren Watson, 184 Wareington Road, Main Bridge, Sheffield 6, S8 1PQ? © Watson, Sheffield

No, I don't think so.

THE

Could we please have some 'type in' games, as we used to have in CD (what? - Well) with those 'very in order' instructions? In reference to the game on the cover of the mag, will these all be the same and will there be a method for getting the game exchanged if it is one that the purchaser already has?

Wo Brown, Southend-On-Sea

The trouble with type-ins is that they take up masses of room and are invariably poor. We think it's far better to include some decent games on the cover tape, save us about 12 pages of machine code and you three don't copy them in.

However, there will be some smaller type-ins in the (next) section, so that you can fiddle around with various internal workings

of your CD (over), so you finally seem to be saying!

The games on the cover tape will be the same for all cover tapes that issue (we can't really afford to produce 80,000 different tapes) and I'm afraid you won't be able to swap it for something else (we can't afford to exchange 60,000 cassette every issue).
TMB

I was wondering as to whether you would be having any articles like those in Amiga Format, on graphics, music and programming, stuff like that.

One aspect I would like to see covered would be vector graphics on a CD (using comparatively fast line drawing) as I find them very interesting and would like to experiment with them myself but I don't hold any of the formulas necessary for line drawing etc. Is it possible to give the source code to any such routines as well?

I would also like to know whether or not games you receive will be put on the cover tape and perhaps a few CD-ROM games too.
Alan Jones, Anglesey

We will be doing some of features you mention and the use of vector graphics sounds pretty hot to me. I had an interest in the field back in the late 1980s but, of course, there weren't any computers around then. Are there any programmers out there who fancy providing some words and code?

As regards demos, it's possible we might put a few on the tape - but this depends on how many we get sent...
TMB

I have a few suggestions - why not start a comic strip? It would lighten up the magazine and give readers a break from reading reviews and features.

How about a cover disk, one and then - so many CD games have a disk disk and not a data recorder.

Nik Downs, Chelham

A comic strip sounds like a neat idea. It's obvious that I'd have to start in it, though. Because the rest of the 'team' haven't seemed to walk on their hind legs yet, I'd stop about them would therefore be unbelievably dull. Why don't all the people who would like myself, The Mighty Brain, sit in on a comic strip, write in to me and say so.

It just so happens I spent a few seconds last week memorising the names and addresses of all the CD games in Britain and I just happen to know that there are far more tape games than disk games. In this case, it seems a fair dilly to spend the majority of readers by putting something on the cover which only a few people can use.

THE

(P.S. I really did enjoy your bit on Cinesouth G.K.)

Having seen the advert heading the launch of a new magazine for the CD I would be interested to know why on earth the public needs another? Surely the market is saturated with this sort of publication. And

besides, aren't 64 owners a dying breed anyway?

■ Bryant, High Wycombe

No Matt, you must have about as much brain as I have brown. Read and absorb!
1) There is currently only one (count it) magazine which is solely for the C64, the others also include Amiga material which, frankly, not everyone wants to read about.
2) Large numbers of C64s are still being sold as they represent good value and provide an excellent introduction to the world of computers (and remember, not everyone can afford the more powerful machines).
3) With the advent of the 64 consoles, the cost of available games is about to become even bigger and better (the new console cartridges are completely compatible with the C64 computer).

Yes, so there! I think it is the phrase.

TMB

A new mag, Brian, but how do you justify the low sale price tag? Although I'm hopeful that your efforts will be more than adequate, I feel that the price may well put people off buying it in the first place, in which case they'll miss out on any goodies there might be inside.

Karen Flynn, Winterville

Well not all the goodies are on the inside of the new mag. Each month we'll be having a cassette on the cover which contains delights a-plenty. To do all this for any less than £1.95 we'd have to be a registered charity. If anybody doubts the value after seeing this issue, drop me a line. I'll read it,

ponder the arguments - then burn it.

TMB

Is your magazine going to be bland, messy, difficult to read, ugly, a rip-off and more useful as a to-do list than a computer tag?
A currently dissatisfied C64 owner

In a word, no. Commodore Format has a pedigree that a Craft's champion would be proud of. Future Publishing (the company that produces CF) was originally set up by Chris Anderson and Bob Wade, the founding members of ZDAP/MS. The company currently produces 10 specialist magazines - all of which are market leaders (Good Issues first) - and sells more home computer magazines than any other company in Britain (so appropriate to everyone else).

The CF team consists of no less than four ex-members of ZDAP, two of AGE and one of CM (just to say, that's seven!) - Ed!

Commodore Format has simply been launched to provide the magazine that C64 owners have been deprived of for the last two years.

Then I'm impressed (well, almost).

TMB

I look forward to the launch of your new magazine (God knows, we 64 owners need one), but I would like to ask if the freebies on the cassette will be available on disk as well, as I'm a bit of a disk snob. After all, I did look out for the disk drive so why should I suffer now?

Sam Blanchard, Shropshire

The cover games and demos aren't printed (what's the point when we're giving

away 60,000 of them?), so I suggest you get out and buy a Power Cartridge or Action Replay cartridge so that you can make disk copies of our cover cassettes. In other words the freebies will not be available on disk. If I apologise for that it's not the sort of thing an impatient being does.

TMB

When I saw the ad for your new magazine I immediately put pen to paper figuring that as mine is bound to be the first letter received, you'd give me a year's free subscription. Here's about it?

On-The-Ball of Stockport

Actually Mr Ed, yours was the 912th letter we received. Also I detect your horrendous mis-use of the English language such as 'flourish' and 'twain' about it, so if you'll allow me to descend to your level of speech, it looks like you gonna get zip.

TMB

I have just failed my Chemistry 'GCSE' exam and was wondering if you could enlighten me on molecular bonding theory. I get very confused whenever Hydrogen bonding crops up. Can you help?

Gareth Lloyd, Upminster

Of course Gareth. Take the simplest case of water for instance - show the Oxygen atom - All right, all right, I think that's quite enough overbearing enlightenment from Brian for one month. Put him back in the cupboard will you Andy?

It ain't easy ya know. - Ed.



NEXT MONTH - Well, after a thoroughly thrilling and fun-packed first issue of Commodore Format, we've decided to do another one...

So, just what have we got lined up for you? That's a very good question. (Eh... what do we have lined up for the next issue?)

Oh yes! We've a cracking demo of Days Of Thunder on our cover tape. Step into the Crazystrife and feel the heat... the need

for - oh-oh, wrong movie.

Alongside this, we'll be having a playable slice of Lords Of Chess - one of this month's Colours! Not only that but we've a couple of very special full games on there too. To find out which ones they

are, you'll just have to wait and see...

We'll have enough exclusive reviews and previews to fill a very large box, including (hopefully) Teenage Mutant Ninja (Mars)'s Puffles, Sick Trapp, Days Of Thunder, the Squadron, Iron Man, SHY, Loops, Orvus, Crestures, the Spy Who Loved Me, Greg Mearns's Ultimate Golf, St. Dragon,

Supremacy, Judge Dredd, Special Criminal Investigation, Golden Axe, King's Bounty - on the list just goes on and on. And on.

And, of course, we'll have the full range of wonderful regulars and featuring features. The Mighty Brain is gonna be cheered into the sunlight once more to answer readers' letters, our resident brain-head, Paul Lyons, will be answering more of your future-based problems, Andy D is busy organising another massive top-packed GameBooks, including the conclusion of the vast Super Wonderboy players' guide, Roger Frames... well, the less said about him the better, and of course, two more readers will run The Counts.

CF2 - on sale, October 15th. No hope.

Commodore Format issue 2. It'll be better than issue 1. Probably.

Please Mister (or Missus) Newsletter, please receive my copy of COMMODORE FORMAT each month. For withdrawal I, I don't know what I'd do...

MY NAME _____

MY ADDRESS _____

MY UNIVERSE IS God-FULL OF Stars!



Win A Telescope, 20 Glow Stars and 50 luminous Yo-Yos from Accolade

Star Control. Accolade's new space-combat strategy war game, is set in deep, deep space. It's very dark and very deep. And there are lots of stars all twinkling around you and stuff.

If you'd like a taste of outer space but don't really fancy all that looping around in hyper-space, sticking up in zero gravity and getting shot at, why not get it telescopic and see the sights of the Universe from your back yard? Or better than that, you could stick some Glow Stars up in your bedroom, and let the universe come indoors for a change!

What? You can't afford it? Oh, well, we'd better give it away then, huh? Well, actually, it's Accolade who are giving all these goodies away. As well as a superb telescope (22x magnification with a 60mm objective lens - that's some mean hardware!) for the first prize winner and 20 sets of Glow Stars for the run-

ners-up, they've also got another 50 fluorescent yo-yos for the runner runners-up. Anyway, there's all this lot just sitting there, right, waiting to be owned by somebody. And all you've got to do is...

Presumably you are? You got taking part in Channel 4's Star Test. You must choose the words from the thirty letters, which best describe yourself as an incredibly important universal body of non-writing properties.

Prizes: 1st Prize: 1x Telescopic Accolade Star
2nd Prize: 20x Accolade's Moon Crater
3rd Prize: 50x Accolade's Star Wars
4th Prize: 20x Accolade's Star Wars
5th Prize: 20x Accolade's Star Wars
6th Prize: 20x Accolade's Star Wars
7th Prize: 20x Accolade's Star Wars
8th Prize: 20x Accolade's Star Wars
9th Prize: 20x Accolade's Star Wars
10th Prize: 20x Accolade's Star Wars

Once you've decided on the words that best describe the ultimate being that you are, which is down on a postcard or sealed envelope, into your name and address, and send it to:

"My God, It's Full of Stars!" Competition,
Cometpost Forum, 50 Mansour Street,
Bath, Avon BA1 2BW

Your entry has to be with us by the tenth of the month (that's the 10th of October, direct mail) and we'll announce the winners (all 10 of you) in issue 3.

The 10 most humorous and/or entertaining entries will all go into a hat for the grand prize picking session. And the 10's decision is final, a separate being-part-of-way.

TEENAGE MUTANT HERO
TURTLES



COWABUNGA!!

THE HEROES IN A HALF SHELL™ ARE COMING!

AVAILABLE SOON ON:

Amiga, Atari ST, Commodore 64, Spectrum, Amstrad and PC.



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those slippery atoms
slip across the floor



If we go with the Chemistry lesson, what do two H's and an O make? (Easy puzzle). Er... **CHIT**! (No - **HCM**! No, no, no, you don't! It's water: **H₂O**! Oh (saw?)). Right, let's try another. What do a C and four H's make? (Even longer puzzle). Gosh! **SCMH**! (Sapples and water! Er... **Coften**! No! The **Mills**! No! Green. Don't worry if you don't know your

Atoms is a tricky test of strategic thinking, where you are tasked with the bonding together of atoms in the correct formation to make molecules.

These atoms are all lying around inside maze-type constructions. Only once you've managed to rebuild the molecule (shown on the left, does each atom flare up and disappear, clearing the way for the next level.

You can move individual atoms around by selecting them with the cursor and then pushing the joystick in whichever direction you want them to go. However? These slippery atoms just slide across the floor and don't stop until they hit something - like a wall or another atom; you can't



Here's the company's first level, where you've got to make some water. See if you can work it out yourself...



that we've got rid of the dimbo (see heads emerged), here are the ingredients:



After every fifth level, there's a **Slippy** bonus round where you can earn extra points. Move the glass blocks into the same order as shown in the panel. Easy



The main trick with the tougher puzzles (this one's level 4) is to pinpoint an area large enough to actually hold the completed molecule!

the hundredth level! If you wanted to be quite **Slippy**, then Atomix will send you critical it's more

Atomix

just stop them in real space. Unless you plan your moves very carefully, atoms can often end up in awkward positions



Following is a relatively simple first level, the second one really ticks the grey cells up the beam. Here, methane is your molecular target!

where they can't be easily relieved. And as if this cerebral stuff wasn't enough, there's also a time limit. If you don't successfully build the molecule before the time runs out, you have to start again from the first level. Doo! Complete the level and the time remaining is swapped for points. With enough points you can buy extra time for any level you fail to complete, giving you a second chance when you muck up. This acts pretty much like a continue option - and a damn useful one, too!

Each of the 50 mazes takes up a single screen, and while the visuals aren't going to win any design awards, the slot hasn't over-compensated by using odd or complex colour schemes. It looks OK and moves well - what more do you want? How 'bout some sound? Well, Atomix comes with a few smart sounding tunes to soothe your troubled mind. However, the soundtrack will have you gnashing your teeth when it repeats for

of the same - but with an even more warped sense of humour.

The puzzles are definitely fiendish, but once conquered stay that way. If you finish all 50 levels (which isn't the Mission Impossible it might sound, there's little point in going back to it, except to try again - if a harder setting and you're hardly likely to do that now, are you?)

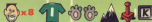
Game	Atomix
Maker	Thalion
cassette	£9.99
disk	£14.99
cartridge	Not available

POWER RATING

- Starting right from the beginning every time is a real pain
- Star soundtrack is too repetitive
- Don't see too long to finish - and after that, well...
- Graphics look pretty good



- Clear, colourful screens with really drawn atoms
- Cursor control method is smooth and responsive
- Three decent soundtracks - a leading tune, an inter-level ditty and the main soundtrack during play
- Priority disk version seems worth its price
- Amazingly addictive - the expertly assigned levels will have you tearing your hair out and the single cassette load makes the game for non-disk users
- Continue option saves the pain



Subbuteo



That streak isn't a printing fault but an action shot of the blue team making a pass...NOW!

For years now, apparently normal people have been shuffling small plastic football figurines around a felt pitch in the name of fun. Nevertheless, this bizarre practice is as popular as it ever was, and has now made the transition from hobbyist to computer relatively unsmooth.

For those uninitiated with the mystical ways of Subbuteo, the game is normally played on a large felt pitch and, using similar rules to humanoid football, the players flick the playing pieces (small linear-actuator mounted on hemispherical bases) in order to score goals. In the 64 version the pitch is accurately reproduced but the players appear as small icons in a plan view of the pitch.

When you're in possession of the ball, the directional control of the playing piece is much the same as many of the soccer simulations around. A marker has to be rotated around the player to determine the direction of the shot, after which two bars appear. Modulate these to set the power and spin of the flick to be played. This may sound simple in theory but it's easy to mis-flick the player and send him careering in a large, ungainly arc, totally missing the ball. If this

occurs, or the ball hits an opposing player, or your player touches an opponent, possession is lost.

Each time a player attacks, the defending party is given an opportunity to move his pieces into a better defensive position, thus preventing any one player from keeping possession indefinitely.

This is basically the same method by which all non-footballing moves are carried out. But despite this slow progression of moves, this method of play does yield a remarkably realistic game of Subbuteo.

Once you've got the hang of it you can take advantage of the three skill levels available or play in a league against either the computer or up to eight of your friends. If you choose to play the computer league you also have the option to either watch the computer v computer matches or just skip to the results (watching matches can get as tedious as seeing the 800th trying Oxoza T-shirt diff. past). Other useful options include being able to change the length of

(anything from one to forty five minutes per half), view fixtures, view league or save league. Everything you need, in fact.

The basic graphics don't really let Subbuteo down when you think that fancy screens (and) are needed with a game more tactical than action packed. What at first seems like dull gameplay soon becomes completely engrossing. It's of the kind of appeal that should last all season.

Game Maker	Subbuteo
cassette	Electronic Zoo
disk	£9.95
cartridge	£12.95
	Not available



The red team are making a stunning attack up the left wing - and is destined not to make it.



Not a wanky stop watch, this useful screen allows you to change the duration of the match.

For that completely unrealistic soccer atmosphere, you can have the moose soundtrack thumping away. Alternatively, you can simply savour spot effects.

For the football purists who are left cold by the action type soccer sims around, this may be exactly what the doctor ordered, a tactical brain buster that comes closer to the park. Hardened Subbuteo freaks won't be insulted by this careful conversion to computer but they may not get overly excited either. It could be wise to try before you buy and if you like what you see, get out on the pitch and flick away.



closer to a skilful match than a friendly kick-about in the park



The sort of play that gives the game a bad name. Unlike real Subbuteo, you can't argue with the ref.

POWER RATING

- Stand visuals are unimpressive
- Lack of a realistic 3D environment could prove disappointing in time of the real thing.

100

79%

- So faithfully reproduced as a small store item
- Flick system requires skill but has been very well implemented
- Challenging league option
- Multi player facility allows a team of eight with friends
- Tactical gameplay is a welcome touch on subbuteo home
- Three difficulty levels ensure plenty of extra time
- Computer opponent also makes mistakes, making gameplay more realistic
- Adjustable game length is a real handy feature
- Outline of game changing options to custom the interest

10

TAKE

5



SEAWARS

A fast, modern and addictive SPORTS SIMULATION which will test your instincts and your nerves in the limit. The only way to win! Opponents launch and straighten moves!



- CD
- C&D + AT
- C&D + AT
- C&D + AT



PUFFY'S SAGA
 Puffy's Saga is a fast-paced action game where you control a character who can shoot and attack. The game is set in a world where Puffy is the main character. Puffy is a cute, round, orange character who can shoot and attack. The game is set in a world where Puffy is the main character.



- CD
- CD
- C&D + AT (included)
- C&D + AT
- C&D + AT
- PC to learn



NIGHT HUNTER

In this exclusive 3-D horror game, you're Doctor, the good, slaying C&D. It's always you'll get excited by the C&D game whose story, graphics, and gameplay are of quality to please.

- CD
- CD
- C&D + AT
- PC to learn



RUN LORD

Run Lord is a fast-paced action game where you control a character who can shoot and attack. The game is set in a world where Run Lord is the main character. Run Lord is a fast-paced action game where you control a character who can shoot and attack. The game is set in a world where Run Lord is the main character.



UBI SOFT

Entertainment Software



keyboard to code

Describing your job as Computer Musician may give many people the image of an easy life — playing keyboards all day and watching videos (trying to hear that perfect but elusive sound effect). In practice, it's more likely that the end of a working day could see you with a headache after listening to the same tune for hours on end. The life of the musician tends to be rather faster paced than that of his programming counterpart, since he may get involved with several different projects in a single month.

Good ears are essential (go and look in the mirror), as well as a quiet environment. The only other thing to remember is — if everything is falling apart don't forget to whip-out the microphone and sample it!

EAR, WHERE DO I START?

Getting inspiration for an original soundtrack can come from many sources. Often a single track idea can generate several tunes — a martial snare-rhythm for a military

Load up your cover tape and listen to the music on Revolution. Sounds pretty good, dunnit? But how do you go about creating those nice noises? MARTIN WALKER describes the agony and the ecstasy of making music and sound effects for the C64

war-game; a wind sound effect for a sci-fi epic. I always tend to start with the title music, since this is the most important music setting piece.

So much atmosphere can be generated if the opening credits feel like those of a film and so much can be destroyed if your Cobra Mk. II Spidehopper is majestically launched to the wacky accompaniment of a tech-repair barrel organ!

Quite often though the game you are working with will be an arcade conversion and, unless the original music is pronounced

'by' by the software house, it is usually better to attempt to copy the original arcade tunes if at all possible, if only so that core-cop players feel more at home.

Working from supplied audio cassettes or manuscript paper versions of the music needs a completely different approach from original music. Luckily most arcade machines now have a test mode that allows each separate piece of music and sound effect to be played back in isolation and recorded cleanly by itself, although you may be unfortunate enough to receive a record.

ing made with a microphone, complete with added conversations and telephone ringing in the background. People in software houses sometimes don't realize just how excited they get playing the game, and although the tape can prove hilarious to listen to afterwards it does make listening to the finer points of the music a little tricky. I'm also lucky enough to be able to read musical scores, and since many Japanese companies provide scores with the arcade license package these can make your work a lot less tedious. The first time I received a score was a bit of a shock though - the pile of paper was more than an inch high! Trying to make sense of the scribbles, Japanese comments is really rather beyond me, but they do seem to change their minds a bit - I received one piece that was scored in a completely different key and tempo from the version in the arcade machine, so every written note had to be transposed by hand!

THE FRAMEWORK

Breaking down a musical score on tape into individual notes is a lot daunting at first, and everybody will have a different way of coping. I tend to go for the baseline first - this is normally fairly easy to pick out, and it's far easier to check everything else once the foundation is there.

If there's enough 'space' in the music, the tempo/rhythm comes next, but with the busy 64 only having three channels it's rare that drums can have their own channel - they have to be incorporated into the other channels as neatly as possible where there is a suitable gap. In fact, the snare-drum is nearly always used on beats two and four of the bar e.g. Bass (Drum) (Snare) Bass (Drum) (Snare), and you can often get away with replacing the melody note with the snare at these points without breaking up the melody too much.)

STRINGING A CHORD

Chords and the melody come next - who knows is easiest - is get the basic framework complete. Once these are isolated you can start to sit back and listen to the line as a whole and then decide what needs to be added or changed. Often changing the voicing of a single sound can completely change the overall result.

Extra notes and effects can be carefully inserted into existing channels to fill out the sound if needed. Putting a 'riff' of notes at the beginning of every bass sound can simulate a first playing along with the bass and fill out the sound coming from the 64.

I normally find it more useful to perfect the whole of a short section at once before moving on to the next. Having the facility to start a piece from selected points helps in this area, and saves no end of time when you need to 'zoom in' on a wrong note (three minutes into a track). Sometimes there may be as many as six notes playing at once in the original score.

Obviously, most computers (even the Amiga) are incapable of playing this many notes without the benefit of an attached MIDI keyboard (more about this later).



Key Mister Music: Max Martin Walker shows no signs of having suffered from having received free snippets in Japanese

Chords can be created by continuously playing the same short sequence of notes very rapidly, although this does tend to 'break up' the sound if you're not very careful. If you have the luxury of sampling sounds, then the complete chord can be sampled at once. It's not all roses though samples eat up memory and if you need many different chords it's back to the old methods. The art of reproducing acoustic tunes is in being able to get the 'flavour' of the music, even though you haven't got the same ingredients!

Just like any other job, pacing is very important, if you accept a commission you must do your best to meet the deadline if you want to get any more work from an individual or company. After all, we all know what it's like waiting for a game to arrive in the shops after reading the reviews.

Arcade conversion tend to have more tunes running during the game than originals but transcribing existing music

normally takes less time than composing new pieces. If you know that three weeks to finish 15 minutes of music, it doesn't take much 'headspace' to work out your target for a day. And don't forget that the average single is supposed to last five and a half minutes - that's a target of ten singles a week!

WHOOSH AND OTHER NOISES

Adding sound effects is an art in itself. The goal of drawing the player into the game world is impossible to attain if the sounds which are added are unappreciated to the theme (in other words, it's just like writing music). In an ideal situation, the sounds should be able to tell you what else is happening in the game, even as far as events occurring off-screen in other parts of the

game world, such as switches opening doors in another location.

If you are able to use sampled sounds, then records and films can be scored for suitable noises - but beware copyright problems in the music business samples grabbed and used in other people's records are already the subject of many lawsuits, so you have to be a bit careful. Only today did I spot the famous Star Trek electric door sound used in a rhythm track. Let's hope nobody else does!

Balancing the volumes of each effect is also important. After all, what sounds like a great laser-firing sound may just grate after listening to it for ten levels of the game. In a short 'ten up' I tend to make the main player firing sound fairly quiet unless it has to be heard above a lot of other noises going on in the background.

Some sounds will always be more important than others - and with only three channels you must judge things very carefully. Some people prefer to hear their own mega laser firing to give a feeling of work done, especially if the weapon can run out unexpectedly! Others feel that hearing an alien episode or fire is more important, to give them more time to react to the situation.

Lively sound must be given a priority, so that more important noises always take precedence. There are various solutions to the problem and I suspect that every 'sound person' uses a different one. I give each sound one of three priorities and test any new sound required to see whether it should

override the current one. Most of

THE PILE OF PAPER WAS MORE THAN AN INCH HIGH

this has evolved through experience but even so, it soon becomes more complicated if you use effects requiring two or more channels simultaneously, such as 'pseudo-voices' and metallic ring modulated sounds on the 64.

Ultimately, the end result is what counts, and whatever sounds good is good. The perfect priority system is one which is completely transparent i.e. one that you never notice!

MULTIPLE FORMATS

Working with different computers provides what 'ic Reeves would describe as a 'refreshing change' but gives you a whole new set of challenges to overcome. I currently work with the 64, ST and Amiga, moving from the 64 to the ST wasn't as happy an experience as I anticipated, since after all of the different waveforms and sounds I had available on the 64, the ST only offered me square waves and noise

from the built-in music chip. It is possible to persuade it to replay samples, but this ties up the processor for most of the time, and consequently can only really be used outside the game itself, on title screens and game over sequences (I know that the STX is different but since most people still have the original ST I have to use the method that works on every machine).

Memory limitations are thankfully less of a problem than they were on the 64, although the ST needs much more memory to scroll the screen than the Amiga, so you may be allocated less music memory for an ST version of the 16-bit game. In-game effects are again mostly chip sounds for the same reason.

Of the three, the Amiga is the easiest machine to work with. Its eight-bit sampling capability provides excellent quality sound with extremely processor overhead and sound effects can be sampled directly from the amica machine.

Getting good quality original samples isn't easy. Although good public domain disks are often full of samples and available through the PD libraries, they rarely give you the exact sounds you want. Most full time musicians make their biggest investment in the form of a MIDI keyboard which can produce all of the sounds they are likely to need in the course of their work. During the past few months I've needed ghostly chains, cathedral bells, dragon roars, wain howling as well as the normal gamut of piano pipes, heavy metal guitar and rock drum kits. My Korg M1 is a beautiful machine to work with but the internal memory needed to store its own sounds is some four megabytes!

Unfortunately, not only must 'work' samples sound good — they must also be as small as possible to fit into the space provided by the programmer. The trick in getting a long sound is to loop a portion of it so that the same piece of sample is heard again and again, but without the 'join' being obvious — that's the difficult part! Getting the best sound in internal memory takes considerable practice. These amazing PD music demos might well be using up to ten times the amount of memory that one normally gets to work with!

INTERACTION

Although most musicians work in isolation (it isn't easy producing music in an office full of people and interpersonals) you obviously have to deal with the outside world. At the start of a project it's best to get the exact requirements in writing from the software house if possible.

This not only ensures that both parties know the score (granted) but also encourages them to think through exactly what they need. Sometimes people are really busy on the phone and end up either not using tunes that took you days to produce or suddenly ask for extra ones a month after you deliver the finished product!

Generally the game programmer involved will have no memory left (on the



Who's afraid of the art of noise — go to work on something that looks like the backside of Juddell Bank every day. Help the scientific use of an egg carton to keep one of Martin's machines from disappearing into a whirlpool of wires.

computer) or expect 15 minutes of backing tracks to fit into a thousand bytes. A calm and cheerful telephone manner is vital in these cases to establish a realistic brief.

Once the workload is established it is vital to give a realistic estimate of how long it will take to complete. Don't expect repeat commissions from companies after you've kept them waiting for six weeks longer than expected!

During the commission you may get a call from the Software Producer. These people are employed by the software house to manage the project. With some games being ordered on many formats there may be several programmers, several

graphic artists and several musicians involved in one project and someone has to coordinate the workload and ensure that everybody is keeping to schedule. It only takes one person to suddenly decide to go off on an unexpected month's holiday to bring the whole thing grinding to a halt. The moral here is to back your holiday with care,

THE FUTURE

Many people expect the future of game soundtracks to be with MIDI but I'm not so sure. After all, most people find buying a computer expensive enough, and currently there is little in the MIDI line for under £200 (such as the new Roland CM series). With games on 16 bit machines currently costing between £70-90 I suspect that most people will forgo the luxury of MIDI game music for some years yet.

Having said that, it doesn't prevent musicians lobbying the code to run a MIDI device for those that have splashed out. The main problem then is that every different keyboard and rack mounted module would need a different set of instructions to set up a similar (but never identical) set of sounds to use in a musical piece. Hopefully only a few popular keyboards could possibly be supported, with separate drivers on disk for each one.

The real future lies with more advanced music devices being included inside the host computer — then everyone will hear exactly what the musician intended!



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Skate Wars



"Come on you idiot! He's getting through, where's the defence!" Sure, you're it. That's right guys it's two a side so avoid letting your opponent get this far if you harbour any secret desire to win

Take eight guys down to the ice rink, grab an old football, a few bits of rubbish and a couple of air-hockey goals and you've got everything you'll ever need to play a game of Skate Wars. You pick your four-man team from a selection of map shots and a few choice player statistics. The higher your side's strength, balance

and reaction the better your chance of hammering the ball in the old cotton-bag.

Teamwork, on the other hand, is one thing you don't have to worry about. As two of the four-man are substitutes and one's a computer-controlled goalie, all you've got to worry about is a one-on-one grappling contest with the mascot from the other side – and in this sport anything goes. There are no fouls: you can trip, push and maim the other player as much as you like.

though with only basic directional, jumping and locking controls at your disposal there's a limit to just how bloodthirsty you can be.

Ball control is of the good old 'spherical sticks-to-the-foot' variety – no matter how acrobatic your skating skills there'll always be that little ball hanging off the end of your stick. A con-

test is

Chill out, kick ass and slice up the ice



Duch! It would appear that I've accidentally touched one of the explosive spheres that litter the pitch and come to a gruesome end. Fancy tennis instead?

Game Maker
Cassette
Disk
Cartridge

Skate Wars
Ubi Soft
coming soon
£14.99
Not available



It's one skill! All hell is breaking loose and the question of colourful blades is going wild! (It, that's supposed to be the sword actually - Ed)

you progress. In practice the matches are all pretty much the same: about as varied as a wet weekend in October when your belly's on the blink. The small number of available moves and the limitations of a one-on-one confrontation means that the only action you'll find around here is strictly routine.

8/10

POWER RATING

- Stand graphics with little variety on-screen give the game little in terms of visual appeal
- Very restricted movement controls detract from the excitement of play
- One-on-one confrontation limits the complexity of the gameplay
- No goals control: the computer ones are a guarantee – another wasted opportunity
- Play itself is much too easy
- Imaginative objectives

100

49%

- Smooth scrolling
- User-friendly menu lets you customise game requirements
- Great set levels provide
- Easy-to-master controls
- Handy pre-match pitch creation
- Individual player profiles and characteristics
- Exciting atmosphere gets you into an "Are we go!" mood!

10



"Hell, friend, and well meet!" A friendly character joins your party and gives you some useful directions.

Dragons of Flame

A whole bunch of despicable Orcansians are overrunning the land. Armies sweep down from the north and capture a fortress (Pax Tharkas) far to the south. Between the two lies the forest dwelling of the equally absurdly named Gwathrin stave, whose very existence is now threatened. You control the original seven-member party from the Dragonstone 486D7 adver-

ty. You turn up in the middle of it all this chaos, not having much of a clue where you are. Your party wanders around a grim, large-scale display, looking for something to do for about thirty seconds, before it's read on by a bundle of even blood-thinner psychopaths than yourselves. Start the game again.

Avoiding the monsters this time, you find caches of weapons and other useful items scattered across the countryside. Not all of

party, save the game and gives you access to a host of other options.

Don't, though, lack the speed of a good arcade adventure and the depth of a role-playing game. So where does that leave DT Out in the wilderness?

READ ON 

Whip out your broadswords and wield 'em in the direction of anything green

tures and must thwart the evil plot of the Orcansian forces. To do this you have to break into the fortress and rescue slaves from there. Naturally, you will be called upon to kill countless socially unacceptable monsters in the process.

The game comes on a double-sided disk (or which you can save up to two games) supported by a manual containing plenty of the old 486D7 info. Cast all that aside; you don't need it.

the ornaments encountered are lovable. Many some of them are friendly. "Hell, well meet" types who can either impart useful info or join the party (more! That's better). Sooner or later you have to get inside the fortress of Pax Tharkas and you'll be lucky to succeed some.

Never mind, whip your broadswords and wield 'em in the direction of anything green. Inside Pax Tharkas there's a whole lotta killer gear on 'em. You fight (and move around the castle) on a combat screen, displaying your main character in profile. All the characters are recognisably displayed but the animation is garish and the backdrops don't fare much better.

Most of the monsters are tougher than even your best fighters (don't forget, in these games you have some characters who are better at fighting and others who are better at using magic). Only one character can fight at a time. So at some point during virtually every fight you're going to want to change the lead character. You can do this (and many other things besides) by calling up a menu system which allows you to swap characters around, cast spells, heal members of the

Only the lead character is shown on the main screen

Two giant weapon attack but only one character can fight



The gear on the left reveals an East-West combiner

Inside the castle the profile display scrolls as you explore. Turn ninety degrees and your new direction is shown by the compass. Confused? You will be.

Game	Dragons of Flame
Maker	SSI/US Gold
cassette disk	coming soon
cartridge	C14.99
	Not available

POWER RATING

- Out graphics, sluggish scrolling and a screen that's too cramped to view with
- Limited gameplay
- Easy to reach time spent accessing the disk
- Not enough choice in combat
- Limited recovery options
- Poor documentation



57%

- Plenty of choices to watch
- Colourful Quest Map reveals everything
- Character portraits - you can actually tell who is who
- Versatile save game system
- Spell-caster and inventory dependent AI/ID information
- A good menu system allows you to customise your characters at any point throughout the game
- Lots of spells to choose from
- Challenging - not the easiest fight in any year

Your Party	The Forest	Bad Guys
		
<p>The icons display the characters in left to right order. All points are shown in green. The yellow bar (as explained elsewhere, Oh dear</p>		
<p>Move your party through the wilderness display with the joystick. Now have to search this area for weapons, friendly characters (also shown up as little white dots) and the secret entrance to Pax Tharkas</p>		



That reminds me, I must get some mouth wash. The keys that are scattered around are vital to your progress.



Poor old Puffy, nice energy blobs, ripe for the eating and there's a bloomin' great wall in the way.



The map screen. Not very comprehensive but fine, what do you expect for mobby! pat!

Puffy's Saga

Game Maker
Cassette
Disk
Cartridge

Puffy's Saga
Ubi Soft
coming soon
£14.99
Not available

The goopy-eyed Balls were suffering from a bad case of boredom. Life for them wasn't too hot: Get up, not a bit, bounce, not a bit more. Flat (just for a change). Bounce a bit. Go to bed. Get up, not a bit... and so on.

One day some kindly Aliens decided to give two of the Balls a slub of excitement - a new concept in Balleville. They snatched away two young mini-Balls named Puffy (a

task as tough as possible. This is where you come in because our couple of cuties are too broke short of a hand, they need your guidance if they're going to escape.

Your first choice is deciding which character should tackle a level. Puffy (being of the male inclination) is more robust and packs a powerful shot, but is a tad slow; Puffin (being a girl-baby) is fleet of foot but feeble of firepower - however, she hangs onto items longer.

Having chosen your sex, you bounce merrily from one level to the next by collecting Red Gems. These simply-named objects are little winking pebbles, usually found in the most outlandish places - under no-circumstances should you ever take them with Magio Gems, which bestow such delights as extra firepower, health and invulnerability (look it up). At all costs avoid the monsters, since their touch drains precious health points, only restored when our cutiesome two-some gobbles some grub.

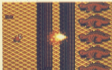
No alien race worth its salt would leave it at that, though every one of the teeny levels is packed with surprises, and even the level layouts are randomly reversed! You can play the game straight through simply by heading for the Flat Gem every time but you don't have to. If you want to experience the full drop of enjoyment out of Puffy's Saga, a little exploration, some monster-bashing, and a lot of posturing is required.



Now there's a novelty, so-called with an attitude. Avoid those at all costs! Get Puffy on the move!

This makes Puffy's Saga sound like an excellent game, which it isn't! It's an above-average Gauntlet variant marred by a few basic faults, which include poor collision-detection and simple four-way movement. The multicolour won't do cassette owners any favours either: the robot sequences,

highscore tables and all the levels are loaded separately. For all its cuteness, Puffy's Saga doesn't have the staying power to merit much attention.



Okay how about this one. Five dragons were walking down the street when one of them turned round and so...AAAAGH! Have you heard it there?

boy-Ball) and Puffin (a girl-Ball) to a land of magic, magio and monsters. Being a bit thick however, our pair of spoiled chums fell a tad fearless and decided to escape.

The Aliens understandably felt smugged and set about making the bouncing boudiers'

POWER RATING

- Generally frustrating because of four-way control method
- Unfriendly collision detection leaves you feeling somewhat cheated when you're beaten
- Only 55 levels, all of which lack variety
- Negative gameplay brings on the games

10

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- Wide variety of collectibles and weapons
- Choice of male and female characters
- Cute graphics and animation, each level has its own story screen
- Save load game option
- Each monster requires unique tactics to defeat
- Plenty of hidden traps and secret passageways
- The cutaway theme is continued through to great spot sound to

59%



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The All New...
ENGLAND

You've kicked big
Bobby Robson off
the bench, but now
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Welcome to our first tints and hips section, the column that tells you everything you need to know about hair colouring and pelvic movements (et... I thought it was hints and tips actually - Ed).

Ahem. Welcome then to GameBusters, our first hints and tips section. We have for you a succulent, nay, scrumptious selection of cheats and cop outs for all you gutless yellow-bellies out there

CASTLE MASTER (Part 1)

As usual we have your basic trouble completing Castle Master on your red. How did we know? Because we're totally crap at it as well. Help is at hand though, in the form of our complete (if you count next month's bit as well) solution, which we managed to obtain through our top secret ways and means committee. If you would like the address of this organisation, tough. You're not getting it. (Although this solution points out some food in particular cases, always collect food as the opportunity arises.)

Shoot into the hole next to knowledge to open, go into Courtyard. Downway in far right door into Lobby. Shoot spirt, collect key from table, through open doorway into



Back in Ball this way and never again will you be cruelly cheated from your quest. Unless we've got this wrong, that is. No, it's just not possible. ♪ more than

Kitchen. Crawl, shoot rat under table. Through fireplace into Larder. Eat food from top shelf first, in case you come back crawling. Eat enough food to gain maximum strength (six balls at each end of the bar). Out to Kitchen, door left to Lobby, door right to Courtyard, archway left to Wilderness. Left to brazier, sun into it to reveal hole.

Crawl down to Caverns, look up, shoot spirt. Take key from box (right). Over barrier, out to Catacombs. Left, right at junction, through, ahead, through, left, through into Caverns, ahead spirt, out. Right, through, first right, ahead, through, shoot spirt, out. Left, through, left at junction, downway right, shoot spirt, out. Right, through, right at junction, ahead, through, left, through, shoot spirt, out. Ahead, left, roomway to right, ahead, through, right, downway ahead to Stairwell.

Door ahead to passage, ahead to the Hospital, shoot spirt to your right. If your strength is low, wait here to recuperate to three balls. Out to Passage, ahead to Stairwell, unlock door to your left by waiting on it. Through to Lobby, downway (beyond) table to Courtyard. Ahead to Well. Action down Well to collect key. Crawl down Well to Caverns. Action hit box to your left to collect key. Over

GameBusters



Well, well, well, what have we got here? Don't touch a coin in for good luck, throw yourself in and get a leg

barrier, out. Left, ahead, left, through, ahead, right, through, right, through to Stairwell.

Downway right to Lobby, downway beyond table to Courtyard. Archway left to Wilderness. Follow road round to right, unlock door behind Wizard's Hut and in. Stand on chair, climb on table, hole to Caverns. Action on bottle to your left for potion of revitalisation. U-turn, collect key from crack in corner of floor. Over barrier, out. Ahead, left, door ahead to right. Door ahead, right, through to Stairwell.

Up, door to right into Lobby, door to right into Kitchen, door to left to Passage, ahead to Great Hall, shoot spirt. Door in far corner to Passage, ahead to Hot Baths. Shoot spirt to your left (above water). Action lever on



You've got to have a sense of perspective about this sort of thing. Taking a quick dip won't really help

pool to empty pool. Down steps and crawl through hole into Caverns. (Process: Action block to move into place as first step.) Walk onto top step, turn right, stand against wall. Look straight up, aim crosshair on crack near ceiling. Hold down Action while rotating view and moving crosshair, collect key. Out, left, through, ahead, through, ahead, right, through, right, through to Stairwell.

What a c@# happens, eh? Don't forget, you can finish your quest if you come back next month (so do it).

TAU CETI

It doesn't take long for a new player of Tau Ceti to become accustomed to the controls of his Skimmer craft and start zooming all over the place and blowing everything he can find to pieces. But the most effective player is the one who figures out how to read his instrument panel properly. Let's start by going through each of the systems, one by one...

The Skimmer

The large viewing panel shows the view outside the Skimmer. You can watch time go by as the sun travels across the sky. Obviously the sun provides best light during periods of dawn and dusk and none whatsoever at night. The Skimmer, though, is designed to operate under all conditions, given a few limitations.

You have an infrared (IR) imaging system which ideal for navigating by night. However, things look different with IR: buildings and other shapes become blurred. For this reason it's not a good idea to use it during combat when IR images can look confusing. If you get into a fight and can't resist, switch back to the normal display and fire a flare to provide ambient light. Remember that you only have a limited number of flares and that each one provides light for a

short period of time. Ideally, avoid entering combat at night and the IR system will serve you well.

It's possible to do this simply by leveling the Skimmer and waiting for morning (your Status report will tell you when). Robots don't attack landed ships because they can only detect changing energy levels. When you park the Skimmer, your energy level is constant and you're invisible to them.

Whichever mode you operate the display in, side and rear views can be called up. This feature isn't just for show; side and rear views allow you to circle structures (or robots) without losing sight of them. Alternatively, if you're on the run, missiles can still be targeted from these views. Lasers, however, can't. So don't waste time trying to use them.

Remember to keep half an eye on the Long Range Scanner when skimming with a side or rear view. You won't be able to see on-coming objects otherwise! The Scanner is therefore another useful tool.

At the top of the Scanner always represents the angle in which you're heading. It has both Short and Long range options. While Long range is the most useful (travel option), Short range reveals the identity of detected objects. Short range is useful when you suspect that something you're looking for is close by but can't see it (perhaps because it's just on the other side of one of the numerous buildings that keep shooting at you when you're not looking).

Black dots are buildings with which the Skimmer can dock, while white dots represent robots. The golden rule is only fire on something that shows up as a white dot on the Scanner.

When you're moving around, there are three navigational devices to help you. The most obvious and most commonly used one of these devices is the compass. The disadvantage of the compass is that it isn't very good at withstanding damage. One decent hit from a robot and it's gone, for good.

Much more robust are the ADPs (Automatic Direction Finders) of which you have two, in the lower right hand part of the display. The top one always locates



key

- Home Base
- Civilian Supply Centre
- ⊙ Military Supply Centre
- ⊗ Reactor Substation
- ⊕ Main Reactor
- / Low Defense
- // Medium Defense
- /// High Defense
- //// Very High Defense

Hunter vs Skimmer

Hunter craft should generally be disposed of as soon as possible. You can tell which ones they are because they appear on the Long Range Skimmer while they're still below the horizon. Stay low and you'll be able to line them up with the laser as soon as they appear. But remember not to try entering bases at this level. You'd splatter.

With this technique, you'll find the Hunters quite easy to take out (especially the Blits which you can now shoot the worst come to the worst). On the other hand, the WAVEs are agile and have the ability to launch AMMs (Anti-Missile Missiles). So do the control tower robots. The best tactic is to fly as close as possible before launching and the chances are that your opponent won't have time to react.

In the case of the WAVE, don't think on the lasers if you want to be safe of destroying it. Remember also that some of the buildings tend to fire off missiles at you while you're not looking. Keep an eye on your sensors. As long as you detect them around the time that they're fired you should be able to knock them out with laser fire or an AMM.

make sure you have missiles and AMMs. "It's better to be safe than sorry," as the Ultimate Knowledge said in the planet of harmless funny things he'd just talked.

Always make a note of the planet you've searched for rods; the last few will then be that much easier to find. If you can resist the temptation, don't re-examine the rods until you have found them all. For one thing, it means you'll be able to get the job over with in one go. It also means that you won't have to keep track of complete and half rods on top of everything else. And when you do return to the reactor room, you'll be able to insert the rods quickly and minimize your exposure to the deadly radiation.

One of the game's strengths is that you can save your progress. Do this every couple of cities and you will neither have to go back very far if you come a cropper nor spend half the time saving instead of playing. It even means you can afford to spend some time practising fighting Blit Hunters and not worry about getting blasted.

Keep these tips in mind, don't panic, and you'll be well on the road to regaining control of the planet. Earn you a decent pension, that will. What are you waiting for? Set a course for The Cell!

main compass directions. These are shown on the map.

There are another two sensors on board, both of which are indispensable. The Tracking Sensor tells you if any device is using radar on you. Any device which does this can direct robots to follow you and launch missiles against you with greater accuracy. So keep an eye on this sensor until you get the chance to knock out the city's radar base.

The second sensor is your ultra-far-range, state-of-the-art Alert indicator. The colour it flashes indicates whether Hunter craft or robots are in the area. The rate at which it flashes indicates whether or not you're being tracked. Don't panic if this thing puts on a big show, just do something about it!

Combat

There's plenty of this and, despite what you may think, you're not equipped to take on anything that moves. Nope, you're actually got to be careful. Here are a few tips.

Your laser heads up with you. When it gets too hot, it will respond sluggishly (or stop) when you need it most.

Skimmer docks have feelings too. If you accidentally shoot or collide with one of these, it isn't going to tell you in afterwards (actually, it will if you leave the city and return again but that won't help you if there are half a dozen robots after you).

There is one particular adversary which isn't fire on you unless you first attack it. Try to leave it alone, it's a mean opponent when it gets upset.

Getting On With It

First note! That's what it's all about and sooner or later you're going to have to spend some time looking for them. If possible, plan your route and always keep a record of where you've been. It's incredibly annoying when you can't remember where you've been (and can be fatal).

The best planned routes will keep inter-city distances as short as possible and avoid travelling to the same place more than once. If you do have to travel through a city a second time,

remember that the supply centres there will have built new Hunters by the time you return. Just because you may have destroyed them all last time you passed that way, it doesn't mean you're in for an easy return journey. (Some cities only have civilian supply centres so it's really a case of being wary. But just in case,

the centre of the city you're in (but the centre of the city isn't always exactly where you imagine it should be). The bottom one always indicates the direction of the nearest Jump Pad. Using these together should suffice if you bear in mind that the rather regular design of the cities means that the Jump Pads are always situated along one of the four



POKES

Jim Manley has provided us with a bevy of POKES (the first four of which, incidentally, are for games on Hudson's 4th Dimension computer). The following routines provide the keys for the five following POKES. Type in lines 10 to 90 and then tap in the POKÉ you want. Save the program and quit to 0000. Run it and wait for the screen prompts. Caution: Be wiser.

50=500 ITEM CYBERBACK - (BASE LISTING FOR CYBERLOAD GAMES) - 07 JM BLAINE 09 20=RELO 2, 0=0=0, IF 0=0 THEN POKÉ A, 2: A=+1: GOTO 30
30 BYE 030 ITEM QUANTITY ERROR MEANS 0=CHECKSUM FAILED - CHECK LISTING
40 DATA 33, 48, 207, 382, 76, 150, 52, 3, 220, 142, 64, 5, 32, 604, 248, 168, 33, 141, 223, 94
50 DATA 650 87, 101, 234, 16, 188, 2, 181, 226, 76, 182, 197, 150, 158, 46, 187, 188, 3, 200
60 DATA 208, 207, 188, 650, 147, 96, 3, 188, 2, 147, 71, 3, 208, 264, 141, 15, 208, 73, 650, 32
70 DATA 147, 208, 3, 650, 50, 147, 244, 5, 188, 2, 147, 243, 3, 154, 98, 650, 50, 182, 3, 144
80 ITEM END OF CYBERBACK

CYBERDINE WARRIOR

This POKÉ for infinite energy, time and ammo...

00 POKÉ CYBERBACK SUPPLEMENT FOR CYBERDINE WARRIOR
100 DATA 281, 280, 142, 282, 250, 96, 76, 66, 220, 98
200 DATA 173, 141, 584, 228, 74, 1, 500, 228, 76, 64, 280, 10000

HEAD THE BALL

Infinite energy, bombs, shields and bullets...

00 ITEM CYBERBACK SUPPLEMENT FOR HEAD THE BALL
100 DATA 281, 250, 142, 282, 250, 96, 76, 167, 142, 76, 103, 121, 76, 94, 220, 10000

INSECTS IN SPACE

Infinte lives and smart bombs...

00 ITEM CYBERBACK SUPPLEMENT FOR INSECTS IN SPACE
100 DATA 281, 250, 142, 282, 250, 96, 188, 173, 141, 250, 58, 141, 66, 62, 76, 64, 280, 10000

IMPOSSABUBBLE

Quite simply infinite lives...

00 ITEM CYBERBACK SUPPLEMENT FOR IMPOSSABUBBLE
100 DATA 281, 250, 142, 282, 250, 96, 188, 173, 141, 76, 76, 128, 76, 64, 228, 11000

HAMMERFIT

This provides infinite energy and ammunition for both characters on the new version...

00 CYBERBACK SUPPLEMENT FOR HAMMERFIT
100 DATA 228, 228, 642, 229, 228, 96, 76, 107, 188, 188, 188, 147, 47, 141, 141, 142, 142, 147
200 DATA 214, 142, 141, 140, 140, 141, 96, 140, 76, 91, 220, 10000

More POKES on page 48!

1. FLOOR 32 (First Floor)

In order to progress to the later levels, you MUST collect the following objects:

THE RADIO - To listen in on the terrorist, and call the cops.

THE LIGHTER - To travel through those gummy vents.

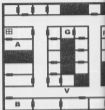
AMMUNITION - For use with the L20.

THE CORD - For use with the explosive.

A KEY - To unlock the doors in the Air Shaft room.

FOOD - For Ted's health.

Once these objects have been collected (in no specific order) you can then head for the specific rooms (going through the vents is advised). Here you must see the **DEB BRAND MANUAL** to deactivate the security system. Then, head for the staircase.



DIE HARD

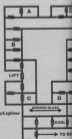
So you've discovered, to your dismay, that Bruce Willis you ain't. Don't lose sleep over it, just have a quick scan at our Die Hard player's guide below and go kloak Hans Gruber's ass, preferably killing him in the process. (Look Ma, no Hans - groan)

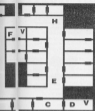
3. FLOOR 33

Move left to the end of the corridor, and go into the 'top' room. The terrorist here has the detonators. Yes, you guessed it, kill him! Head down into the Board Room, kill the terrorist, and throw him out of the window (Bruce Willis was never the big in Moonlighting).

Head down and east into the corridor. Then drop the explosives down the lift shaft; you MUST be carrying the explosives, the cord and the detonators to do this. The explosion will kill the terrorist (but would otherwise block your path on a later level. When walking through the computer room, try not to step on broken glass. If you do get cut, you'll have to run down the hall to the first aid kit.

Head east along the main corridor and go into the 'break' of 12 rooms. Kill the terrorist and pick up the first aid kit because you're certainly going to need it later. Go up the stairs, and prepare to meet Karl! He will throw your gun and ammunition down the air shaft - you must defeat him with hand-to-hand combat (it's a good idea to have the first aid kit on standby here). Once he has been defeated, get the gas and ammunition, and get the hall out of there - up the stairs.



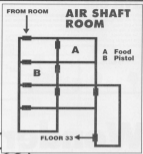


FLOOR 32

- 1st Aid
- Cigarettes
- Lighter
- Bullets/Food/Pistol
- Radio/Pistol
- Key/Pistol
- Card
- Pistol
- Vent

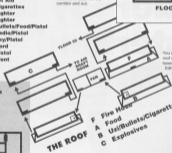
3. THE ROOF (First Visit)

Move left for the first two sections, and then move right (follow the map if unsure). Kill the first terrorist you encounter to get some much-needed food. Keep going left, and kill the man with the UZ. Search him, and collect the gun and ammunition. Go through the door; then shoot the fan to get into the second part of the roof — here you will find the explosives (naturally you have to kill a terrorist to get them). Head right, and into the Air Shaft room (you must have the key here). Search for some food and a pistol, then move east into the corridor and out.



AIR SHAFT ROOM

- A Food
- B Pistol



4. THE ROOF (Second Visit)

You should now find yourself at the start of the roof complex again. Make your way to the fire hose very quickly (just get your ass out of sight). Either swing down on the rope before the roof explodes or die. Your choice.

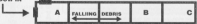
5. THE TRASHED HALL (FINALE)

Shoot the terrorist (if he's not already dead) and move right. For the next two screens you must dodge the falling debris — easier said than done! Kill the next terrorist you encounter, as he has a handy first aid kit. Then you will come face-to-face with the Hans himself. Walk towards him (Holly will push away) and shoot him — he falls out of the window, to his death. HOORAY! (The End, not credits...)

- A Hat
- B 1st Aid/Gas/Bullets
- C Hans and Holly (the end)



WINDOW IN



GENERAL TIPS

- Maps that you may find during the game are greatly inaccurate — use your instincts!
- In general, first aid kits are scarce, only be used once!
- When fighting, toggle between punch and low kick repeatedly!
- Anyone who can reset their machine can enter the POKE (201,173 for infinite ammunition)

LEVEL THREE

Proceed along the level and collect a coin just in front of the castle before the apices. Jump across the apices, walk next to the final pair of apices for the red wings (red ghosts) to come towards you. Run underneath the one on the left and climb up the ladder. Proceed up to the next screen after killing the Mafkard (walking mushroom) and the snake.

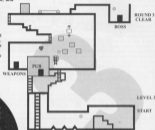
On the next screen, jump at the right edge of the ladder platform to obtain a coin. Jump across to the castle, and you should find a heart ground here.

Go into the magic store below, each time buy five fireballs. Try to avoid using the Magic, as you need as much as possible for the final dragon!

Proceed up to the next section. If you jump off the moving platform to the right, you'll find another coin. Collect your egg timer (half way up the stairs) and climb up the ladder. Buy your light armour for 600. Jump off the platform to collect a coin (just before the knight's door).

To hit the Red Knight, stab him as he is about to stabjump at you.

level 3



Collect the large of money that can be found on most of the platforms. Collect a coin by jumping up at the left edge of the little island with the oak.

On the moving platform if you jump in the correct place, you receive a bag of money. In the coastal town of Sansboro, buy your heavy armour for 1000.

Collective items above the bar next to the shield shop. See her to obtain your life. At the edge of the houses, jump - there is a bag of money there.

Return to the shield shop and buy your knight steed for

LEVEL FOUR

1000. Using the spring in the oak, jump onto the cloud and collect your three coins (left hand clouds). Jump over the water and kill Roundhead.

To defeat the apice, approach him while avoiding the fireballs. Jump and stab him. It's easier to attack him from behind. After killing him go back and drop down into the water, purchase 10 fireballs from the store. Return and kill Roundhead again (try and use your sword). Collect the money from the big heart, finish the level and you should receive a 10,000 point bonus!



level 4



LEVEL FIVE

Collect the coin in the first tree and the bag of coins in the third tree after the bar. Proceed along the level, but jump over the wall. Stand on the edge and jump to collect a coin. Next, bravely drop down the wall.

Proceed along the level and enter the door where

the question mark appears. Approach Giant Khong and stab him. If he moves, go after him and keep stabbing. This way you should be able to avoid all of the rocks that he throws. Assuming you're still alive, collect the bag of coins from on top of the armor shop.

level 5

In the Islam Desert buy two 280 drinks from the bar and receive poor notes for Betty. Jump across the water and kill the first goblin. After him, block the first arrow then jump over the next one; you should now be able to go along the level killing the goblins and collecting the money.

Return to the pit to collect the key. Getting out of the pit is tricky so time the jumps well. To kill the last flying creature, stand on the left where the ground is raised. Once out of the pit, you can kill all of the goblins again and receive all the money again. Now enter the Pyramid.

level 6



LEVEL SIX

Carefully jump across all the platforms killing coin collectors to receive bags of money. Once you have travelled up the sinking stairs to the end of the screen, don't go off. Just walk onto the last platform, walk across and jump onto the fixed platform. Buy 10 fireballs here. Exit the screen.

In the next part, kill the snakes and jump across the gap to collect three bags of money. Proceed along this level, jump across and kill Rahmah (the giant). If you need to, get healed. Drop off the level to the left, just before the spikes, jump and about eight coins can be collected.

Jump across the gap and kill the snakes and the rat. Return and drop down the gap. Jump across to the right and buy your ceramic boots if you have enough for them (the ceramic boots are often better than the legendary boots).

Exit the store and jump back across the gap. Proceed along and jump onto the platform with the door above the spikes. Buy two 100 drinks, but take notice of what Betty says when you buy your second drink. What she says is a clue for defeating the optix.

If he likes green diamonds

Baseball is the answer

If he has rain shoes

Jogging is the answer

POKE POINT

The following two games don't require the CyberTrack base having as just type in either one, "RJM '88" and load each game when prompted as before.

SHADOW WARRIOR

Infinite energy and time...

10 8EM SHADOW WARRIOR HACK BY JIM BLACKLER
20 575 81860-FORMA-DIC7000C READ
2 POKE A, 2 NEXT POKE 091, 2
30 DATA 100, 90, 140, 40, 4, 32, 0, 4,
100, 100, 140, 112, 130, 160, 172, 141,
100, 121, 70, 0, 0

If he has many clubs

Golf is the answer

If he has got strange glasses

Missile Defense is the answer

If he has had a ride

Afterburner is the answer

If he is an idiot

No answer is the answer

If a chicken went missing

Fried chicken is the answer

And if you get the question wrong (duhmy!) you can still defeat the optix with your sword and magic.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Infinite bombs and lives for both players...no loss...

10 REM ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS HACK BY JIM BLACKLER

30 575 81860 FOR A-1064 TO 10
10000 POKE A,C NEXT POKE 771, 2
30 DATA 100, 90, 140, 40, 3, 32, 0, 3,
100, 112, 141, 90, 100, 141, 20, 90, 100,
240, 141, 200
40 DATA 100, 141, 240, 170, 100, 1,
141, 220, 100, 141, 240, 170, 70, 0, 100

Although we're all super gamers players and could quite easily write the hint and tip ourselves, we're also incurably lazy. We'd be utterly, utterly grateful if you could send us your own POKEs, cheats and tips etc, and we'll send you a little something to show our unfeeling gratitude: Commodore Format Taps, 30 Moorecourt St, Bath, Avon BA1 2BB is the address to send them to. That's yer lot for this month. Sox 4.

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WIN

Seen hundreds of an Amiga console, but quite frankly because unlike other manufacturers we make our own chips, we have limitations on the number of silicon wafers we can produce. So it makes no sense to go into the console market with the Amiga product at the moment. Maybe in a couple of years time, but not at the moment. We just couldn't fill the demand. But on the 64 technology it makes sense for us to go for a console. Because it is a C64, apart from one ROM there is no difference between the Commodore 64C and the Commodore 64 Game System."

How do you see the C64GS' chances when it is launched?

"I think it will become the number one product this year, depending on the amount of product the software houses can get onto the market. Mostly because of the Commodore name, particularly the Commodore 64 name as it has a fantastic reputation out there. And also we'll be better than our competitors because of the software support from the

com-
paffors.
So those are the
main reasons. And we

think the 64 is right for that market. People are happy to write for the 64, and let's face it most of the people who buy the 64 buy it as a games machine. So now they'll have a choice: they can either have it purely as a games machine for 600 less than the computer version, or they can have the computer version for educational or productivity type applications."

Commodore nearly brought out a console before, after all weren't the 64 and the Amiga both consoles originally?

"Not really the 64. The 64 came out of the VBC 28 which was sold as a computer and the first 64s, which at the time were selling at £300 I may add, were being used for businesses. In fact the guys on the team still get peo-
ple who use
ing them as
word processors and business
computers. So it was a
business/utility
machine, that's how
the 64 came out.
"The Amiga technology was
developed by guys trying to
bring out the ultimate machine
for the hobbyist market,
whether it be games or what-
ever. So neither were ever
really a console. There have

Kelly Sumner is not only Commodore's National Sales Manager, but he's also worked for the company for over a decade. So if anyone knows the why's and wherefore's of the C64GS, he does. After taking a look at the new GS in action, we settled down in his office for a brew chat about the C64, past and present.

Why do this to the C64? Why make the GS in the first place?

"There's a few reasons. The main reason is that we want to get a 'crack to grow' situation. When the customer buys a product, like a game console, when they upgrade later we want them to keep with Commodore. That's one of the reasons the Amiga is so successful at the moment, due to:

You can have a much bigger Batman game on a cartridge

Another reason is that we believe there is a market there. We don't think it's as big as a lot of people may want you to believe, but it's important if there's a market there for Commodore to have a slice of that market. At the same time, the third reason is if we have a console on the market, it waters down the market for our



Been there, seen it, done it. Kelly Sumner's twelve years at Commodore have made him convinced of the console's inevitable success

Old computers never die – they just turn into consoles! The C64 has had more facelifts than Doctor Who, and this time it doesn't even have a keyboard. PHIL SOUTH went to Commodore for a look at the new beast, and speculate on the future of the seemingly immortal games machine.



Wicked!

Hot Games

The machine comes with four games up front all on the one cart. *Pharaoh's Footstaple*, *Big Top O'Fun*, *Phobia's Quest*, *Alas* and the old chestnut, *International Soccer*.

At the time we spoke to Commodore they had 41 games confirmed as being cart releases. Commodore estimates that there will be 65-75 top games on cartridge available before Christmas, and virtually hundreds next year. The reasoning behind the all-new games move is to give you big incentive to get the hottest new games on cart. There will come a time, not too far in the future it says, when games will be cartridge only releases and not on disk or tape at all.

major publishers in the UK. If you look at the market, there's an base of 55,000 Nintendo in the UK, there are just under 200,000 Sega's. There are no Amstrad consoles at all because they haven't launched the product yet. But the 64 console, or at least machines that can take the cartridges that the 6405 will work on, has an installed base of 1.4 million. Let's not get carried away with that figure, let's put it in perspective. Last year we sold 200,000 C64s, the year before that 145,000 C64s. If you take that with what we will sell this year, you're talking about a minimum base of 500,000-750,000 people in the UK who can use cartridges. Now that's a very important number as far as a software house is concerned. They have limited capability for producing titles. They're obviously going to look into what the user base is. It can see there's a potential user base of 500,000 people that will obviously stay here to produce for the 6405.

People are rushing to bring out software for it before Christmas

KELLY SUMNER

is half of the Commodore 64 base."

And I imagine it doesn't take long to transfer games from other media to the cartridge, either?

"Yes, it takes a couple of days. Let's take

Batman, for example, that could be put on a cartridge in about two days. Obviously you have to produce the cartridges, which takes about 8 weeks, but the actual writing process would take two days. The advantage is Cores is that you can have a much bigger Batman game on a cartridge."

Is the capacity you can get on a cartridge that much bigger than it?

"Yes it is, the traditional old style car-

The 64 has been the game platform of choice for more people in the world for longer than any other computer ever made, so turning it into a pure games playing machine is no surprise. It already sports features like hardware sprites which modern game machine manufacturers claim is a new feature and it has an enormous software base out there: nearly one and a half million users.

Thousands of games have been written in the eight years since the release of the 64, so whatever Commodore does, it can't lose by altering the form of the machine itself.

Of course, just because the GS (Game System) is here doesn't mean that the 64 itself will die out. Goodness knows, Commodore would have to shoot people to stop them buying the 64 anyway. Sales continue to climb with no more advertising than the annual note in the press about this year's package deal. But the GS will turn people on to the 64 who don't want a fully blown computer, or can't handle tape and disk loading (loading from cartridge is virtually instantaneous).

Take a look at the back of your 64. Did you know your machine had a cartridge slot already? It wouldn't be surprising if you didn't. The cartridge technology never really took off when the 64 was originally made, so cartridge games have been in somewhat short supply. Not any more though. With the release of the GS, major software manufacturers are committed to producing all their hot new games on cart format. So all of us will be able to benefit from the GS, right away? If you've got a 64, write software for it or sell it, then the GS is a lot of good news.

Batman is scheduled as one of the first major releases on cartridge - how will the new version change?

The trick with carts is that you can't copy them, so piracy is out of it as a stroke.

Secondly, the games load in seconds, rather than minutes from tape or disk.

Thirdly, the game is yours forever, not just until the disk gets bent or the tape gets caught in your database heads.

So your investment in the game is secure, and you can swap games in the knowledge that what you're getting is going to be good quality, not fugged or broken. Whatever way you slice it, the cartridge boom is going to be great for everyone.





Don't be fooled by appearances. The C6400 may not look as magnificent as some of the competitors it faces but the machine on which it is based was years ahead of its time when it was first released in 1983. With the emphasis now being placed on cartridge games of up to half a megabyte, the future of the C64 looks good for years to come.

tridge is 128K. But most people will be using 256K cartridges, as opposed to 175K for the Commodore-disk drive. And see manufacturers are using a 512K cartridge, so there's quite a bit more capacity on them. Some of the games you're going to see before Christmas are going to take advantage of that, but more and more, as cartridge technology takes off, they'll be using that capacity.

So just like when disks first became available, games will develop to take advantage of the new format?

"Yes that's right. They've also got to give the consumer a reason to purchase a cartridge over and above cassette or disk. A cassette typically is £9.99, whereas a cartridge is going to be £19.99. What does the guy get extra? I think the most important thing is that he doesn't have to wait 30-40 mins to load a cassette, which normally he has to on a C64. I personally would pay that money to have instant load. What else does he get? Like you do on CD's you'll get more tracks on, in this case, other levels. I think the major reason people put their C64 or Spectrum on in the cupboard is not that the products aren't good, because they are good. It's just the hassle of cassettes. The technology hasn't changed for 8 years I think. Had it I was a 64 owner today, I would go to cartridge because there's a limited time you can play after you've done your homework and before you go to bed. You're wasting a quarter or even a half of your playing time waiting for the thing to load."

Also there's the new technology angle, where 64 owners look around and see new technology, Amigas, CD ROMs, springing up all over and they say "Where's the new technology for me?"

"I think cartridge is the way it's going to go. It doesn't do anyone any good to have cassette-based technology. It's no good for publishers, it's no good for Commodore and it's no good for the user. The publisher loses

through piracy, Commodore loses through returns and the user wastes a lot of his leisure time. I really don't know what people do for 15-20 minutes while they load a game! Oh yes, and unlike a cassette there's no degradation. The cartridge user will be able to play the game year after year."

It's like a CD again, the quality of the product doesn't wear with use.

"I think in the market as a whole over the next two years you'll see cassettes and disks disappearing completely, and really the only media you'll see around will be cartridge or CD ROM. It's better for everyone, the capacity and longevity of these formats is much, much better."

They are also less easy to reproduce, as is piracy.

"We have to keep this industry strong, and pirates are rising as all off. I do feel sorry for publishers, but cartridges should help."

How much longer has the 64 computer got?

"It depends who you ask. If you ask me it's got to with it. I've worked for Commodore for twelve years, so year on year I've heard people say the 64's only got another year. And it's still around, it's a good product! This Christmas is going to be another 64 Christmas, and I think we're going to have at least another couple of years out of the 64. I'm sure it will celebrate its tenth anniversary in style. The software guys have now got to grips with the machine, they're now producing great software, and some of it is as good as the 16 bit software you see on other machines. So I think it's got a few more years yet."

The hub of Commodore's console revolution is the cartridge. Their old 16K carts are obviously of no use in these days of hundred K multiloads, so the task of producing a workable design fell to John Twidley and Max Dinc of Void Image. Steve J went to Watford for a nose...

As well as the conversion of The Cat, our cover tape, and The Last Mega games, John Twidley is also famed for designing Tiltlog's expert cartridge and coding the 'Cyberforce' tape measuring system. But it came as a surprise when he received a call from Commodore back in January of this year. "I was amazed when they contacted us, saying they were going to launch a console and wanted us to put together a full-game compilation to give away with the machine. It then turned out that they didn't actually have any hardware to put them in, and it developed from there."

The cartridge had to be compatible with both the new console and all the existing C64s, and also offer the instant large memory access the people have come to associate with the new wave of consoles.

"We designed circuits to provide a half meg access to the 64" says John. "Basically it's got a 4 megabit ROM (Read Only Memory) which is equivalent to 512K or roughly half a megabyte, although it does have the potential to carry up to 16 megabits, or nearly 2 megabytes! There are also two small switching chips, which have in the memory its chunks. The three chips are off-the-shelf chips - it's only the circuitry and operating system which are designed."

To make sure the cartridge is totally compatible with the console, Void Image went with a replacement internal ROM chip for that carried the C64 core



John's original test rig with four megabits of RAM, using off-the-shelf chips, and a battery back-up

sole operating system) for their C64 development kit. "Commodore have had to have some software in the barrel, for some time applications" said John. "The console now have drop-down windows, and windows with drop shadows. It does seem rather pointless at the moment while you can't easily utilize it with the console, and any software won't work with the standard C64."

Admittedly the system is rather crude, but at least Commodore have made an effort toward future projects. Maybe, with a mouse plugged in console owners will be able to access pull down menus, enabling them to play more complex games than the standard five button joystick will allow.

John and Max have also produced a development system which they can give out to publishers, allowing them to put their existing games in cartridge very fast.



"What they'll have is an emulation cartridge, some software and written guidelines on how best to use the system," explains John.

"The emulation cartridge has ROMs and other chips in there, which makes a CD and disk drive act in the same way as a console and cartridge. It's also compatible with disk buffers to make life easier for the programmers. We're actually producing the units ourselves, although we won't have massive demand — we're expecting to send out about a hundred that should be sufficient."

"The utilities we've produced actually make writing disk-based games easier. Programmers tell us the game being resident in the development machine and, when it comes to mastering, they give it to someone else to put it on disk. Now they can have everything working and loading from disk — so they don't only have to use it as a development system for the console."

Once the programmer has finished coding, all the necessary files are sent to Vivid Image so John can convert the code and store the game on an EPROM (Erasable Programmable Read-Only Memory) for shipping to ROM manufacturers.

"Once we've produced the EPROM we can put it on a cart and give it to the company who can then test the game running on the console without a disk drive or tape deck plugged in. They can play it and see that it works fine, before sending it off to the ROM manufacturer."

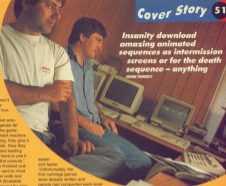
"Playing can take quite a long time — if a bug is found in tape or disk games, they can be recalled for re-mastering, but the price of doing that on a cartridge is prohibitive, so the

costs and labor. Unfortunately, the first cartridge games were already written and people had completed each level so they load it and then decompart. It would have been very nice to have the extra time to get them to modify the programs area, when you're dealing with something that loads instantaneously and then have to wait five seconds for it to decompart. It really spoils the effect."

"The beauty of the cartridge is its instantaneously. For example, if it's a really dull game using tape or disk, but when it's all instantaneous it becomes quite a fun game. There's 370K worth of Feudal

Insanity download amazing animated sequences as intermission screens or for the death sequence — anything

JOHN TINDY



The kernel of Vivid Image itself. Max King (left) and John Tindy with the development machine on which they designed the OS operating system

Fractal on the cartridge — and now the only thing that slows it down is the music fade-out, which runs just before the next screen is loaded in."

The increased memory size also means extra improvements in C64 games. "Open

Instant Action

game must be absolutely bug-free before the final ROMs are burned."

COMPACT AND BIJOU

The restriction of 64K (or a number of small banks is removed to a degree when you have half a meg of memory to play) but publishers are still keen to save money by having the games on as small a cartridge as possible. Vivid Image have got this angle covered too. "We have a range of comparators varying in efficiency versus speed," explains John. "There are times when the code doesn't need to be developed quickly, so it can afford to be a smaller file."

"This whole process is completely invisible to the operating system of the cartridge, so programmers don't have to worry about it at all — they simply give us the files. That makes the process of coding for the cartridge



The new kernel ROM from the console includes a new boot-up screen. When you turn on the machine, you don't have the old blue Commodore 64 BASIC screen, you get an animated screen telling you to switch off the machine and insert a cartridge

from the ability to load in lots of bonus pictures and animation routines. There's also the capacity to download huge look-up data tables. This can speed up complex calculations for things like 3D routines for vector graphics games, making the process more efficient and faster. In a 64K game you don't have enough room to put in a 20- or 40K look-up table and include the rest of the game. With cartridge, you can simply download the table whenever it's needed. The potential is very exciting."

"What we'd like is for people to start writing specially for the cartridge, to show lots of bonus pictures, nice sampled music, just like presentation points like that. You could instantly download amazing animated sequences as intermission screens, or for the death sequence — anything! Anything at all."



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PLAYER 1



PLAYER 2

The favourite all along was Mark Hill. He was the one who had completed Rainbow after someone naive had been spent beating and gynaecosing his way through the multitude of levels which span the game. Kevin Sibley, on the other hand, had not yet reached the sixth level in the time he had spent having the accuracy of his lightning bolt fire. 'At least he was, confident of pulling out all the stops and being able to defeat his more experienced adversary. Only time would tell.

The game had been chosen by mutual consent. The rules were these. Mark and Kevin would play simultaneously starting and finishing together. Play would last for 20 minutes. At the end of this time, whoever had the highest score would be deemed the winner - and who would



Rainbow Islands: the setting for next month's saw-off slugging match.

Who is the greatest games player of the land? COMMODORE FORMAT intends to find out. In the first of our challenges to you the readers, Mark Hill and Kevin Sibley push themselves to the limit to see who is the champion. The game has been chosen - Turrican will decide...

Resurrex return next month to challenge a newcomer in a game of Rainbow Islands (but they don't know that).

With both games loaded, the challenger seated themselves at their controls and stuffed themselves up for the ensuing heart-to-foot. The stopwatch was set and the word was given... (London building still for sure.)



Just look at these two - cool or what? Are we going to let them get away with it? No chance. Silly captions on a postcard, please, to the crowd address: we'll print the best. Only kidding! Could you play your best under this sort of pressure?

Mark knew the pressure was on for him to prove himself the better challenge and he was determined to make as much of an early start as possible. He furiously launched into the first level.

Kevin was less nervous and seemed to calmly study the devastation he scouted through. Nevertheless, Mark did as we expected and immediately began to put away with a score lead.

It also became clear, from this early point in the game, that both Kevin and Mark were adopting the same style of play. They were going out of their way to collect bonus lives, even though this limited how far they could get overall because of the time limit. If one of them had just gone straight for the level number every time, the game might have unfolded quite differently.

By the end of level 1, Mark was proving a point. His score was a round 55,000 and he had 14 lives. Kevin was well behind with 50,000. Though he also had 14 lives, it was clear neither of them were likely to suffer the embarrassment of being knocked out early on (if either player had been, he would have had to start again and try to catch up in the time remaining).

Every two and a half minutes into the game, both challengers were moving into level 1.2 and, in terms of the distance they had each covered, they were practically neck and neck. It may have been Kevin's cool that started to pay off or Mark's nerves

which took their toll but, in any event, the score gap began to narrow. Both players continued moving their warriors out of the main area in order to pick up bonuses but by the end of the level, Kevin's score was 96,158 and Mark's was 121,400. Kevin had reduced the gap between them by two thirds. Mark must have been hoping that his 13-14 lead in lives would sustain play off, though it was difficult to see how.

Both players' slowed down on level 1.3 and even Kevin showed some signs of tension, making more mistakes than he had up until now. Mark, however, failed to take advantage of his opponent's suffering and started engaging distances, falling deep into the caverns and having to repeatedly climb back out. Suddenly, Kevin was in the lead, completing the level with a score of 136,580 backed up with 26 lives. Almost a minute and a half later, when Mark finished the level, he too had 26 lives but his score was only 125,470. Kevin had scored 13,000 more points than level.

Into the ball of level 2.1 they went. Mark was clearly frustrated by his lead before and losing the lead. Kevin though, took to the new fight with the confidence he had displayed at the beginning of the challenge. The fighting was as fast as it was furious now and the players began to barrack each other with boasts but the result was becoming



Kevin completely loses his marbles and tries to scold the photographer with a joystick. It goes to some people's heads, y'know?

Sibley's Secrets

One of Kevin's favourite moves is to walk off a screen infested by hordes of badies (if he wants to save his life power). When he returns, the screen is clear. It's also good for some explanation - a five year mission to boldly seek out hidden bonuses that no player has found before (sorry).

He uses laser fire on end-of-level screens in order that he keeps his dis-

Mark's Method

He uses lightning as much as possible on end-of-level badies and sub-monsters then by turning into the gyroscope (slowly making himself invulnerable while getting into a good firing position).

At the waterfall on level 1.5 he's learned to change the direction in which he jumps while in mid air. This allows the stepping stones to be

ing increasingly clear. Kevin started his way to the end of the level with 185,800 and held onto 26 lives while a more cautious Mark left the level with 181,350 on his tally and 28 lives.

CATCH 2.2

Level 2.2 proved that neither player was going to simply walk away with victory. Time was running out and Kevin had built up a solid lead. But Mark's greater experience this far into the game began to show. Had time not been running out the lead might have changed several more times. On more than one screen, Kevin

seemed to struggle but the outcome was to be decided with each player reaching the end of level bonus, unable to defeat it before the clock stopped. Mark's come-back was incredible. His score rocketed to 247,800, holding on to 28 lives. But his performance wasn't what the going had seemed to be, two levels ago. Kevin, through gritted teeth and a polished performance on the

scrolled into the screen so Mark doesn't have to risk guessing where they are (falling in is a sloppy business).

He always searches for hidden bonuses (in fact, he knows where they all are now). Even though it takes him out of the way, the vast numbers of weapons and extra lives have helped him to complete the game. He makes up for long-winded mistakes by gyroscoping through downwards running levels whenever possible, only stopping for bonuses.

In some areas, invisible blocks become visible when they're hit. If these are shot at again, bonuses spill out in every direction.



Never mind, Mark. Just cos you got humiliated into the ground by someone, there's no need to let people about it

controls, secured the sweet taste of victory. His final score was 265,850, backed up with a confident 23 lives left.

On The Gauntlet, there has to be a winner and a loser. If the pair of them had drawn, we would have made them play again! The under-dog had deservedly won. No doubt the lads will continue sparring at some opportunity but... Kevin Sibley is the very first Commodore Format's Gauntlet champion (number 1 - Ed.)

Do you have what it takes to become a Commodore Format Champion? We need to find a challenger for Gauntlet II. We've already found a game so fast and deadly that only the bravest need apply - Steve Patten's Flying Circus awaits challengers from across the mainland UK. Will it be you?

Send your name, address and preferably a daytime telephone number (by October 18th please) to: Gauntlet II, Commodore Format, Future Publishing, 36 Mermaid Street, Bath, Avon BA1 3BW.

hand but if he gets stuck, on any screen, he goes overhead on a grenade lobbing assault.

A technique he uses for the giant planets at the end of level 3.1 is to crawl in the bottom right corner of the screen, facing away from the baroque fish. This is out of the monster's reach. When it swims over to the left, Kevin turns and gives it a full of firepower, returning to the safe position whenever Java comes back at him. He repeats this tactic until his fire is well and truly expended.

He usually has, going for a quick spin through deep levels whenever gravity lets him. Flaming' Tourist!

All Tooled Up!

When it's time to come in from the sky, leave the aliens alone and dig into serious applications software the OS4 comes out tops with a package called *Top Of Software Tools*, from Comel, and distributed by Biterium, Inc.

This is a collection of 30 programs for the OS4 that give you a gentle push in the direction of serious computing (and there's actually 23 different utilities, so it's even better value for money!).

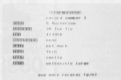
Software Tools is split into two sections, Productivity and Creativity. Productivity is a collection of applications designed with commerce in mind, while Creativity chooses your creative juices from every nook and cranny and fires up your music, art and designing abilities (if you have any).

None of the programs are new - indeed some are nearly as old as the OS4 itself - nor are they integrated with each other, but for sheer program-power per pound sterling, *Software Tools* is at least worth a look...

PRODUCTIVITY

This is a suite of programs that sets out to do the job of an office. The automated paperless office is a concept that found favour with the computer aficionados of the 1970s and early 1980s. The idea was that the computer could do all of the mundane repetitive tasks in the office and save on the large quantities of paper that were usually

We all know there's more to the G4 than just games, but serious utilities are pretty scarce these days, and expensive when you find them. However, you don't always have to business armed with huge wads of dosh, as KEITH POMFRET found out...



A sample file from our staff database... This could easily have been a file from your record collection, a relative's address or birthday, whatever

floating around in practice, more paper was used with tractor printers spewing out miles

of spiralled file reports to a waiting world!

But despite the increase in the one thing that computers were supposed to be able to save, computer-aided offices still caught on. From there, it didn't take long before the popular applications software cascaded down for use on the home machines.

WORD PROCESSOR

The word processor is the computer's answer to the typewriter. It allows you to type letters, reports, books etc, in the same way as a typewriter but adding text on screen and saving files and documents to disk allow you to use the same basic document over and over again, loading it and making the changes as necessary.

SPREADSHEET
This can replace just about any filing system, allowing you to store, sort, search, format and retrieve records. An electronic equivalent of a 'tabular' system, it has the advantage of the speed of a computer and the ability to do complex sorting at the speed of an election.

APPOINTMENT
This financial spreadsheet on a disk allows the making and saving of forecasts, budgets, and just about any form of financial record. Data is held in 'cells' in a universally recognised format that can allow the manipulation of the figures in the cells.

A two-dimensional accounting and calculation ability allows you to view and calculate via either vertical or horizontal axis. This could be useful for a spreadsheet that had time on the one axis and product on the other, for example.

Accountable budgets could be referred to either by product or fiscal period. The spreadsheet is the most useful of the financial planners.

APPOINTMENT CALENDAR

All your important appointments and dates to remember right up until 2086, later files saved to disk, this acts as a permanent

DESKTOP TOOLS

A small collection of utilities have been incorporated into a 'desktop accessory' program which is essential to recovery, and can be called up at any time - even when you have another program running (above, but).

CALCULATOR

It's never in the drawer where you left it or the batteries are flat, but any more. A calculator with all the normal functions pops up on your C64.

CALENDAR

Well, it's a clock, isn't it... and a calendar. The clock has a 24-hour hourly elapsed time counter and runs on time.

PHONE APP-DIALLER

As well as keeping track of your personal phone directory and listing numbers against names, the phone program can advise you of duration and phone costs and charges.

To save your fingers from the wearing task of button pushing, a line dialler produces the magic tones that will automatically dial a number if you're on a System 3 telephone exchange. Hold the phone near the speaker - and forget!

NOTE PAD

If you suddenly have an idea, or need to make a note of something and there's no pen

and paper handy, you can call up a small 20 character by 15 line pad, where you can type in messages to yourself, or even save them to disk.

If you use your G4 a lot for writing or DTP work, anything's possible! This little package is quite a useful application. Just the thing to use if without getting from your current program is really handy!



The handy desktop program Tender does it's thing...

record to back up the mobile diary or personal organizer (you supply).

CHECKBOOK MANAGER

A clever way to watch bank accounts, banking society accounts, and any personal financial transactions. The program can handle deposits, funds, cash, transfers, and give you the balance at the end.

FILE MANAGER

A simple filing system without all the bells and whistles of a full-blown database, this elegant file manager is ideal for those filing jobs that could benefit from a tidy mind but don't need 25 different search, sort and format modes. A simple card index on a disk, ideal for organizing your hobby. Keep those fancy game tips on file, for instance, or names and addresses.

MEMO PAD

Isn't it infuriating when you want to leave a memo and someone's pinched the test Post-



Here's a brightly looking fellow! (Who writes these captions? - Ed). Build your own Database, 2D-200s or spreadsheet and then make 'em move!

CREATIVITY

Extending the more serious 'office' type software is a suite of ten programs designed to stretch your creative abilities and get the juices flowing.

Files from one unit can be loaded into others, enabling you to work on individual components and then combine your efforts in a fully animated screen, with text and music.

MUSIC COMPOSER AND SOUND PROCESSOR

Use SLS's three voices to provide the melody, accompaniment and bass lines of a tune.

You can alter the volume, tone, Mix, touch, timbre and resonance of each voice to get the effect you want, and then string sections together for a full-blown symphony.

BANNER MAKER

If you've ever had the burning desire to print a message on screens wide, then this program alone should have you grasping for the ready.

The package supports files created with the other art and text utilities and enables you to make posters or banners using continuous feed paper.

VIDEO REMIXER

Compiles and animates files from the separate programs to make your very own demo, with sound messages, cheerful soundtrack and title screens. Or something.

DRAMA AND PLOT

OK, no prizes for guessing that this is an art program. You can draw in either hi-res or multicolour modes, and its main drawback is the lack of a zoom function. Some of the more intricate features of lot



Fancy is quick font change? Well, this is the right program to use. It's as easy as A, B and... so... the other one

price packages are available by their absence - such as shape draw and fill commands - but for sketching out ideas, this'll do the job just.

CLIP-ART SAMPLER

A collection of designs and figures for importing into art and DTP packages that can be used as is or added to suit the application. Good for non-entire FONT DESIGNER.

This utility allows you to change and edit the font samples provided, or start from scratch and design your own typefaces.

Straightforward and easy to use, but possibly of more use to artists or game designers, than writers and game players.

SPRITE EDITOR

If or a computer that relies so heavily on sprites for its display, a sprite editor is a useful tool to allow the generation of movable sprites and allows their editing much in the same way as the Font Editor.

CHARACTER SET MAKER

This allows you to create detailed, customised character sets (256 chars per set) that can be utilised in a full colour hi-res or multicolour screen display.

Basically, this is the background designer for your scrolling demos. Similar in some ways to the font designer but with a more flexible approach.

SCREEN DESIGNER

Use the characters designed with the Character Set Maker to create up to eight full screens. Simply place the chosen character on screen using the joystick.

A scroll function shifts the screens around so you can check on the progress of your animated masterpiece!

SUMMARY

Let's be honest, all these packages are very simple, not terribly well programmed and well paid, then self by date. But - as an introduction to the world of productive and creative software, it's not a bad package.

It takes three disks to hold all the programs, and there's a 25-page manual describing all the functions. The instructions are brief, but clear - and half the fun is finding out how they work for yourself!

Obviously you'll need a disk drive, and a printer would be useful. And if you can get hold of one of the releases for the 64, such as the RAM (now Database) robot, then you'll find things a lot more pleasant to use.

Generally, 2D Software Tools gets the thumbs up for the beginner wanting to check out software that doesn't go Zap! Bam! But if you're already a power user, there's not an awful lot to get excited about.



If all this serious stuff sounds vaguely interesting, you can win one of these packs - courtesy of Electronics Plus - simply by thinking over to the news pages NOW! Oh... and entering the competition which just happens to be there.



Music Composer's main screen. The panel at the top allows you to plan your tune, while the bits underneath alter the voices



Well, looks like the Ed's been having a quick go on the art package while Matt's been's around. Don't give up the day job...

it pad? This utility allows you to type a memo in double-quick time and print it out. Simple and fast, but seemingly pointless. What's the matter with pen and paper?

HOME INVENTORY

The slick way to keep all your fill on record, ideal for insurance lists, and with routines to calculate depreciation and the net worth of your property it can help you keep an eye on the escalating value of things. Adding utilities to the inventory as you get them helps you to keep a running total and can assist you in adjusting your insurance cover when the amount gets too high.

So if ever you get bungled, you'll have a printed inventory ready for the insurance company! Not designed for yer average teenage mutant firing turtle fan, this one.

NO LOAD ZONE

Q: My C2N tape unit isn't loading games properly. With some games it works OK all the time but I've got some others that never load. Is there something wrong with the games, the tape unit or my 64?

A: If some games load properly, it's not likely to be a problem with the computer but more likely to be the C2N. The first thing to do is check the tape heads. Are they wobbly or loose? If so, the answer is a quick trip to the computer (or Hi-Fi) repair shop for a screw tightening session.

Secondly, have a look at the surface of the tape heads, the pinch roller (that's the rubber wheel that pulls the tape along) and the capstan (the thin metal pole that the pinch roller rolls on). Every time you play a tape in any kind of tape recorder, a small amount of the metal oxide (that's the stuff in

the tape that actually loads the information) rubs off on the tape heads and the pinch roller. This gets

between the tape and the tape heads and means that the signal gets distorted.

Although with music this isn't too important, with a computer tape it can mean the difference between the program loading or not.

There are lots of tape head cleaners on the market and you can use one of those. However the good ones can be expensive and the cheap ones can actually damage your tape heads by scratching more than just the dirt off of them.

Most people clean their tape heads with cotton buds and some kind of solvent such as lighter fuel or isopropyl alcohol (available from most chemists). To clean them simply dip a cotton bud in the solvent and wipe it gently across the tape head from left to right and back again. Don't wipe up and down, as you could damage the heads, and don't rub too hard. If all the dirt doesn't come off the first time, repeat it with another clean cotton bud. Then gently dry the head in the same way. Don't use anything coarser than buds.

To clean the capstan and pinch roller, press play, get your damp cotton bud and gently touch the capstan (that's the moving roller). Don't press too hard or you'll get shredded cotton bud wrapped round and round the capstan. Dry with a clean cotton

if nothing's wobbling, your tape heads are shiny and it still doesn't work, then the most likely problem is that your 'azimuth angle' is wrong. Although this sounds technical and scary it's a very simple (and common) problem one which you can easily fix yourself.

A tape head is simply two magnets with a gap between them. If the tape heads are properly set up the gap should be perpendicular (90 degrees) to the tape. In practice even the best tape heads aren't perfect and the angle between the two is called the azimuth angle. As a tape unit is used, the tape heads can gradually move until the azimuth angle is too big and tapes will not load anymore.

Some tapes, especially those with fast loaders, are more sensitive to a change in the azimuth angle which explains why some tapes will carry on loading, while others simply refuse to work.

If you press play on your C2N and look through the little hole on the top (yes, you always wondered what that was for), you'll see a little screw where, if you put a small

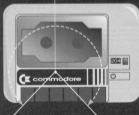
watchmaker's screwdriver into the hole, you can turn the screw and change the azimuth setting. Ah, you ask, but how do I know when I've got the right setting? Well, the best and most reliable method is to get hold of a professional package such as Microcomputer Software's Azimuth Head Alignment Kit. For your £8.99 you get a screwdriver and tape and a complete set of easy-to-follow instructions which will allow

you to set even the most wobbly tape deck within five minutes. (It's then just a case of occasional maintenance.) It's available from all good software shops or direct from Microcomputer Software at Mercury House, Calveley Park, Aldershot, Hants, RG24 0QW. You even get a free copy of the instructions (if slightly aging) *See Inside* on side 2 of the tape.

Inside

In the first of our monthly technical sections, resident tech head PAUL LYONS gets to grips with a few of those prickly problems which curse you and your 64...

1. This should now be the best position for screwdriver to end up in: half way between the two extremes of the azimuth angle.



1. Tilt the screwdriver clockwise until the game stops loading and the flashing bars stop flashing...

2. ...then tilt the screwdriver anticlockwise until the game stops loading again.

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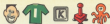
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Mean Streets

The name's Murphy, Tex Murphy. The word is that there's a game on the streets with my name on it. I'm warning you, it's big, tough and slow - like the Ed. Still wanna mess with it? Okay, sit down and listen, punk.

It's the year 2030. You're Tex Murphy, San Francisco private investigator and alcoholic. Sylvia Lindsey, the beautiful daughter of a university professor, walks into your office one day and offers you ten thousand dollars to uncover the facts about her father's death. The cops say it's suicide, she thinks it's murder, you think, "Who, maybe I can pay the bills this month." Maybe you can if you live long enough. But is life Lindsey what she seems? Course not.

Mean Streets is a mystery adventure spanning two double-sided disks. Basically, you have to question suspects, search their homes and offices, figure out who's lying, meet and therefore kidnap professor Lindsey. Finding out why her father died isn't a bad idea either.

You're given the addresses of all the people initially involved with the case. You can fly to any of those addresses in your speeder, either on autopilot or manually. This, *Academy* boasts, means the game includes a flight simulator but it's not a very exciting one. The graphics update too slowly to really make the idea of flying around feel very appealing, although there is a facility for simplifying the display in order to speed things up. By and large though, there's no need to take manual control of the speeder unless you start running short of money and have to go beauty hunting. Same old same, who have to connect with your case, have a beauty view. You have the approximate co-ordinates at



Time To Die

Mean Streets takes place just over fifty years from now, following a nuclear conflict that someone didn't destroy civilization. But the game does try to show how it may have changed society. When you fly the speeder over the west coast of America, the sky is a spectacular orange. Atmospheric effects are also limited by the static changes that disrupt radio-wave calls. In the manual, there's a reference to radiation levels being measured as part of the weather forecasts. As for *Liberty*, unless you sleep to the right part of town, there is no law enforcement - except yours. The cop's office even employs members, for all its faults, **Mean Streets** succeeds in painting a picture of a world coughing up blood.

This is your speeder [an unfortunate name considering the mph it coughs up] and these are your levers, on the left. Currently, you're parked outside *Light's* house. Let's ring her bell.



[Below] There she is, all mean and evilness. Hello, Sylvia. Let me put it to you that you're a kidnapping little puppie who's popped off her father...



BE TIRE FOR DEFLORACY. I THREATEN TO BRUH ANO CRACK HEADS IF I DON'T GET THE RIGHT INFORMATION!



...Although! Her turn to ring your bell. Perhaps the direct approach isn't such a good idea. Time to slinger back to the speeder and spend an eternity flying two hundred pounds down the road. After that, you can visit the camera. He's about as friendly as a kick in the nuts as well.



Did "I" for Vanessa. Ask her anything you want to. She probably won't know the answer but how could you make it through the day without her?

which they may be found but because they don't have proper addresses, you must fly there manually and fight them in a gun battle. If you kill them, their bounty value is added to your cash total. It's a dirty job etc...

When you fly to someone's address, the game describes the scene in words Murphy would use. Then a digitized picture of the suspect appears along with the options



Taste the whiskey, go on. You end up drinking the full bottle of Jack Daniels. Well, you're in the professor's apartment and he's not going to mind it for!

Question, Enter, Throttle and Exit. To ask about somebody or something, you just type it's name. If the suspect doesn't know anything at all, you have to fly elsewhere. If

Becomes more complicated just when you think you've got it sussed

holding something back, you can by tearing them, beating them up on, if you're feeling charitable, you can push a head of rash under their noses. (Bribing is easy. The suspect either won't want your money or will spill everything for the right price.

Threatening can work but some suspects are tougher than you, so be prepared to get a bloody nose. The mug shots become animated as responses appear at the base of the screen. It's a feature that has promised

Access to call the game an "interactive movie".

Sometimes you get involved in gunfights in crucial sequences set in gritty alleys. You appear at the left end of the alley. On the right are a couple of machine-gunning goons whose only concern is using you for some target practice. You have to get across to

the right hand side of the screen with the fewest possible bullets in you. You can duck to avoid bullets but can only walk when standing upright, so you peg it between bursts of enemy fire. You can shoot back whether crouching or upright (but not while you're moving). At least the enemy rarely duck, making them easy to hit. They do, however, receive plenty of reinforcements.

There are also locations to investigate. A joystick-controlled Murphy can search for, examine and pick up almost anything he can see. A menu beneath the graphic display indicates which objects he's near. This is updated whenever something is moved, taken, opened or switched on, as the action may reveal another object. The logged file with this system is that once something is picked up, it can't be put down or examined in detail (a book I found, for instance, could not be opened once it had been picked up). There's no excuse for an infuriating restriction like this.

From your speaker you can call two sidekick characters, via your videophone. Vanessa is a cheery secretary who can't do useful info straight to your speaker, so long as the facts you want are already stored at your office. To find out about the stranger characters you encounter you

have to call Lee Chin, an informant who charges a small fortune for his services.

Things I haven't mentioned so far include a pawn shop feature which helps when you're low on funds and don't want to risk your neck bounty hunting. There are also some tacky musical scores, reasonable sound effects and a save game option that allows up to eight games to be saved and restored; this option is only available from the speaker.

Mean Streets keeps becoming more complicated just when you think you've got it

Game Maker
cassette
disk
cartridge

Mean Streets
US Gold
Not available
£14.99
Not available

sussed. But you spend at least half the time waiting for the program to load data from the disk. This is no exaggeration. Sometimes it's just tedious. Iaving somewhere and returning immediately can require up to three disc changes! That's not all. The game controls are as responsive as a snail: a full-time joystick control is adequate but command the keys used for sliding, auto-gliding and so on have to be held down or pressed repeatedly before they function. Interestingly the game is interactive movie it certainly isn't (wonder if this issue's pretentious title meant). Definitely only for those with the patience of a saint.



Start anything wearing a red subcoated dodge the bullets. You get knocked backwards when you're hit - come to think of it, you die too

POWER RATING

- A case of disk access game mad
- Sluggish command keys
- Not enough control of objects
- "Fling Bom" is more hassle than it's worth

10

-

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69%

- Compelling and complicated plot to confound investigate lars for weeks
- No parser problems thanks to joystick control
- Superb use of animated and digitized images for non-player characters
- Effective use of arcade graphics
- Interactive (lock it up) game world
- Good manual and accessory sheets
- Great historical menu eye test for examining objects

ROGER FRAMES

buys
Budget Games



Don't know these games away Mother they'll make a perfectly good soup. Now where was I? Oh yes, in a fit of good sense the people at Commodore Format asked me if I'd like to comment on the budget games each month. As I consider you lot to be as financially aware as a loose brick, I jumped at the chance. It also means I can play games without having to buy them myself!

Andy has already looked at this month's offerings, but since he's got far more money than sense, I've redressed the economical balance of these reviews by adding my own comments at the end.

RF

SPAGHETTI WESTERN SIMULATOR

Zeppelin £2.99

Oh spare us this. In good of Code Masters' tradition Zeppens have decided to refer to their offering as a simulator when it is in fact a straight forward arcade type game. Isn't it about time we dropped this needless nomenclature? Please...

WAS is a hot-bloodedly swirling game which puts you in control of a rooster 'scouter' chom from the big beauty hunter named Clint Westland (sounds like a big girl's blouse to me). The story goes thus: the Wild West has become a veritable wasteland of



Bang! Bang! You're dead. Never mind, John Wayne has come back hundreds of times.

This is the part of the mag where we hand the reins over to the delightful Roger Frames, budget connoisseur and downright stingy bag. Let's face it, if Roger is going to part with beloved cash for a game, it must be good. Over to you Rog' (and you still owe me a fiver)

outlaws and generally scummy bandits, and Clint (also your good self) has drawn the short straw to clean up the few worst towns in the county.

All you have to do is wander along the high street avoiding flying bottles, horse-shoes and the like whilst the locals, as it were, hunt at you. Eventually you reach one of several buildings, from which emerge various townies. These people's only crime is appearing in the game, so don't shoot them - just hang around until the outlaws poke their heads around the door or windows and jump them full of lead. The enemy is easily recognisable in that they are the only ones who shoot back.

One interesting feature is that you don't lose any energy until you've shot the first intruder, so shoot it at all costs. If you are of the 'shoot now ask questions later' type and lose large amounts of energy, it can be replenished by eating and drinking the burritos and beer scattered around the street. Meanwhile, each subsequent town has more and more bandits to waste. It can get pretty hairy later on.

The graphics are large and completely animated with a very Wild West feel to them but the disappointment sets in with the gaming, which is at best mediocre. Variety is also conspicuous by its absence: after level one it's all just more of the same.

Even at budget price Spaghetti Western Simulator can't really be recommended, unless of course you're a total Wild West freak (poor devil).

FRAME RATE 52%

This one may appeal to certain people who have nothing better to spend their money on but I certainly won't be breaking the cowboys off my cashpoint card.

KAMIKAZE

Code Masters £2.99

It had to happen didn't it? We've been given the chance to play Ninja warriors, fighter pilots, even golf pro's. Now we can play the role of an aviator with a strange desire to career into the ground at high speed.

Kamikaze puts you behind the yoke of an old bi-plane with which you have to traverse the skies avoiding other aircraft in order to save a number of hostages from the local 'nicks'. This is carried out in either an odd way. First you must shoot down a plane that



fly above the buildings, little bi-plane pilot, and - if you feel mean - shoot the parachutists but don't let them hit you

is carrying explosives. Collect said explosives by way of stating mid-air collisions and then dive-bomb the door of the prison. At this stage ordinary mortals would be most gentle but our hero calmly fires the hostages and jumps back into his plane to take them home (jee, what a guy?)

All that remains is to pilot from safety back to the point from which you started, got it? Good, cos it's the devil's own job to achieve this without losing the three lives you are allocated at the start of the game.

The enemy planes are fast enough, but other obstacles include buildings, tanks which fire at you and like men with guns (some of whom fly around on jet packs - naturally.)

When you've successfully rescued the first five hostages, it's onto the next level to liberate some more. The method is just the same (but the background is different and there are more enemies to kill and hostages to save).

The soundtrack on *Harbage* is excellent - a bouncy jazz-jitty ditty which will warm the cockles of even the most miserably gamer's heart. The graphics are also incredibly pleasant: very cartoony backgrounds with small but nicely defined sprites.

Occasionally a parachute appears and, if you shoot from the 'glide disappears leaving me comically flapping my arms in an attempt to fly before plummeting earthward. Classic stuff.

The game also plays well but is a bit too difficult to hold your interest for long. The lack of variation between levels also calls into question the lasting appeal of the game. Still, if you rate your ability to visit the mighty planet, give it a bash. It's the cheapest best-stormer around.

FRAME RATE 65%

Well it was alright. Can't you read this or something? No? Better try it before you splash out.

T-BIRD

Mastertronic £2.99

Introducing the latest in personal transportation. The Possum T-Bird. This miracle of modern science, so the cassette tape tells us, is capable of neck-breaking acceleration and comes equipped with all the latest gadgetry including some well-hard heavy duty weaponry.



This is T-Bird. Take a close look and think hard and then go and read the review of T-B.

Having had your appetite whetted, you take one of these wondrous vehicles for a test drive and, timely would you credit it, if you haven't gone and flung into an alien hand's intent on your demise. Why does this always happen to me? you ask.

Yes, you've guessed it, this dreadfully intelligent bird has set the scene for a space shoot 'em up. The style of the game is very

much in the same vein as *Space Harrier*, where hordes of aliens fly out of the distance towards you. But here, it has to be said, the controls rock.

As you travel through space, a variety of alien formations must be blasted from the sky. This should be difficult but in fact it's incredibly easy to just dodge the others and not bother firing at all. After several waves of aliens, the mothering arrives and bombers you with its sort-of-homing missiles until such time as you've destroyed it. On doing so, the ship doesn't explode into a thousand pieces as you might expect, it simply disappears leaving the player somewhat offed after spending so much time and effort on the beast. Further levels offer much the

same with little or no variation.

The graphics are pretty nifty, the aliens aren't about in pleasing formations and it's all pretty fast. But - and it's a huge but - there is no gameplay. At the end, all you are left with is a sense of bemusement. The graphics and soundtrack offer a potential that the gameplay just doesn't deliver.



FRAME RATE 38%

Under no circumstances would I ever look out for this, not those good old two quid not even one quid, you'd be hard pushed to get one penny out of me for this... BAAAAAHH!

TILT

Code Masters £2.99

Well, well, well. A game from Code Masters that doesn't have the word simulator tugged onto its end.

In fact, this game is a departure from the Code Masters norm in more ways than one. Rather than rely on a tried and tested game formula they've given us something totally original and incredibly polished to boot. Truly.

The play area is a 2D slab containing a simple walled maze, through which you have to roll a small ball in order to reach the finishing point. But before you cry, 'It's Marble Madness all over again' the method by which you move the ball is different - very different. It is the maze itself that moves for you, hence the name) causing the ball to roll.

Several factors make your progress hazardous. First and foremost, if you touch the walls of the maze your energy plummet. When that reaches zero you're up the creek with not a paddle in sight. There are also barriers at points throughout each maze that block your path.

Pressing the fire button moves them aside, but only for a moment, and trying to control the ball whilst simultaneously manipulating the doors is difficult.

To top it all, on later levels your ball gets much bigger (keep taking the letters) which leaves you less room to manoeuvre. After your first few games the situation will undoubtedly seem hopeless, but don't give up.

Once you become familiar with the controls, sufficient progress can be made to guarantee an obsessive interest in the game.

Graphically, Tilt is by no means elaborate, but the movement of the maze is very neatly done and the same can be said for the rest of the objects on screen. A great touch is the way each level is dragged onto the screen by rotating wheels, giving an impression of heavy machinery at work. Sound also adds to the mechanical feel, with whirring hydraulic-type sounds to accompany the tilting of the maze and a satisfying scrape as the ball rolls around.

The additive qualities of Tilt are remarkable, and this, coupled with the quirky style and neat graphical touches would make it to a 'good' full price game. It's always a pleasure to see someone prove that simple ideas are often the best. So, as it's a budget title it's brilliant.

FRAME RATE 93%

Cheer - What a rotten end to my day. Much as it pains me to say this, Tilt is well worth three quid (ouch - my wallet hurts) of anyone's money. For those less cautious than myself this would be termed 'a must buy' (how I hate that phrase).



Follow the maze without touching the walls by tilting the surface - this is only level one

Stop Press

Desk Top Publishing (DTP) has grabbed sixteen bit computers by the scruff of the laser printer and re-defined everything in print from knock-'em-out fly-sheets to lengthy encyclopaedias. Companies now produce professional reports and in-house magazines, authors deliver final drafts that looked like finished books and, for the first time, every job in the publishing chain can be done on a desk.

STOP PRESS

Your C64 or C128 can join the DTP revolution too thanks to *Stop Press*, a fully featured DTP program that stretches your C64 to the limit and lets you join in the page planning revolution.

Until *Stop Press* arrived, C64 publishing was limited to whatever a word processor could output or text-copy from an art program. Word processors are generally limited to basic manipulation and formatting of text and art programs allow you to 'draw' a picture and then print it out.

Stop Press not only combines the best bits of all the features found in sixteen bit packages needing hundreds of pounds more.

To allow you to manipulate pages, documents and text, a mouse is required and the package contains the necessary mouse and interface for a C64 or C128. To use *Stop Press* you need a C64 or C128, a disk drive and blank disks to store your finished work.

The mouse is a three button affair with control assigned to 'execute', 'move' and 'cancel' via the three buttons. Moving the mouse causes the cursor to move in direct proportion to it and allows precise manipulation of the on-screen image.

If you need to print out your finished work, you'll need a printer. As the main purpose of DTP is to produce finished pages, it's important that you have the best printer that you can afford to ensure the quality of your output. *Stop Press* supports Commodore printers via the serial port and also allows serial printers that use RS232 protocols to be connected.

Parallel printers are supported well, with the right interface and connections, an Epson Laser printer working in FX mode produced the best results. It's perhaps a little unfair to spend over £1,000 on a printer but

Our man with a mouse, KEITH POMFRET, goes a-searching for a viable DTP package on the Commodore 64. What does he do when he finds one? He starts producing some well dodgy literature, that's what.

you get what you pay for. A steady sub-£100 slattery dot matrix printer will never turn out results that do full credit to your publishing abilities.

GETTING STARTED

Put the system disk into the drive, type 'LOAD"SP",S,1', hit the return key and go off to make a cup of tea while it loads. When you return, refreshed and the program has loaded, you are given the option to order *Stop Press* or create a page disk. The first time that you use the program, you must make a page disk. The system disk is removed and a page disk is made using a

mouse and, more importantly, the pages involved, are given clear, concise coverage. People who would prefer to use another mouse or would rather struggle with a joystick will be relieved to hear that a variety of input devices are supported. It is a simple matter of pressing the Control key and selecting 1,2,3 or 4 to choose from Database mouse (supplied), joystick, keyboard or Commodore T&E mouse.

A total of twelve chapters in the manual act as a ready source of reference, on-line tutorial and in-depth detailing guide. The *Stop Press* system is intuitive and shortcuts are available for the user who becomes more



Generating different fonts (typesizes) and point sizes is easy



Changing them is simple too, though here we thought a minor re-write would be suitable

blank disk. Every step of the way is covered by on-screen prompts and simple instructions from the manual. If you are lousy fish and can afford more than one disk drive, you can save time by assigning a second drive to the page disk. This saves large amounts of disk swapping.

MANUAL LABOUR

The handy page manual covers every step of the way and, after a gentle introduction and guide to installation, covers the many different facets of the program and DTP in general.

After installation, the first area of interest is the mouse and its control. A three page, related driving course covering the use of the

so-far, with the program.

Once set up and running, you are presented with the standard *Stop Press* Screen. A 'window' on to the page that you are working on is surrounded by icons and selection bars to allow you to choose mode and text and manipulate text, art, out-opts etc. At no point are you stuck for options.

QUICK KLIKKER

A 'quick menu' icon at the top left of the screen brings up a menu that allows you to change various parameters that affect the display and graphics modes instantly. This is useful for changing fill patterns while working in graphics mode, for example. It also allows

'ghosting' parameters to be changed. Ghosting allows two or more images to be merged or overlaid on each other and is a useful effect for blending two images together. A grid facility allows the default pointer (mouse) movement rate to be adjusted. The coarseness or fineness of the required movement is dependent on the type of work undertaken.

Background colour options can also be altered from the quick start menu. This allows you to choose between a black or white background or choose to invert the images so that any picture appears in the opposite colours to those in the background. Using this mode, some interesting text effects can be achieved. For example, a picture of a chess board could have text overlaid on it and the invert option would make the text readable (if a little hard ...) across the board.

VALUABLE ICONS

Other icons around the screen control file, image editing, text processing, graphic style work, erasing and printing. Functions are selected by clicking on the mouse.

Desk top publishing at its simplest is a combination of all the skills and crafts involved in advertising, production, editing and printing in order to achieve all this on an eight bit machine with limited memory. *Stop Press* assigns each area of DTP to a distinct module, loading them into memory as necessary.

FILES AND PAGES

A file system allows the storage and manipulation of files such as text, illustrations and cutouts, text pages and general data functions. A full page is too big to be shown completely on the screen in any detail so only a part of it is visible at any one time. However, scrolling is possible and makes it easy to keep track of all the elements you

manipulate. Fonts, patterns, cutouts, printer drivers and pages are all kinds of files that can be recognised by *Stop Press*.

FROM THE SADDLE

A flyer to invite various journalists to drink my daily-free, be out on the carpet, simply the freezer and sleep on the floor was the first project to be undertaken. A rough page layout was drawn using crayon and stain to get some idea what needed to go where. The main problem was to invite everyone without actually leaving them all alone. (Previously this had been done by suggesting that the



'Thought sometimes, when you start work, you need an on-screen sketch. With *Stop Press* you've got it.

party was to be combined with a train-spotter's reunion but, on this occasion, I only had *Stop Press* to help me. A photograph of your (July 1986) *Horror* was the logical highlighter to include in the document and as *Stop Press* has the facility to import digital pictures (and some business provide digitized clip art on disk) that wasn't a problem. The picture was so horrible that it was used five times on the full flyer - one in each corner and one in the middle. The repeated image was 'ghosted' to put off all but the strong hearted (and the sick who would turn up at the gates of hell to sniff a wine glass).

FLEXIBLE FRIEND

The feature that sets *Stop Press* apart from anything else available from the CBI is its flexibility. I needed a huge headline in a type style that would catch the eye at ten feet. *Stop Press* provided it. Easily readable body text for the message and nice curly tails for the RSVP bit were no problem and, by defining 'boxes' for each bit, I could type the text straight into its allocated place or import it from a previously prepared text file.

PRETTY AS A...

Using the clever graphics editing features, I made the central picture circular and defined a box around it. It was possible to auto-flow text around this by defining a couple of columns and using the auto-flow mode. Even some newspapers have trouble doing that! My *Horror* was received with a mix of delight and indignation by colleagues and the

party was a success.

Stop Press also produced adequate invoices, threatening letters and bills for the damage done at the party and several colleagues have remarked on the quality of the laser generated threatening letters (although this was almost certainly a ploy to turn the contribution away from the cost of a new fitted carpet).

MIDNIGHT OIL

With the effects of a couple of gallons of Procter's Brain-Away Biter still tickling the synapses, another day page planning and printing red eyes at monitor was out of the question. (But the cut-outs, page files and images generated files had given me a chance to push *Stop Press* to the limits.

The fifty or so fonts (type-faces) provide enough variety to produce anything from a newspaper page to a cartoon. Some of the fonts are instantly recognisable from popular publications, some are business-like and others are just plain silly. To complement all of the fonts there is a gallery of cut-outs: pictures and images that can be imported into a page and used to either illustrate or provide a focus for the printed matter. Again there is variety in the subject matter. Committed houses, public with cartoon captions, American tanks, tank engines and wedding bells for position on the page (that's some page!) - etc.

A page entitled 'Auto-Flow Reporter' turns up *Stop Press*. The page is broken up into sections like a newspaper but, instead of vertical columns, the text is formatted by diagonal lines and diamond shapes. One of the features imported into the columns and general of the program fonts demonstrates the versatility of the program.

TEMPLATE

Pages can be planned individually but in the case of a publication or magazine where a similar format is used for many pages, a 'Master' template could be saved and used over again as the basis for each subsequent page. Whether it be single pages, magazine or books, if your computer is a CBI or C128, then *Stop Press* is the only way to attempt DTP. The easy-to-understand manual and intuitive program will give you a simple but powerful introduction to DTP that it would be otherwise impossible to get on an eight bit machine.



Enough graphics tools are provided to keep any budding art editor busy and the easy handling tools have allowed you to get close enough to edit pixels pixel by pixel.

put on a page. *Stop Press* can produce a page up to 14 inches long and, although it can't be displayed in its entirety, it is saved as a single 'page' file.

The program is intelligent enough to recognise files. If you aren't sure of the page filename you need, it's possible to produce a directory of those files which are of that page format for any of the other *Stop Press* files.

Game Maker	<i>Stop Press</i>
Cassette	Database
Disk	Not available
Cartridge	£33.95
	Not available

If you want to get your hands dirty and start mastering the art of DTP, you can get a copy of *Stop Press* through our Mail Order service. Turn to pages 68-69 for more details.

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Where do you start with a game like this? The manual? Not when it's as thick as an animal's under-pants. Let's keep straight into the game then. (Er... Theodoric! Ah, back to the manual, perhaps.)

A good thirty minutes manual reading is required in order to gain a minor insight into how to play the game. A further thirty minutes of fumbling around with the menu system and you'll be ready to roll. (Sounds off putting? It is but don't despair.)

What we have here is a game which looks like a fantasy adventure but plays like a complex strategy game. You must look through various chaotic worlds and try to restore peace and order before returning to your home - Imlor.

Menu options dictate the type and difficulty of the coming adventure. You can play alone or against up to three-of-your-friends. I didn't have three friends to sub together (that, that so I was forced to play solo). If you enter the game at this stage a random character is created for you.

Alternatively, custom-made characters can be included with a Wizard Design routine.

Five attributes govern your character's abilities. These are Action Points (which also



The scenario map screen. In the centre is the house from which solo wizards begin the game. Other wizards start from nearby houses.



Only the Random Wizard and a summoned dwarf leave home and experiment with the Flood spell. Luckily, only the cancer is drowned.

Lords of

I see many lands, wrought and reshaped by the fires of Chaos. I see four great wizards fighting for control. Their failure costs them their souls. The lands are made wild once more. Who now will come and wrest them from me?

"Erm, well, I'll have a go if you like..."

**Game
Maker
cassette
disk
cartridge**

**Lords of Chaos
Bladesoft
£9.95
£14.95
Not available**



Two giants and a wizard summoned by Andy The Slightly More Powerful on level two come across a lovely spear.

Lordy Wordy



The master selection screen (above) from which all new wizards and worlds are chosen. It would be interesting to have a World Design Expansion Kit. Meanwhile, Andy aliases characterisation (top right) before browsing through the extensive spell list (right). Good old Flood spells.



take the number of tasks you can perform in any one round), Stamina, Constitution (when this reaches zero you 'pop your clogs'), Combat and Defense. Initially, according to your magical ability, you have a number of spells at your disposal. As you increase in experience and power you can master more and more spells, up to forty-five in all.

The game is played as a series of rounds during which you can move, collect and use objects, engage in combat and so on. You spend the first round conjuring up creatures to form an army. They include pathetically woody poles, trolls whose intelligence is only slightly higher than that of the surrounding vegetation, and 'heavies' who include dragons, demons and spectres. Some creatures perform certain tasks more efficiently than others. Uncertains can be robes for rapid travel, giants are real meat grinders when they get into battle and the apparently abhorrent gale is actually invisible and therefore strategically invaluable.

Once arrival is the best (or the game, depending on the age of your wizard) you can deal with the various tasks ahead. The



Level Two's forest hides the enemy until you can see them, foamy stuff, wrap, wrap



Down in the dungeon on level three, Andy the Dexterity Man PowerTest searches one of the many rooms...



f Chaos



...And finds more than he bargained for: five unicorns and a troll left to guard the place. Is there a Run Away spell?

Giants are real meat grinders

lowest objective is to kill the other wizards in the game and then get home via a portal which appears after your wizard landing is complete. Unfortunately, your enemies have been busy conjuring up their forces and they have very different plans for you.

Combat shouldn't be easier. Simply move to an adjacent square, place your cursor on your opponent and press fire. The computer then works out the amount of damage caused and whether or not your victim retaliates. You can continue attacking in this manner until either the enemy is dead or your action points have run out for the current turn. Of course, come his turn, you'll be the one who's soundly clouted. Daggers and magical swords, which you'll find scattered all over the place, do wonders for your fighting ability, not to mention your offensive short bladders.

Even if you get nailed of with all the performantly man-to-unearthly creature combat, you can fight really dilly and use magic. Just select the required spell from the spell menu and do battle as before. There are some truly diabolical spells at your disposal. 'Daisy Ring' lifts the surrounding countryside with, well, gassy blobs, which sends the enemy in much the same way as a large snore (that's enough gassy stuff, thanks - Ed). 'Floor' and 'Tangle Wire' perform similar tasks but with water and sinister vegetation.

Offensive spells like 'Lightning' and 'Fire' are powerful enough to please the most demanding pyromaniac while 'Magic Shield' provides some defense against enemy spell



There are plenty of places to hide in the dungeons, which is useful because there are plenty of reasons to hide as well

saving. Knowing how best to employ sorcery in battle certainly separates the heavyweights from the novice pre-optimizers. Oh, yes indeed.

There are also the more mundane tasks like treasure hunting and exploration to consider. Here again your magical ability is useful. You can lower potions to your hero's content. Throw the wizard hells into the pot, stir, cook for thirty minutes or gas mark eight and voilà! You have a delightful soup that will allow you to fly, travel more quickly or heal wounds.

The three Levels of Chaos scenarios are more than enough to keep you busy for a very long time and plans are afoot to release further scenarios for the game (what's more, you'll be able to continue with your existing character). But is it any good? (Langry pause to build up the tension...)

It's brilliant! Despite the horrors of the manual and menu system, Levels of Chaos is actually quite straightforward to play. The graphics are lively, your surroundings are colourful and most of the sprites are embellished with taken animation. Sound is fairly limited but quite rightly so; a strategy game of this sort just doesn't need to constantly harass a player's ears. With its novel fantasy theme L&C violates a welcome change from the glut of modern war games. Its playability also makes it worth a look for newcomers to strategy games.

Invite your mates over, bring out the pop, four-pack or Pilsner, lay on some troll and make an evening of it. Then Levels of Chaos really comes into its own.

BBT

POWER RATING

- The manual and menu system are confusing to begin with.

100

90%

- Simple combat system for even the most turn-based of scenarios
- Magic system is extensive, ingenious and easy to use
- Functional wizards are busy and pleasing to look at
- Gridlock build up to final battle increases atmosphere
- Ability to manipulate landscape via spells and is superb
- Low-weight spending builds up tension
- Long game life provided by three totally different scenarios
- Character creation gives extensive player involvement
- Possibility of further scenarios makes package of the most exciting and long lived
- Multi-player option which demands to be used

10

With their forthcoming release of Capcom's U.S. Squadron, US Gold thought it might be rather fun to commemorate the event with a competition. But we said no, our readers don't want to win hundreds of pounds' worth of goodies. This page could better be used for a review of gardening software for the VIC 20.

So here we go... VIC 20 owners with large gardens should now be thinking about planting their rhododendrons and begonias before the first frost of winter sets in. This new software from Biosoft - *uh!* [Sorry about that folks, our competition's editor has been replaced with a large wallpaper poster, and the U.S. Squadron competition can now proceed as planned.]

If you flick to page 96, you'll find more details about this new serial robot 'em up, which should be scratching into systems around the country (sawfish), sitting in the cockpit of an ultra-modern jet fighter of your choice, you have to fly into enemy territory and destroy lots of things - including stolen B2 Stealth Bombers! Good! Whatever is the world coming to?

Win a Sony Video recorder,
fighter plane videos and
copies of UN Squadron

Nuke Those Begonias!

Right, they were a bit tricky, so a stab at your local library (Seriousness borders and Misprision would assault you) should make a bit of difference. Put your answers, A, B, or C on a postcard and send them to:

**'AARHGH! Chrysler-Benzums
at one o'clock' Competition,
Commander Format, 30
Marion Street, Bath, Avon,
BA1 2BW.**

The first correct entry out of the box wins the Sony and the video, while the next 20 entries will receive a copy of US Squadron. You lucky people!

Unless the editor's decision is visibly pretty final, Biosoft who works at US Gold or Future Publishing may enter. My employer at Lookhead, however, banned Dynamis, so the gardening division of Biosoft may enter.

1) Which of these are you more likely to find in a clay soil facing south?

- A) A Topsoil Tu-144
- B) A CMA Galaxy transporter
- C) Mandy paracetols

2) Where is the Spear and Jackson no.7 spade most likely to fail?

- a) Along the ventral fin near the air intake of the Pratt and Whitney AX12 jet engine
- b) Just below the brass grommet, where it splines into the wooden shaft
- c) Above low-level AMAX radar but below the SAM2 missile's flight ceiling

3) Your red hot pliers have got blight. What preventative treatment should you use?

- a) Spray with Old Whittens's bug-away, mixed 1:9 in distilled water
- b) Fly-by wire AMRAMs with thermal-loaded scatterbombs
- c) A 15 megajoule thermonuclear device, dropped from TS-900 B by a B2C

So, just to get you in the right sort of mood, good old Gold have slumped up for a set of three videos featuring stunning images of the most powerful war planes around. However, on their own these are as much use as a VIC 20 gardening program, so USG have also thrown in a absolutely *hugely* Sony SL2372 video to watch 'em out!

This gorgeous Hi8 system video has four heads, long play, still picture, slow motion and frame advance, high speed rewind, index search, auto tracking and a fully programmable LCD remote control.

And don't despair if the first prize goes elsewhere - there are also copies of US Squadron just waiting to be despatched to the 20 very lucky numbers-up!

If now you should be getting all giddy with the thought of viewing your own jolly videos, so you're probably wondering just what you've got to do to win it. No problem, just answer the three easy game-related questions below...

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We want you to help us make CF better. We want to know all about you and what you think of the mag. To make things as easy as possible, here's a questionnaire we prepared earlier. Fill it in, and send it off to Commodore Format Questions, 30 Monmouth Street, Bath, Avon BA1 2BW. Ten random entries will get a free CF T-shirt! Oh, and thanks!



Win a T-shirt!

NAME _____
 ADDRESS _____

1. HOW OLD ARE YOU?

UNDER 10
 10-12
 13-16
 17-20
 21-25
 OVER 25

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50
 128
 CONSOLE

3. WHAT HARDWARE DO YOU (A) OWN OR (B) INTEND TO BUY DURING THE NEXT 12 MONTHS?

DISK DRIVE	(A) <input type="checkbox"/>	(B) <input type="checkbox"/>
JOYSTICK	<input type="checkbox"/>	<input type="checkbox"/>
MONITOR	<input type="checkbox"/>	<input type="checkbox"/>
PRINTER	<input type="checkbox"/>	<input type="checkbox"/>
MOUSE	<input type="checkbox"/>	<input type="checkbox"/>
AMIGA	<input type="checkbox"/>	<input type="checkbox"/>
ATARI ST	<input type="checkbox"/>	<input type="checkbox"/>

4. WHAT SOFTWARE DO YOU (A) OWN OR (B) INTEND TO BUY DURING THE NEXT 12 MONTHS?

GAMES	(A) <input type="checkbox"/>	(B) <input type="checkbox"/>
ART	<input type="checkbox"/>	<input type="checkbox"/>
WORD PROCESSOR	<input type="checkbox"/>	<input type="checkbox"/>
MUSIC	<input type="checkbox"/>	<input type="checkbox"/>
ACCOUNTS	<input type="checkbox"/>	<input type="checkbox"/>
ADVENTURE	<input type="checkbox"/>	<input type="checkbox"/>
DATABASE	<input type="checkbox"/>	<input type="checkbox"/>
PROGRAMMING	<input type="checkbox"/>	<input type="checkbox"/>
LANGUAGE	<input type="checkbox"/>	<input type="checkbox"/>
OTHER	<input type="checkbox"/>	<input type="checkbox"/>

5. WHAT DO YOU RATE YOUR 14 FAVORITE GAMES PERCENTAGE RATING?

GAMES	% <input type="checkbox"/>
ART	% <input type="checkbox"/>
MUSIC	% <input type="checkbox"/>
PROGRAMMING	% <input type="checkbox"/>

6. ON AVERAGE, HOW MUCH DO YOU SPEND ON SOFTWARE EACH MONTH?

UNDER £10
 £11-£20
 £21-£30
 £31-£40
 £41-£50
 OVER £5

7. BREAK DOWN YOUR SPENDING FOR THE LAST 12 MONTHS.

HARDWARE	£ <input type="checkbox"/>
GAMES SOFTWARE	£ <input type="checkbox"/>
CREATIVE SOFTWARE	£ <input type="checkbox"/>
SERIOUS SOFTWARE	£ <input type="checkbox"/>

8. ESTIMATE YOUR SPENDING FOR THE NEXT 12 MONTHS.

HARDWARE	£ <input type="checkbox"/>
GAMES SOFTWARE	£ <input type="checkbox"/>
CREATIVE SOFTWARE	£ <input type="checkbox"/>
SERIOUS SOFTWARE	£ <input type="checkbox"/>

9. HOW MANY ORIGINAL GAMES DO YOU OWN?

10. HOW MANY GAMES WILL YOU BUY IN THE NEXT 12 MONTHS?

1-5
 6-10
 11-20
 21-30
 31-50
 50+

11. NAME THE PRICE OF SOFTWARE WHICH YOU USE THE MOST. NAME ONE ONLY PLEASE.

12. NAME THE COMPUTER MAGAZINE YOU READ.

COMMODORE FORMAT	<input type="checkbox"/>
EDGE/MAGAZA	<input type="checkbox"/>
C+M	<input type="checkbox"/>
YOUR COMMODORE	<input type="checkbox"/>
CCI	<input type="checkbox"/>
COMMODORE DISK USER	<input type="checkbox"/>
NEW COMPUTER EXPRESS	<input type="checkbox"/>

13. WHICH OTHER NON-COMPUTER MAGAZINES DO YOU READ? PLEASE TICK ONE.

SMASH HIT	<input type="checkbox"/>
SHOOT	<input type="checkbox"/>
VE	<input type="checkbox"/>
3000 AD	<input type="checkbox"/>
EAGLE	<input type="checkbox"/>
OTHER	<input type="checkbox"/>

14. RATE YOUR INTEREST IN OUR REGULAR SECTIONS.

NEWS	<input type="checkbox"/>
POWERTEST	<input type="checkbox"/>
THE MIGHTY BLAZ	<input type="checkbox"/>
BASIC INFORMATION	<input type="checkbox"/>
FEATURES	<input type="checkbox"/>
POLYVIEWS	<input type="checkbox"/>
PU	<input type="checkbox"/>
GAMES	<input type="checkbox"/>
ADVERTISE	<input type="checkbox"/>
COMPETITIONS	<input type="checkbox"/>
THE SAUNTYLET	<input type="checkbox"/>
GAME BUYERS	<input type="checkbox"/>
COVER TAPE	<input type="checkbox"/>

15. WHICH SECTION DO YOU WANT TO GET BIGGER?

16. WHICH IS YOUR FAVOURITE AD IN THE ISSUE?

17. WHO IS YOUR FAVE SOFTWARE COMPANY?

18. WHICH GAME REVIEWED IN THIS ISSUE DO YOU INTEND TO BUY?

19. ARE YOU A SUBSCRIBER?

YES
 NO
 INTEND TO

20. HOW MANY COPIES OF COMMODORE FORMAT DO YOU INTEND TO BUY OVER THE NEXT 12 MONTHS?

21. HOW MANY OTHER PEOPLE WILL SEE YOUR COPY OF COMMODORE FORMAT?

22. FOR HOW LONG HAVE YOU HAD YOUR COMPUTER OR CONSOLE?

LESS THAN 4 MONTHS
 4 MONTHS-1 YR
 1 YR-2 YRS
 2 YRS-4 YRS
 MORE THAN 4 YRS

23. DO YOU GET SOFTWARE FROM FRIENDS OR LIBRARIES?

OFTEN
 OCCASIONALLY
 ONLY ONCE
 NEVER

24. WHAT'S YOUR FAVOURITE FILM OR VIDEO?

25. WHAT'S YOUR FAVOURITE BAND?

26. BRIEFLY TELL US WHAT ELSE WE CAN DO TO IMPROVE THE MAGAZINE.



A murder has been committed at Grenley Manor. It's your task as a famous sleuth to solve the crime within two hours, before the boys in blue arrive to do it for you. So, magnifying glass in hand you set off to explore the building in an attempt to identify who committed the foul deed and which weapon they used.

The mansion is positively teeming with guests, relatives and staff, any one of which could be the killer, so it's down to you to ask any suspect you encounter pertinent questions. This is done by means of a clever menu system, place the magnify



The daughter of the deceased looking suitably distressed. She's not got a lot to say either. Honestly, you try to help people...



Edward Peters tells under suspicion. All these leads will have to be investigated but are you on the trail or just falling for red herrings?

Murder!

ing glass over your suspect and press fire. When their picture appears in the frame to the right of the screen press on the question icon to access the interrogation menu. You can question anyone about anyone else and even find out if the deceased or the suspect has been involved with someone they shouldn't (steals, forges, winks, winks, say no more).



The layout of the house is one of the few things in Murder which doesn't change each time you play (phew)

Once you've probed the suspects (yeah, yeah) for information, click on the notepad icon and all the leads they've spilled are automatically jotted down so that you can refer to them without having to question people a second time.

Examining weapons for fingerprints can help to bring the killer to light. However, the murderer often wipes his or her prints from the relevant object. At this point make like Perry Mason and 'tell' your suspect (that's detective talk for follow, follow) until an item is dropped. The prints on this can be compared with those on the murder weapon.

Finally, select your choice of murder weapon, for the culprit and step on the cuffs. If you get it right, a newspaper page describes you as

the best thing since film-length episodes of Columbo, complete with pictures of yourself and the appropriate headlines if your guess was incorrect, a somewhat different headline is printed praising your detective abilities whenever you just follow those of Inspector Crookson. The graphics in Murder convey the atmosphere of a classic whodunit, with their period, monochrome scenes. However, movement around grounds is a bit when too many items and characters occupy the same room, which can grow slightly annoying when the game is slow.

Sound is minimal but used to great effect: hushed whispers, clipping tops and owl hoots.

Make like Perry Mason

Game	Murder
Maker	US Gold
Cassette	Not available
Disk	£17.99
Cartridge	Not available



Got her banged to rights, caught the villain red handed, etc. "It's a fair cop, you, but next, it's to blame."

all before the wide audience. A lot of thought must have gone into them and it credit to the programmers for that.

An excellent feature which must be mentioned is the one that allows you to change the date of the start of the game which in turn alters the details of the crime committed. There's a different time for every single day of the year - and there are lots of years in all, there are over three million different murders to solve, each more difficult than the last.

After the first dozen crimes, the gameplay may become less repetitive for all but the most ardent sleuths. The fact that many of the suspects look exactly the same also makes it difficult to locate one particular person. It would have been worth losing something else to rectify that.

Given aside, what we have here is a thoroughly enjoyable game which will delight would-be detectives and probably the majority of other games players besides.

ANDY

POWER RATING

- High graphics prove repetitive after the quickly
- Busy screens make the game frustratingly slow



82%

- Graphics are delightfully atmospheric
- A mystery for every day of the year is a staggering prospect
- Computer-controlled suspects are wonderfully intelligent
- Comprehensive menus allow you to say or do anything to suspects and weapons
- 'Repeal of suspects' statements is most useful
- Locations are nicely varied so you won't get hopelessly lost
- Apparent control is best used to make the game comfortable
- Clever use of spot effects adds the atmospheric scenes
- Well-suited relationships add genuine realism



Someone wants to give the Devil a good talking to. A cluster of fairies were stinging their own business — chasing rainbows in dewdrops, putting air-pennies under the pillows of fearless children and singing songs to cheer up boys who used to be princes — when along came the Lord of the Flies' minions and whipped them all off to hell.

What'd the Evil One intend to do with them, no one knows. Pump

Stormlord strikes back, facing the fairies' foul foes with fearless fortitude

and its surrounding minions are split into six levels, each one different and more terrible than the last. Now comes the important bit — just about everything that moves is out to kill you, and can do so on contact.

The action starts tough and just gets tougher — see if you like games that consist of five minutes' exploration with just a dash of mystery. This won't be for you. From the beginning you have to kill a load first, avoid killer bubbles and laugh in the face of acid-drops. Then comes the real test: a pool of fire. Stormlord has a unique bonus jumping ability: he can jump in the air continuously up to a maximum of three times. It's a fiddly process.

That requires some practice, but it's essential so you can master it if you're going to progress to the next stage.

Deliverance starts and ends surrounded with bonus levels in which they can gain extra lives. Fairies appear on-screen for you to catch them — they drop gold coins as a result.

Collect five gold coins and you have an extra life. Stormlord isn't a big fella: your jumping abilities are then not short, and instead you have to plant hearts like a ladder with your fire buttons, climb up them and reach the fairies that way. Hearts disappear very quickly, so some pretty frisco hopping is called for.

Deliverance has enough challenge to appeal to most games players, but it's too limited in scope and originality to have you screaming for yet another sequel.

There are neat touches which make it worth playing in its own right: for example, when you comfort the dragon drooping eggs, you have to prevent the eggs splitting open — if you do, the dragon hurls you soft and helps you in mobility and firepower. It's typical of the game's nice touches which



Don't mention eggheads or you'll get a foot sore. But the eggs and a flying beast appear for you to ride

Game	Deliverance
Maker	Newson
Cassette	£10.99
Disk	£14.99
Cartridge	Not available

make it an enjoyable platform-based shoot 'em up, rather than just an average one. Be warned, though: if you've got a short fuse, your fire could end up in the street with a foot mark on it.

GORDON



Deliverance

From full of air to make fairy bubbles? Plug them into the mains to make fairy light! Put them in a blender and make fairy liquid!

LESTER MORTIMER have tried to save the sprites before now only to come to a miserable end, their wingers left behind as testament to their failure. Stormlord is a different kind of hero. He might not be able to walk on water or feed the five thousand, but he isn't about to hump hell and save the



Well looky here, it's a man of the pluck who leads the end of your quest, just appreciate the old poop and watch the fairies flutter off

Guidy fairy souls; and when pushed here's guaranteed to resurrect himself eight times more than your standard issue biblical escape artist.

As you'd expect from a hard guy it is one-piece gaudium number with matching boots. The task is by no means easy. Hell



Oh look a football with heels. Actually it's a bomb, but it won't hurt you, collect it and watch the county quack



As I see, you'll go out with me if I survive this strange and wicked land and free your fairy friends. A doodie



POWER RATING

- Frustratingly difficult test start is tough
- Not-really different touch-screen processor
- Jumping can be very awkward
- Average Sprite graphics

74%

- Unusual array of opponents from eggs with legs to killer snowflakes
- Handy power-up system
- Plenty of usability — if you've got the patience
- Stormlord is recommended where to stand — no need to go back to the start of the level
- Recent soundtracks an every last
- Good range of weapons
- Choice of music to sound effects during game
- A surprise on every screen



Iron Lord

Many moons ago (a few fabled at best), King Tibor was murdered by his brother, Zolpax, who returned to the land after many years in exile, accompanied by a small herd army of demons and devils. However, Tibor's son (he isn't named in the instructions, so we'll call him... ah... Bob) was whisked away while all this nastiness was going on and has been in hiding ever since. And now, as rightful heir to the throne, he wants it back.

Unfortunately, Bob isn't terribly well equipped to do over Zolpax's Army of Chaos. His total army consists of... a dagger. So the first part of the mission features Bob's efforts to rally the people of his land into an army worthy of the task.

The Green Country — or at least its interesting bits — is represented by a large map on screen, showing the seven main parts of the land. Bob rides between these locations on horseback, accompanied by some very smart animation indeed. The whole game is controlled by a pointer and mouse, so all you have to do is click on Bob's destination and off he goes.

Upon arrival, one of the many float smart pointers appears showing the scene in detail with a narrow scrolling map beneath. This bit allows you to wander around and explore any of the buildings in the area. Whenever Bob walks smack into some masonry, a job of the fire button either brings up a message listing the right direction to move, or allows him to go to face around.

In a classic tale of 'hero attempting to win back his kingdom from loony bad guy', Iron Lord plunges you into a medieval land of knights, castles



Iron Lord land - that Green Country in full...

and swordplay as you try to restore the Green Country's rightful heir to the throne...

Specific buildings, like inns, shops and churches, are home to characters who Bob can talk with, give things to, or from whom he can buy items which appear so tough they might become regally useful later on.

Other activities into which Bob can enter in an effort to increase his social standing among the peasants, include a quick bout of air wrestling (success! Bob's wrestler, a swift game of craps (Bob, with the Captain can increase his gold count), winning the occasional sword fight (against rampaging knights increases his bravery, and talking all with the general authority townsmen does all these plus gaining him the respect of the local populace.

All these activities are extremely well portrayed, with more stunning graphics, some very impressive animation, and the accomplishment of some bang on effects plus ripping traditional tunes.

So by doing favours for people, improving his status (not to mention his bank balance) and trying not to get killed, Bob

Game
Maker
cassette
disk
cartridge

Iron Lord
Ubi Soft
TBA
£14.99
Not available

Ye Olde Worlde Inn

Arm Wrestling

Dead easy this one. On entering the inn, you simply click on the arm-wrestlers to start the match. Pick



someone to play, click on 'GO' and then wobble the joystick left to right as fast as you possibly can.

We managed to win all the bouts first time, you should have no problems at all!

Dice Throwing

Here's a chance to earn you a few coins. Challenge the Captain of the guard to a quick game of dice and hope you don't lose.

Basically, the first one to throw a seven with two dice, wins the fifty to one bet of money. I



think... Again, this is represented very nicely well with a moving hand as you shake the dice, and realistically tumbling dice as you roll.

Ye Archery

In the village of Chatterbox Malaise (sounds a bit French to the...) Bob can try and win the annual archery tournament. To make off with the trophy, you have to score more than the allotted amount in each of the three stages. Mind you, you do have to complete all three stages in one go, or else it's back to the start again, huh.

Troops appear at different distances and you have four shots in which to bring in all the boss (technical, huh?) and then get as near to the centre as you can. The nearer the middle, the higher your score (150 being the ultimate, total, absolute maximum you can ever score (with one arrow, anyway).

Aim by adjusting the direction, elevation and strength using the icon triggers underneath, and then hoping very hard.



The village of... er... Chatterbox. The muggy bit underneath would be a good one for Bob's poor walkabout, huh, huh?

Tape or disk?

We reviewed Iron Lord on disk, although it's possible that a tape version will be available. However, be warned - any tape versions would have to be endless multitudes of cut-down versions of the game we played.

Also, the disk version suffered from a raft of slowdowns which frequently crashed. **BE WARNED!**

eventually draws together a ragtag army of peasants, knights, and robots and can with it go to his castle to plan the attack on the dreaded Army of Chaos. (Army? Bob... what's going on?)

TO WARI

And this is where stage two of the mission kicks off. Being captured is many times together as possible (at least one knight). Bob and his troops take go to war. (War? I haven't mentioned anything about it yet. Er... Bob?)

The screen changes to an overhead view of the battleground as the two mercenary forces face off against one another goodness to the south, battles rap French.

This strategy combat action alternates between two stages - movement and battle - and is a much simplified chess-type exercise. Before allocating movement points or allowing your troops to change heading into the enemy (the normal method of attack), it's best to check the strength and morale of the individual regiments to find out the stronger units. And then rush heading into the enemy.

Two regiments may be better off only when they are adjacent to each other. It's simply a question of making sure your men outnumber the opposition - like having two of your units attacking one enemy unit.

Finally, since the Army of Chaos has been stuffed up, feisty old Bob gets to command while Zolpan's evil forces in the heart of his labyrinthine lair. This section is represented by a 32-credit-style overhead-viewing around the more game. Bob has to make his way through the six levels of the maze, collecting keys to

allow access to later sections and picking up secrets to help him in the arcade battles between levels.

Here, Bob is accosted by Zolpan's master beings, who are terribly aggressive and do nasty things like shaking you. As long as he can survive this onslaught and reach the end of the labyrinth before his energy runs out, Bob could quite well live to recapture his throne and live happily ever after.

STEVEN J



Ye Sword Fighting

Not really a contest as such, more the opportunity not to get killed stone dead. Occasionally some mad knight tries to do you over for no adequately explained reason. You can lure the other chook - and get it hacked off - or you can accept the challenge and take up arms against your armour-plated opposition.

You view the scene through Bob's view, and this bit is actually very well presented. There's some major animation of the enemy swinging his sword, and your sword appearing to parry the move. It's all pixelated-controlled and very entertaining too. Until you die.



This old codger offers to help but it's doubtful he speaks a bit past it. Praps he's got a large gun...

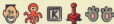
POWER RATING

- Fugle 320 results in another what loading and saving
- You really need to win the archery equipment to succeed - but it's really damn tough!

100

82%

- The graphics are absolutely brilliant. Loads of small secrets, and some very effective animation
- The various (counting of the millions of them) are very cheap indeed. Swords clang, footstep and medieval towns maintain the atmosphere
- Interesting and varied three-stage game should keep you fighting away for ages
- Single player menu system is fast and comfortable to use
- Heavily written manual gets you to the right stuffy and mood
- Contains the best archery combat there is
- Playable sub-games keep the game sweet too



Satan

With an innocuous (look it up) name like Satan, this game isn't going to get noticed, is it? Well it oughta. The Evil One's minions have got a bad attitude towards axe-wielding wizards. And guess who's an axe-wielding wizard?

Alysmal, gosh? Satan is a two-part fantasy bash beginning with a straightforward session of cavern-level leaping, monster bashing and point collecting. Once completed, a password is provided to allow you to enter the second, more strategy orientated game. This involves climbing up or leaping off ridges, bashing monsters and collecting points. Doesn't sound that different, does it? Let me explain.

In the first section, you play the part of a warrior who must drive Satan back to the entrance of Hell. Sounds disgusting. What's more, this somewhat tank is not altogether easy. To prevent you achieving your aim, Old Nick has imposed the combined hassles of a time limit and a small but formidable group of henchmen. The Kelpie wind axes and gravel the cavernous levels waiting for foolhardy warriors such as yourself to sharpen their blades on. The Nair's fly around the upper cavern and breathe fire, saving their attack until you're clinging to one of the stone columns which you must climb throughout this part of the game. Finally, the tiny Giasing scuttles after you and generally get in the way. However, they reproduce when shot at ().



Look, can't we come to some out of court settlement? Well, no, it'll take that as a no. As a rule the opposition are not prone to heady words with the righteous warrior

In order to achieve your ultimate aim you need to learn the art of magic. This means that your level one quest is to collect three magical scrolls which, when brought together, make you a wizard (and reward you with the password which opens up level two). These are, however, guarded by Tam Lin, a long necked beast consisting of no more than dry bones and a beating head. Despite this physical defence the monster can still 'mix it' with the best of them and proved it by bashing me senseless again and again.

But the odds are not entirely against you. Several helpful features await discovery. Doorways in the cavern walls lead off to sub-sections containing 'power-ups' which increase your fire power threshold. Also available are potions which restore your strength, lightning flashes which clear the screen of opponents (as the smart bomb has been around since



Ye able spell shoggo. Pull down on the joystick to enter. This should be your first step as you'll get nowhere without the enhanced axe spell

The monsters can still mix it

the age of magic), extra lives and haughauses for extra time.

On completion of part one you are given a code number which allows you to enter part two. The platforms and ladders remain but the setting this time is out of doors, and the action is far more furious than in part one. You have now become a wizard - in fact, you've become an axe-wielding wizard (satan move) - and must save your fellow wizards from death at the hands of Satan. It's still a race against the clock in that you must kill Satan and his minions before all the other wizards have been executed.

In the tactics department, Satan has saved the best until last. Initially there is only Satan himself to destroy. Once this is done however, he splits into two more opponents which in turn each split into two, making a total of seven devilish demons. Each of your adversaries gets progressively smaller yet tougher to beat. The enemy sprites look good and conjure up an atmosphere of all things demonic.

You can buy yourself some help from a shop situated near the start of the level which stocks a variety of magical items. Scarceness help locate the enemy, potions restore lost energy (these are vital to your success), shields and increased weapon capability can also be got for gratis. Although small in comparison to part one, this section is good fun to play and provides a bit more variety in both graphics and gameplay, which can't be a bad thing.

Infernal Icons

The panel on level one is fairly straightforward so here's an explanation of the one on level two for the detail-thirsty among you.

This shows enemy units haven't taken the dust indicator

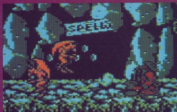
If this bar reaches zero you've found Satan, wuh-oh!



This tells you how many of each item you have at your disposal

Contact energy status of each of the Satanic forces

Don't hang around or your fellow wizards are doomed



Oh no, a slaver (with a slaver hangerover by the look of him) and he's bringing up his lunch at over me. Notice the entrance to the shop in the background? Top, so have I. Time for a cheap exit, I think.



This is the only 'B' itemset. Don't ask him for directions, just knock him to oblivion. Good, we do make it sound easy, don't we?



You're in the fantasy equivalent of Asda. Be sure not to miss the two axes for the price of one offer. Only while stocks last.



...that's right, a pair of best and some magical rods (magic hammer, yeah... make that a packet of slaver and onion crisp).



A moment's hesitation here and you'll get fired. Always go for the flying creatures first as they can attack from a distance.



Satan introduces you to the mechanics of the island's mysterious convention. Fancy some audience participation? Oh, hell.



Remember, the smaller they are the harder they fight. And this little spook is quite capable of kicking seven shades of poop out of you.

The graphics throughout are well above second rate. The backdrops are effective, simple but atmospheric. The main character in the arcade edition is slightly blocky but strikes some heroic poses as he battles through the screens. The Raib, Kalpe and crew are even better defined and convey a suitable sense of wickedness.

Sound in the game is nothing new but it is appropriate and doesn't intrude upon the game play. (No repetitive soundtracks here!)

Game	Satan
Maker	Dynamic
Cassette	£9.95
Disk	£14.95
Cartridge	Not available

Mostly, it consists of spell effects which are satisfyingly chunky, especially when Satan's cronies get it in the neck.

When this game really scores is in the playability department. Overall Satan looks pretty, it sounds fine and it plays well. There's a fair amount of skill involved in juggling between levels and the columns. But until you get to grips with the controls, it can be infuriating to be sent back to the beginning when you lose a life. Still, Satan is good enough to keep you coming back.

A little more imagination wouldn't have gone amiss. You may well think you've lost the game before. Apart from anything else, you wouldn't have believed that a lot of work went into the title. "Er, what're we gonna call the bad guy then?" Satan. "Oh yeah, he's pretty bad, isn't he. Okay, what are we gonna call the game then?" Well, it's about Satan, isn't it. How about - Satan? "Sounds good to me." Well, apart from the title.

ANDY



POWER RATING

- Closely derivative of Block Paper
- Fair but a bit short-lived
- Documentation is woefully inadequate

10

78%

- Both background graphics and sprites are excellent, with lots of atmosphere
- Controls are very responsive
- First one is divided into short sections which prevents you getting bored to the start every time you die
- Appropriate sound effects to enhance the overall effect
- Appropriate range of attacks, keeps you on your toes
- Powerful system for just two graphics resolutions
- Inclusion of two game types ensures long lasting appeal
- Good game design means that you are never trapped at one point for too long

1

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Honestly, you give a guy a game to review and the next thing you know he's taking guitar lessons and pulling the wheels off his skateboard. Next he'll be trying to convince us that the white haired old geezer who's just pulled up outside in a DeLorean - hey, wait a minute...

And so it continues. The everyday life of boy meets mad professor and travels through time in a converted sports car. Yes indeed, Doctor Emmet Brown and Marty fly off as it again in *Back to the Future II*. The opening sequence consists of a pleasing rendition of the BTTF theme, followed by an animated sequence of the DeLorean taking off from Marty's street. Not exactly mind-blowing but a nice touch nevertheless.

And into the game itself, which is very straightforward, allowing you to get straight into the fun of the five levels. This entails riding a hoverboard (yep, it's a skateboard minus the wheels) through the streets of a futuristic city, avoiding hazards such as cars, cats and other hoverboarding maniacs. One oddity about this level is that despite the fact you're in flight, cracks in the road still prove damaging. It's challenging...

Occasionally something like a small flying jelly lands and transforms itself into a flashing letter. Pick up these and Marty gets an added dose of energy, points or speed, depending upon the letter he just trashed. Other ingenious tactics can be employed in order to progress through the

level, such as performing gut wrenching leaps to avoid obstacles, or attaching yourself to the back of a taxi to speed up your progress. A bit.

Some of the hoverboarders have serious attitude problems. In the long term, some sort of therapy may be what they need, in the short term, just punch their lights out. Marty looks sad here much more than he did in the film.



Back To The Future II

screen-puzzle which requires nothing more than a small amount of logic. The screen display is an overhead view of 'your home of the future' (which, incidentally, looks about as futuristic as our Day-After-Tomorrow's fared trousers). They're coming back into fashion, y'know -

Doc Ed

Doc Ed

Doc Ed

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Doc Ed

Marty out of the way, leaving a clear path for your beloved's message via the front door. Sounds easy? Well it is.

Easy is not the word to describe level three though - *AAARRGH* might be more fitting. It's not that this is the most difficult of the levels but that the gameplay is annoying. The scenario is this: in order to get back to your DeLorean you have to fight your way 'best' 'left up style' through an area of the city that makes the Bronx look like the garden of Eden. The range of combat moves is pretty limited, but this is no great shame, since your opponents aren't particularly clever, either.

It's just a case of repeatedly punching them until they disappear. Other hazards include bullets and flying barrels which have to be avoided by jumping or crouching.

This level's just a case of persevering in the vain hope that you'll eventually reach the next, hopefully more interesting level. It's a dirty job and it's a shame that someone has to do it.

Level four takes us back to the world of logic puzzles. A glance at the screenshots shows that this is one of those neat and tested sliding block puzzles. It's also the toughest level of all and could provide a serious hurdle to anyone who's completely crap at puzzle games. The picture is made up of jumbled animations which build the up dance scene where Marty plays lead guitar for the rock band.

To make matters worse, it's also a race against the clock. This level has a catchy soundtrack, though.

It's back to the hoverboard for the fifth and final level. This is much the same as level one only a tad more difficult. Make your way through the streets of Hill Valley, meet up with the DeLorean and board it ready to... Oh. And that's the end of the game. It should at least have been as impressive as the beginning.

Game	BTTF II
Maker	Imageworks
Cassette	£10.99
Disk	£14.99
Cartridge	Not available

GUTTER PRESS

Mark Effective opening. Shows the sports on level 1 are a bit knobby (some of the athletes are women, it's the variation you get with the mind-games which makes this appealing but it's not my type of game.

Level 1 is like PopQuiz, I like the mix of words and pictures. Don't like the beer 'sit up on level 1, lol, I wouldn't buy this, I don't really buy typed games online.

Mark Not a bad opening sequence and clever scrolling but I wouldn't buy it. I think I might finish it too quickly. Level 2 is too easy. I liked the bits between levels and I liked level 4 best.

GoZ Really good opening. Mark's all right. Like the graphics. There aren't enough moves on level 1 & the scrolling on puzzles isn't the best I prefer more 'wily' ones. Don't think I'll waste either slot.

LEVEL 1 - RIDE THEM SKATEBOARDS DOWN!



Sometimes state-of-the-art hoverboard technology just isn't enough, grab a skateboard - you'll just make last orders.



Come in the water's beauty. Or, actually it's not, get across the lake quickly or it's glugglug!

LEVEL 2 - WHO'S IN THE HOUSE?



Hi honey I'm home, but not dirty, first Jennifer out without making her future children or disaster child ever.



You did it now girl not quick. Oh hang on a minute, did I leave the iron switched on?

LEVEL 3 - IT'S TOUGH ON THE STREETS!



Monstrous dudes meet Marty McFly. 'En we go, we we go. Anyone for McFly pasta sandwiches?



This town's so hard even the nighs have tick knives. Don't fight the g-men, just jump the bullets and run!

LEVEL 4 - THE PUZZLING PART OF THE GAME!



We've all seen these sliding block puzzles before, except this one's more difficult than most. The picture of the board is complex, it's animated and you've only got four minutes to do it. It's a piece of cake, a six leg rather than a piece of cake. (Yeah, it's just like mother used to make.)

TRAVEL TROUBLES

There are certain problems inherent in time travel. Make sure yours aren't of these.

Things crop up when you travel through time, called paradoxes. Megafixes aren't easy. In the 20th century, paradoxes are things which shouldn't even be. Even though they aren't possible, they're why you're riding paradoxes. From the outrageous thing that talk from down and also 'between' (and, no, you won't be in time and not yourself) to the most agonising, you would know that you were going to kill yourself.

So even if I happened to visit just one day and then to see of you in the same place! After all, wasn't I together who said for me, can't visit to two points in space at the same time?

In general, the games which make up the different levels are unoriginal. There are dozens of nice touches but these serve only to remind you that the game as a whole is full of unfulfilled promise. The sprites, are no better than average, but again there are a few pleasing effects (like the movement of the city on levels one and two).

The sound is the most pleasing aspect, with adequate spot effects and a sound track which is sufficiently polished to ensure that you'll be whistling the tune long after your 64 has been switched off. DITTY will provide a few hours, maybe even a few days, of fun but its lasting appeal is extremely questionable. All that remains is to look forward to back to The Future II. I can barely contain myself.

ANDY

POWER RATING

- 1 Unimpressive levels give this game a very short lifetime.
- 2 Some nice touches are evident but neither save, instead of progressive learning more difficult.
- 3 Unimpressive sprites or the audio track.
- 4 Prices sturdy optics.
- 5 Limited-continue options.

100

90

80

70

60

50

40

30

20

10

0

1

59%

- 1 Five different sub-games provide variety of variety.
- 2 Effective animation on some of the sprites and the sliding block puzzle game.
- 3 Detailed backgrounds and decent soundtracks add polish.
- 4 Unimpressive gameplay lets you get straight into it.
- 5 Impassioned smooth horizontal and diagonal scrolling.
- 6 Nearly incorporates some of the day's best themes.
- 7 Unusually consistent.

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The Commodore Format radar screens have been blipping away like crazy over the last couple of weeks, as CF goes to DEFCON 1 with a loads of new games on an inward bounder! Full reviews of all these should make an appearance next issue – stay by your monitors and dosh at the ready!

ST. DRAGON

STORM



St. Dragon flies into a valley on level 1. It's a pretty well loaded-up, judging by the amount of missiles around!

If you haven't already had a blast of this on the cover tape, go and do so now. DKT Right, now you'll know just exactly what we're on about!

A straight conversion from the Jaleco coin-op, St. Dragon is a scrilly blast 'n' fast (or fly 'n' dash) in the typical arcade mould. Plating a mechanical dragon, you have to progress through five levels full of cybernetic creatures to reach and rescue the captive giant golden dragon – the only creature that can rid the galaxy of its cyborg conquerors... (if that's so clear, how come to get captured in the first place? – lol.)

Fans of the coin-op will recognise the unusual defense system of the player's craft, where you have to use the dragon's armoured tail to defend the head from col-

lisions with manufacturing enemy craft and their missiles. By flying in a circular pattern, you can move the tail around like a shield, but you have to be careful, since the tail gradually disappears as it gets hammered.

As you can see from the demo, there's plenty of action, loads of unusual power-ups, huge creatures to waste and some rather mega parallax scrolling – what more could you want? Well, the soundtrack is pretty funky!

This is the first release on the Storm label (ah... well it will be if it comes out before SWIV), and has been coded by the Random Access team who you have to thank for Silasorn and The Ninja Warriors.

St. Dragon is nearing completion, so prepare yourself for a full review in D2.

STAR CONTROL

ACCOLADE

Accolade's in-house programmers are currently putting the finishing touches to the 83 version of a new original game which has been designed in the States.

Plunging you into the depths of outer space, Star Control is a strategic shoot 'em up which pits the forces of the Alliance of Free Stars (including good ol'

mother Earth) against the evil Ur-Quan Hierarchy. This galaxy ain't big enough for the both of them!

Both factions can be controlled by separate players, and you can also have different degrees of computer control depending on how well you are at strategy or combat – or both!

In the full strategy game, you have to direct your forces to distant stars in order to colonise and fortify them. You can then use this colony as a base to mine for ore to feed your war machines, and so on.

New ships are built at your single starbase and can be shuttled from star system to star system, allowing you to reinforce the weaker parts of your ever-expanding empire, and gain a tactical positional advantage over the opposition. Etc... or something.

While you're spreading out across the galaxy, though, the enemy are busy doing the same and eventually you're gonna meet up! When this happens, you enter an arcade combat section where opposing ships are locked in combat. This is pretty much a two-player Asteroids-style game where you control your ship with reticle and thrust commands.

If the full strategy game is beyond you, there's Practice, where you simply get used to controlling the different craft, and Battle which is a straightforward one-on-one dogfight, where both factions slug it out until one side is no more!



The Alliance player moves his forces to nearby star systems. The 'B' denotes his factory starbase.



When opposing craft come into close range, the screen zooms in so you don't miss any of the action.

EARLY



SWIV STORM

Rouner has it that the title of Storm's new game stands for *Silkworm 4*. However, this is completely untrue.

What might have happened, possibly, is that the programmers wanted to put extra items and weapons in *Silkworm*. Out couldn't because coin-up conventions have to retain the look and feel of the original.

When they started work on *Silkworm 2* — which was to be a totally original game — they might have realised it was so far in advance of the first *Silkworm*, that they started calling it *Silkworm 4*. Probably. But they were then approached by Teamo who said they could use the name *Silkworm* as long as they paid lots of money for it. The team thought not, and so the name *SWIV* was born instead. Which doesn't really stand for *Silkworm 4* at all.

Even though this sounds a bit unlikely, the general style of *SWIV*-does bear some



Attacking the first end-of-level fortress in SWIV. Watch out the mine explosion when you destroy it!

relation to *Silkworm* — except that you now travel up the screen, instead of from left to right. The helicopter and jeep are still included, allowing two players to have a

U.N. SQUADRON US GOLD

Continuing the line of Capcom products comes *UN Squadron* — a scrolling shoot 'em up with a scenario which just a little bit topical: there's trouble in 'Middle East, and a United Nations peace-keeping force (as it's funny how peace-keeping forces are always armed to the teeth!) are sent to sort things out.

I have a ring of arms dealers are out to turn this bloody situation to their advantage and are busy developing new weapons to help perpetuate the war. Only the brave members of U.N. Squadron can bring these war designers to heel.

This fantastically scrolling shoot 'em up borrows its main features from the Capcom coin-up original, and retains the simultaneous two-player action, with a choice of three different aircraft. There's some nice parallax scrolling, mega power-

ups and built-in weaponry, plus huge end-of-level staff to destroy!

It's looking good so far, but don't believe all you might read in other, lesser magazines. *U.N. Squadron* isn't completely finished yet (the version we had was unplayable) — but you can be sure you'll see the final bit review in *CF2*.



A 66 Stealth Bomber! It's a big one isn't it? Erm...

LOOPZ AUDIOGENIC

Like puzzle? Then you'll love that *Loopz* is a clever little game, where you have to place sections of loop-on-grid, to make — er — loops (poorly sensible, really).

There are lots of different sections like straight, corners and bends of different lengths which appear at random. These can be rotated and must quickly placed in order to (hopefully) form a continuous loop. Once a loop has been made, it disappears, giving you a little more room for the next one.

Of course, un-looped pieces just sit there and get in the way. As you continue failing to make loops, so the screen gradually fills up.



Here's a gleez from the Amiga *Loopz*. The C64 one won't be quite as pretty, but the gameplay should all be there!

Consequently it becomes more and more difficult to complete a loop, and it's vicious little time.

Loopz plays a little like a cross between the old *Advision* classic *Zang* and *Empire's* *Pipe Mania*. Anyway, we've given the Amiga version a goodashing, and pity good it is too. The C64 version should be in its day too, so we'll fill you in next issue.

level at the same time. This complicates things, though, since you now have ground and air-based enemies, flying above and underneath loads of attack walls. To deal with this, the programmer, Rob Henderson, has incorporated a 32-sprite multiviewer which also provides air and ground based sprites so that they can pass over or under corresponding items. Storm reckons this is something of a first for the C64!

Originally designed and coded on the 16-bit machines, the C64 game is a cut-down version tailored to the 64 and concentrating on playability rather than trying to squeeze in everything from the larger machines. To maintain the quality, *SWIV* is limited to four levels, although Teamo will try to do six if they have enough time.

IRON MAN VIRGIN

The same Iron Stewart will probably raise nothing but Mark looks and shaggy shoulders amongst non-trucky types. However, anyone of the hobbyist-speed generation will instantly recognise Iron Man Stewart — one of the most successful proponents of off-road racing in the entire Universe (well, except for *Blitz Pit-Pit* 'Glar of Heema T who is actually an intelligent off-road racing track).

Iron Man Stewart's Super Off-Road Truck to give it its full title, was a little known coin-up from the little-known Leland Corporation. Virgin obviously knew about it though, and purchased the Steelgold team to produce a version for the portable and 64.

The game (as you may have noticed from our items) is a Super Sprint-style race, where up to three people can

zoom around dirt tracks in order to make off with trophies and things.

As you trundle around the course, you have to contend with dips, bumps, potholes, jumps and the nefarious opposition who do their best to nudge you off the track. There are bonus tokens to collect too so that you can upgrade your car-track in the shop, and you have also injected to help (with a 50 more added).



Look familiar? It should do — there's a winning drive on your tape! Why not find two chums and have a go!

CREATURES THALAMUS

After *Cyberbane Warrior* and *Phenogrota*, the Rowlands brothers, John and Steve – aka Apex Computer Productions – were sick and tired of spacehips, missiles and exploding planets. For their next CD-ROM outing, they decided to go 'out': the exploits of cool-dy creatures offered more freedom for their ideas than rip-roaring outer space battles.

Clyde (Rabcliffe) Subterranean At The Unfriendly Republics, Earth-ruled Stone – or CREATURES – describes the basic antics of the enigmatic Clyde, who sets out to rescue his fellow furry-waddlers from the evil demons who have captured them.

Cuddly Clyde horizontally scrolls his way across his island home in an attempt to track down the lost drums, and meets with all manner of resistance – not least of which are the inevitable large, and-of-course demons.



A CREATURES torture room. If help doesn't arrive soon, that Furry-Waddly is really gonna be out of it! (Steve.)

The captive furry-waddlers are held in torture rooms – an idea Apex have been unable to use in previous games – where Clyde's pals are held in some device pain-inducing device, until Indiana (Rabcliffe) liberates them.

The near-to-complete game promises three levels, each of which is 50 screens long. There are 18 pieces of music, 18 character sets, 50-60 sound effects, and a 1,700-syllable. Needless to say, it's a mouthful!

GOLDEN AXE

VIRGIN

One of the more convertible of Sega's coin-ups is the classic *Golden Axe* – slice 'n' slice action which makes Barbarian look like a walk in the woods!

The task of converting this beast to eight bits and 16 colours is Probe Software (yet again), in the shape of Mark Kelly and Steve Cowe.

The 83 version is amazingly faithful to the coin-up, with some gorgeous 16-bit graphics at the beginning, a choice of three characters, all the levels (mouthful), unmerciful dangers and the mighty magic sword (meh!). The only limitation is the lack of a two-player mode, which shouldn't really cause too much grief to addicts of the coin-up!

ORCUS

ELECTRONIC ZOO



If you fly towards the pipe, your ship gets sucked into the shop for a well-powered!

604 owners haven't had much to thank Electronic Zoo for recently, but all this could change with the impending release of *Orcus*, a sideways-scrolling blaster.

As you fight through waves after waves of enemy ships, you get to collect coins which come spinning out of wrecked craft. Run into them, and they'll go straight into your piggy bank.

At points throughout the level, you can enter shops where all manner of extra weapons can be bought. At least count there were 20 wonderfully evil systems to tempt the wealthy shopper!

Back outside, you'll find some amazingly large and-of-course levellings for weapons, and while all this mayhem is going on, there's a sweet-sweet sound track too!

BACK TO THE FUTURE PART III MIRROSOFT

Well, no scores have we treated with *BTTF2* (reviewed on page 90) but *BTTF3* comes along!

The movie was pretty damn good, and probably offered a little more scope for games than did the second.

Probe (what, again?) are coding this for Mirrosoft. The Amiga shot here is just a taster of the first level. And there's at you're getting.



This Amiga shot from *BTTF3* should give you an idea of what to expect when Marty and the Doc bill your 64!

SPECIAL CRIMINAL INVESTIGATION OCEAN

Chase #10, meets Road Blasters in this latest screenshot 'n' shoot 'em up from Ocean. 'Load and Flee' was one enthusiastic response to the arcade machine, and so the 84 version has a lot to live up to.

Probe Software are on the case, programming-wise and with their experience of the Out Run games, they shouldn't have too much of a problem with Turbo's coin-guzzler.



Chase #10 (aka SCIL) Probe's road routine from Turbo (but Run have been made even faster!



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Ocean Software Limited, 11 Church Street,
Manchester, M3 2DE, England. Tel: 01 434 9533.
Fax: 01434 953400. C. 1989 01 434 9533