

6

GOT A 64? ★ THEN GET THIS!

Commodore

FORMAT

NINJA CLASH!

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

MORE C64
POWERTESTED
Last Ninja 3
SWTV
Chip's Challenge
Turrican
Creatures
Total Recall
Star Control
Welltris
St. Dragon

PLUS LOADS MORE...

POWERPACK

CF TAPE NUMBER 6

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

FULL GAMES

TENTH FRAME
CHAMELEON

DEMOS

SHADOW DANCER
STAR CONTROL
CHIP'S CHALLENGE



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

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

page 4



9 PAGES OF TIPS! MEGA WEAPONS! BEGINNERS' BASIC!

SPARKS ON



Your mission is to seek out and destroy the king pin of the MI 6 COMPROMISE. You'll have to endure an unmerciful array of body guards... gangs of riotous psychotic pariahs to smash suits, the bullet down with the kind of a conscience and the beauty of a dog beetle, junks of vicious canine supplies, the psychotic chase with go well some of houses - you'll die, but not laughing! Then there's the spot guarding capital jack - a real experience, when keeping on the door wall, a serious looking place in his hand and ready to blow you away as he rolls down main street leaving you coughing blood. It's not all bad! ... You've got a chopper to back you up, a mean, sizzling street machine, some heavy metal hardware and some pretty cool moves. And what about the king pin...

Did I say he was Mr. Big? No, he's still hot!



RoboCop 2

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

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

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TOTAL



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OF GENIUS

RECALL

If you could get Traveler's Eye to become your first identity... your mission is to take a journey of testing action, strange worlds, bizarre vehicles and a startling array of weapons all contained in expertly selected graphics and a game play that complements the success of the year's top movie, **THE FUGITIVE**... a nightmare journey into the Wild Galaxy.



THE FUGITIVE - Special Criminal Investigation - controlling where **THE FUGITIVE** left off. Your mission is to track down, chase and apprehend dangerous criminals. It's **THE FUGITIVE** - explosive power sends you

soaring through various terrains - hold the line or plough the field! It's **THE FUGITIVE** - the criminals need some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy



gunfire, trucks unloading their cargo onto your domain... it's the most intense pursuit game to hit the video screen. The extra features will have you gasping for extended play - weather changes, background sounds, grenade lobbing tanks, gun-choppers... just plug it... we dare



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



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- Multi-directional scrolling!
- Injuries and Benchings!
- Variable Pitch Lengths!
- Variable Wind Speeds!
- Full manager section for up to 48 players!
- Variable tactics editor adds a whole new dimension for the player, manager and coach!



Amiga screen shots shown
Features taken from Amiga 50
and Commodore Amiga versions
Features may vary
depending on format

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



RAZE SOFTWARE, 4 THE CROFTS, LONDON W9M 1RQ. CREDIT: GAZZARDI (RICK) & SONS LTD. (RICK) & SONS LTD.

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

POWERTESTED!



LAST NINJA 3 SYSTEM 3

36 This could be the best C&A game of all time... But if you want to make sure then you'll have to turn to our powerlist now!

CREATURES

THALAMUS

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



TOTAL RECALL

OCEAN

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

POWER PACK 6

FULL GAMES TENTH FRAME

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

CHAMELEON

Martin Walker
With elemental forces evoking havoc across the country, there's only one

LOTUS ESPRIT TURBO CHALLENGE

GREMLIN

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



SWIV STORM

56 Storm's long-awaited sequel to Dimension Drivers. 'Should life in-Nest?' you may well ask...



TURRICAN 2

RAINBOW ARTS

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



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

PLAYABLE DEMOS SHADOW DANCER

US Gold
One for the Sholeo fans, with a whole host of demo of US Gold's forthcoming Ninja beat 'n' shoot 'em up. Treat your enemies to shuriken and savaging, with your oriental skills and a final shot.

CHIP'S CHALLENGE

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

STAR CONTROL

Accolade
There's a hefty dose of deep space combat action in this demo of Accolade's strategy-cum-blast 'em up. It's space no-one can hear you on. 'Oh ray!

6

MARCH 1991

GAMES

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SYSTEM 3

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HYPERGAMES

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RAINBOW ARTS

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Here's a look at the C&A - what's new? CF speaks to the man in the hat and points the finger at Gremlin...

45 NINJA COMPO

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

46 POSTER

Some really Nifty artwork to hang on your wall!

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CF's guide to various old hand games

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SHADOW DANCER

US GOLD

Ninja stick in part 3



1976-1982's: **Ministry Director** - an outstanding
 Manager has been featured in 100+ magazines.

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

CONTROL



Wade's Dancer and his mate are controlled via the joystick which uses a complex mixture of stick and fire buttons to activate his

Hipster: *vergence* (check out the diagram to see how this works). Hold fire to release the dog, and if all your efforts armed to meet, trust your opponents to a slice of Hinge magic be fitting again.

with a head of pure blue. Touches with some
Chrysomelids, but none in collection.

COMPLETING LEVELS OF THE GAME

Only use small stocks which have been strategically positioned on the winning handings, highlighted by flashing arrows instead of red. A short song is also played to make players fully sure that you haven't missed them. Each round contains four exits and cycles must be that the fifth exit game is actually exit number one again.



you the fact, Chomsky said, that even your
name is made of your first grade reading
material. Thank you for an evening. Cheers!

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

As you traverse the scene, the location of the bus is signalled by a clearly noted (or later noted) you have to try and remember where this is. The four boxes at the centre of the sloping panel are parts of a combination lock which must be opened before the painted bus is released.

So, on the first test, when the four boxes are white, the flux appears immediately. As you progress through the tests, more and more squares appear red, signifying that they are locked. Red squares are avoided (they turn green permanently) by passing one of the four dials. They're temporarily unlocked at certain times of the day.

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



that rated level. When you reach a Limbic level, all you have to do to exit is to close all flow wells.

CONTROLS

- FF: Start game (or press fire button)
- FG: Quit game during play and return to the screen
- FB: Reload (reload game) turn on screen
- FT: Pause/Resume playing game

- LEFT — Mouth left
RIGHT — Mouth right
UPPERLIP — Upper lip
LOWERLIP — Lower lip

- ANY DIRECTION EXCEPT DOWN – For FULL DOWN AND HOLDING THERE – Run on alignment point at chosen altitude and press fire to select new alignment

HINTS AND TIPS

The game of *Chameleon* originated as an idea based on the old hand game of rock/paper/scissors, extended to the four elements. The secret of playing the game is to learn the best alignment to combat each type of demon and to make sure that you can always find paths to demonstrate your own alignment with which to leave your marks. And

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

GETTING STARTED

- 1) Remember that if you stack the Air Beams, you can't get up.
- 2) To fix this rapidly, hold the joystick button down and keep jiggling the stick in the desired direction.
- 3) If you are firing at a demon and nothing happens, pause the game using P7, check the Rules of the Elements to make sure you're using the correct alignment. Press P7 again to restart the game.
- 4) You start the game aligned to Fire, and can't do so for at least three (or four) Air Beams without changing your alignment at all. Then, since No Waves Can Fire, your shots will have to either go to the Mist demons, you'll need to change to Water or Air alignment.
- 5) When you collect the hidden box from the past, the ruling demons (like Flame demons in the Realm of Fire) attack at you.
- 6) If you get harassed in by a swarm of sky demons, and are running low on energy, shut and stay down until a suitable past demon comes along to give you more energy.

REAL HATRED IS TIMELESS

L A S T NINJA

3

NINJA 3

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



With a massive introduction sequence, incredibly detailed '3D' background graphics and a story that generates feelings of direct action, Ninja 3 displays a degree of excellence never before experienced by even the most devoted Ninja fan. Ninja 3 - A game to be properly feared.



With a massive introduction sequence, incredibly detailed '3D' background graphics and a story that generates feelings of direct action, Ninja 3 displays a degree of excellence never before experienced by even the most devoted Ninja fan. Ninja 3 - A game to be properly feared.



Actual C64 Screens

Regarded as a licence within itself, the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. Seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER....

Available on Cartridge for C64 Computers
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SYSTEM 3 SOFTWARE

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7) As you get further into the game, the ship controls begin to demonstrate super powers. Develop different tactics to destroy each one. Watch out for the Blue card Demons in the second Water Region — they strip abilities onto the path. Align yourself to water and turn the abilities to emerge to keep you topped up — you'll need it.

TENTH FRAME

US GOLD

Joystick only, port 2

FULL GAME

To start the proceedings, follow the on-screen prompts to select the style of bowling. League type can split your players into two teams and just shoot a name, or Open type lets you play individually against one another. Enter the number of players needed (from 1 to 8) and the difficulty level for each player (Pro, Amateur or Professional).

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

Bowling is carried out. Leaderboard/teamwork with a speed meter and a hook meter. The hook is the amount of spin your little bowler puts on the ball. The ball always curves in from the right to the left.

STAR CONTROL

ACCOLADE

Joystick only, slam it in port two

CONTROLS

LEFT = Rotate ship clockwise
RIGHT = Rotate ship anti-clockwise
UP = Thrust
DOWN = Auto vectored laser. Close range war device which focuses in on the enemy.
FIRE = Homing missiles. Unsurprisingly, these home in on your enemy.

This new title from Accolade is reviewed later in this mag, so if you want the full low-down on what's going on, go have a sneak peek at page 18. CRP Right The full game features strategic planning, but this playable demo features the close range space combat played one-on-one, Asteroid style.

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

CHIP'S CHALLENGE

US Gold/Epyx

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

How old really Chip MacCallahan. The only way he can join the 80-Burners gang and stand any chance of snagging up to his ideal girl — Mairids the mental marvel — is to complete the challenge stars set for him.

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

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



Could old Flangy have his on for a rocket? His brother's business eyes in doubt as he might have oversteer the look.



Let the lighting commence — the future of the Universe lies in your twinkling mits.

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

The fleet is likely to disappear when things heat up. Don't panic (well, panic a bit): the nearby alien has a tracking device which renders his vessel undetectable to eye and homing missile alike!

CHIP'S CHALLENGE

HINTS 'N' TIPS

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

(If you really need help, check out the Chip's Challenge review, page 10.)



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

GOOD BOWLING IN SEVEN EASY STEPS

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

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

CODE CALAMITIES!

CODE CALAMITY you say. Well that's a long word! Well here we show you games and names which to read by looking with the need acronym program a bit in that fact, you'll have to learn to play it. And what you have to know for a master word. They'll be happy to play.

What your game manual book has an acronym. CRP Type 8 (Tenth Frame) Polymex, Miles South Wales Ltd. Harwell, Oxfordshire. Tel. 0494 510000. 01753 820. Please return a stamped addressed envelope or 10p coin and you will get the manual on replacement.

THE CHARTS

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64

FULL PRICE GAMES

Not a surprise, Teenage Mutant Turtles leads the comped straight into the number one slot. Still at least the game isn't bad, unlike earlier which has shot straight in at number five, what on earth are you people doing? The naughty Space Invaders moved into position 18 but won't stay there long if our review is anything to go by (which of course it is). Robocop and Kick off are still clinging on as numbers 19 and 20 respectively offer a despondent long run near the top. So there you go, best-run reviews, seven new entries, two on their way up and nine sliding down the charts.

1	(→) TEENAGE TURTLES Mirror	CF Power Rating 95%
2	(1) HOLLYWOOD COLLECTION Ocean	
3	(1) GOLDEN AXE Virgin	CF Power Rating 85%
4	(10) DIZZY COLLECTION Code Masters	
5	(-) NARC Ocean	CF Power Rating 85%
6	(-) TOTAL RECALL Ocean	CF Power Rating 85%
7	(-) ROBOCOP 2 Ocean	CF Power Rating 85%
8	(1) SHADOW WARRIORS Ocean	
9	(=) U.S. SUPER OFF-ROAD RACER Virgin	CF Power Rating 85%
10	(6) MIDNIGHT RESISTANCE Ocean	CF Power Rating 85%
11	(-) RED BOX (New Entry)	
12	(8) WHEELS OF FIRE Ocean	
13	(12) BACK TO THE FUTURE 3 Micrograph	
14	(8) TURRICAN Rainbow Arts	
15	(1) GAZZA 3 Empire	
16	(8) EMILYN HUGHES SOCCER Audioactive	
17	(6) F16 COMBAT PILOT Digital Integration	
18	(-) RAINBOW ISLANDS Ocean	
19	(7) ROBOCOP Ocean	
20	(7) KICK OFF Am	

BUDGET GAMES

The Quattro games are still doing fairly well while the appalling Guardian Angel has slipped up ten places. (Does anyone listen to a word I say? - NO). Paperboy from Encore jumps out from the number nine spot after three months while Kick off's other outings, namely California Games and Barbarian II also take a day trip to plummet city. The classic Silkworm slides in at number ten (as that's who was responsible) and if there's any justice should rise again next month. So who went down the dumps? Cyber Thompson, Salamander, you know, the list goes on...

1	(1) PAPERBOY Encore	
2	(2) TARGET RENEGADE Hit Squad	CF Power Rating 85%
3	(=) QUATTRO ADVENTURE Code Masters	
4	(-) KWIK SNAX Code Masters	
5	(10) GUARDIAN ANGEL Code Masters	CF Power Rating 85%
6	(-) OPERATION WOLF Hit Squad	CF Power Rating 85%
7	(1) QUATTRO ARCADE Code Masters	
8	(7) OUT RUN Atari	CF Power Rating 75%
9	(=) RUN THE GAUNTLET Hit Squad	CF Power Rating 85%
10	(-) SILKWORM Masters of the Game	CF Power Rating 85%
11	(8) BASTAN Hit Squad	
12	(8) QUATTRO COMBAT Code Masters	
13	(-) PLATOON Hit Squad	
14	(-) WEC LE MANS Hit Squad	
15	(-) DOUBLE DRAGON (New Entry)	
16	(11) SUPER MANG ON Hit Squad	
17	(8) CALIFORNIA GAMES Ocean	
18	(-) PREDATOR Hit Squad	
19	(1) BARBARIAN 2 Atari	
20	(-) RENEGADE Hit Squad	

CHART TALK

Full price software is £5.00 and above, while budget is anything which costs £4.99 or less. Last month's placing is in brackets, → means it's on its way up, → means it's on its way down, = means it hasn't moved, and = is a new entry (or it has re-entered the charts, same thing!). These games lucky enough to have been reviewed by the CF team have their Power Rating next door, so you can see how it scored - and whether it deserves to be where it is!

COMING SOON...

BACK TO THE FUTURE III



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HEROQUEST EARLY

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

C64 HeroQuest is being coded by David West - also member of the programming team ZORR, who previously worked for Target Software Development Ltd on projects such as Prison, Space Master II, Floating World and Klex (2018 Baker Street was the address of fictional super sleuth Sherlock Holmes.) When we asked David for some Heroquest info he gave us a complete diary of events! Take it away David...

AUGUST 1990

We met Gromlin and were given a copy of the boardgame to play and learn. This month is spent playing it and downloading code we are totally happy with it. Finally we present the storybook and sign the contract.

7th SEPTEMBER 1990

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

Because of the time taken to draw all the sprites I have to use a flip screen technique and this means using 19K in screen RAM, a further 20 in video RAM and 1K colour RAM.

The sprites require approximately 4K pull-back space (used to store the background data before drawing a sprite onto the screen, and hence when removing the sprite from the screen the pullback data is simply 'put back' over the sprite). This allows enough room for 34 sprites of 3 x 8 characters, which actually represents 12 sprites on two screens. The rest of the memory is saved for code and data, quantities becoming apparent as the game takes shape.

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



WARNING! SPECIAL

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

OCTOBER 1990

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

HEROQUEST THE GAME

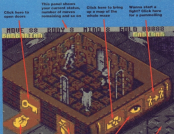
The computer game is as close as possible to the boardgame. One to four players can play taking the roles of the Barbarian, Wizard, Elf and Dwarf. The computer plays the Durgess Master (evil wizard Morcan) and moves last.

There are 14 scenarios to play through, from a simple maze filled with orcs, to finding kidnapped Sir Magnus, killing his kidnapper and defeating the evil lord with the quest treasure Spirit Blade.

To prevent you succeeding in your quest the evil wizard sets out traps and any number of monsters from orcs to giant warlocks. Standing monsters can called up by an untidy search in the wrong place!

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

At the end of each scenario a player may buy equipment and save his character to be relocated again and again. ZORR are already exploring new expansion packs for HeroQuest: Return of the Magic Lord and Wizards Keep, filled with new traps and tests for the experienced quester.



Click here to open doors

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

Click here to bring up a menu of the whole maze

When start a fight? Click here for a bestiary

Be... not too sure about this one. Could be that sprite

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

This system screen is used to search

Click on these arrows to move

score is awarded for, a number is putted from the map and this is used to locate the correct treasure chest, bingo.

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

NOVEMBER 1990

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

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

DECEMBER 1990

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

I finally decide to remove some lines of the screen as each line is 32K bytes on two screens = 64K bytes per line.

Christmas arrives and we are all working at home for the holiday period (yawn) — 5th. On Christmas day, *PCW* (the *Programmers*) Development System by PD Systems Ltd running on a 286 PC (16MB) displays the message 'Working on Christmas day, etc' And on New Year's day it displays the message 'Happy New Year'.

There's joy! I worked all through Christmas (yawn, see believe you) — 6th.

This month is almost totally taken up with spells, potions and weapons. (Isn't it always?) — 6th There are 12 spells and seven potions and most of them have different effects. Each can be cast on monsters or players who have to be within line of sight. Some effects take place immediately, some wait until the next day. There are seven weapons available, but not all the players are allowed to use them.



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

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

JANUARY 1991

This month is spent taking on the look of the game and tidying bits and pieces. Some features have been altered and the ones left out have been added, for instance there are now rock, spear and all traps scattered about the increasingly deadly dungeon.

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

'Create Characters' enables you to select the characters you wish to play and their names.

One player can take either one player or all four.

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

FEBRUARY 1991

February should see the final stages of play testing of Grimble and bug removal. (Yawn!) — 6th Coming Soon! A playable demo of *HeroQuest* the computer game and is full review — only in *CPM*

SNIPPETS

● TURBOCHARGE

When System 3 released *Turbocharge* the game was not with much praise — especially the driving section, which was barely intended as an in-betweeny bit. Well, thought System 3, if driving games are so popular, why don't we do one? So they did. And here the first thing we've seen it could be a goodie.



Turbocharge — taking a quick dip

The plot goes thus: you're an officer of a drug enforcement agency on the trail of smooth-talking mutants... (in every *Slipped into Michael Jackson mode* there for a moment), anyway, you now arrive cunningly baiting the mobile drug pushers, blasting cars and generally having a whole lot of fun.

That's better now — more news is what we want...

● MIGHTY BOMB JACK

We haven't shown you a 32K action-adventure, so here's one we prepared earlier. This latest *Bomb Jack* scenario takes place over huge scrolling levels where you have to avoid the bombs, collect the loot and keep on going. There are plenty



The Mighty Bomb Jack, keeps on jackin'

of tricky bits to get stuck in and a few bonus levels thrown in for good measure.

Turn it on for a full-on real-time buster. (In there)

● ACTION REPLAY

The sophisticated Action Replay cartridge is now easily undergoing a small redesign to stop people mistakenly plugging software with the device. From now on, any games copied are securely coded so that they will only run when the same cartridge is plugged into the C24.

If you're a 'professional' player, but still occasionally want the fun of 'another' theory.

● GRIMBLINS 2

At long last, *Grimble* the DOS version of *Grimble 2* is starting to take shape.

The location is Clang-Pace — home of dubious genetic engineering. *Grimble* is offspring are currently causing hell in the building, interfering with experiments, becoming mutated and maddening in an orgy of mischief and destruction.

As you tread your way through *Clang-Pace*, you can collect bones (See *Bomber Game*), combat



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BACK TO THE FUTURE III

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

Back To The Future III the movie was less complex than number two, but is still too complicated to describe in any detail – suffice it to say that it's set in the old west. There's a fair amount of getting around on horseback and shooting, plus all that 'just making it in the nick of time' via DeLorean of the BTTF genre.

The C64 version, being written by Brian's Master of Mega Apocalypses fame follows the plot fairly closely. It's... later this.

LEVEL ONE

The Doc is off riding this one day when he spots a runaway horse-drawn buggy, running away with the gorgeous schoolteacher Clara Doc, being the true hero that he is, gallops off in hot pursuit and right into the first scrollery level. This section is split into horizontal and vertical scrolling sections, in which you you have to guide Doc plus horse across the prairie landscape, dodging the flying objects and jumping stumps and other hazards. If you don't jump in time the horse, (which has lost



Talented Doc shows off his not-falling-when-horse-tumbles talents on level one.

his machine) than the Doc) starts on the broken and lands himself there flying.

This alternates with a vertically-scrolling Gunsmoke-style section where the Doc finds through the assistance of wandering Indians and cavalry (provided as CP remembers this bit in the movie, but who are we to complain?). Anyway, the Doc takes a few potshots of his own and tries to keep Doc and soul together.

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

LEVEL TWO

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

Meanwhile, Marty has a go-on a slideshow shooting gallery presented by Gold Prospector



At last, the time that you shoot your Marty around with this nice-guy-buddy addition.

to shoot off their skins. Taking the role of Marty, this is your chance to display your prowess with the six-gun. There are lots of moving targets (such as stumps and geese, plus pop-up bunnies which, it has to be said, pop-up in a very convincing fashion. There are also a few wild gags when your shots go off target and hit the screen! (Gaps, never mind).

LEVEL THREE

As the evening wears on, things turn sour when BTTF's wild-west producer – titled Doc Tanner – decides this town's looking for trouble. Marty ends up in the thick of it (surprise, surprise) and finding nothing to defend himself with switches up a pie-dish and takes it, Providence, all the while.

So comes a pie-throwing shoot-out section in which Marty must defend retail store Bill and his cronies. Marty's targets appear at windows and doorways and have to be splatted in true Carry On fashion. Marty collects pie plates from the table and, with some deft joystick moves, can even curve a few plates.

LEVEL FOUR

The game's climax (see, told you) is provided by the mad dash against time (and an approaching cliff) where the foot-less DeLorean is pushed along on rails by a storking great wild west locom.

As the train scrolls along, Marty jumps from carriage to carriage for 'gems' as they're called in the states), jumping and ducking obstacles, shooting bunnies (even though there weren't any in this bit of the film) and collecting the Doc's super legs (hint) before reaching the DeLorean and whizzing back to the future (y-huh) or getting scorched into a table blend of beer, train and bits of bridge at the bottom of the ravine (yuk).



On level 3, Marty displays his pie-throwing abilities. Very able, these fine travellers



Billy marks his mark in Gunsmoke 2

any grounds you feel (with such varied weapons as telephones, bottles of varying destructive power and genetically modified tomatoes) and called the necessary items to save New York from a late winter than Rocky V.

OCEAN'S NEW WAVE

After their mammoth Christmas bash, Ocean have settled down into a calmer gear. However, they still have some (very product based) up conversion should be Fun!... platform games with Total War.

The apt (Frank) combat game Battle (summed) which is currently looking for releases in the 16-bit arena is being converted for the C64. Watch this space for an exclusive preview!

The latest arrival in the ranks of the Dragon Archives, Billy and Jimmy Lee, is being converted to C64 cartridge for Ocean, by Imagines Design. It... and there's all we know!

MORE CREATURES

Pics for Creatures IV are already out, based upon the wonderfully gruesome torture sessions of Creatures. It's morally unusual, but gets the thumbs up from CP.

SEGA SOCCER

Footy games have taken a bit of a turn for the worst recently with Soccer 3 and Tennis (breaking in World Cup Glory, no hopefully stills can make some life



World Championship Soccer on the C64

leads into the sport with their conversion of Sega's World Championship Soccer. This is a straightforward kick about with human versus human, or human against the only old 8-bit (well, at least) doesn't say... in competition for the World Championship. Watch some.

TOYOTA C64

Following the success of Ultra Sprint Turbo Challenge, Gamate have just announced that they will be doing a 16-bit version of Toyota Rally, which (over 15-00 releases) says, that's fine by us.

SYSTEM 3 SIX-PACK

System 3 are about to release their third collection, the Phoenix Collection. Can you imagine how the contents, Myth, Ninja-Mis, International Wizard, Last Ninja, Demolition and Florida's Quest (24.99 each, 179.95 total. Not by the time you read this.

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SHADOW DANCER

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

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

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



A million of us said of level battles. When these guys get hit, they get mad!

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

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

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

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



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

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

Occasionally Shadow finds himself up against a cunning opponent who insists on taking behind boxes and stuff. This is where Ninja Fido comes into his own. Hold the fat button down and the pooch goes puffing



If you think British Rail is fast, try getting to the buffet car on this is anti-aircraft guardian for should that be guard's work!

across the scenery, pausing only to savage said badde around the foamy parts. The badde, suddenly disturbed by glancing teeth and steaming jaws, tries to fend Fido off, stands up and immediately cops a shuriken for his troubles (well he dares if you're doing your job properly). Fido then trots back to his master's side and the mission can continue.

However, said Fido on one of the larger enemies and the poor thing gets a stuffing up, afterwards he comes running back, puppy-like and pretty useless. Luckily, it only takes a few seconds before the splintered his energy and returns to full size (dead speedy these Ninja dogs).

The game, which is all but



SD at the launch site. And a few more badde to go!

finished, has been coded by Jon Williams, the man responsible for the Pig Tales game on PowerPack 2 and the Knight Dancer games. The graphics have been done by Steve Hudson, the chappie who did such a marvellous job of BTTF's, Chip's Challenge and The Hunt for Red October.

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

CES SHOW REPORT

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

Q: What's got these eyes, really simple and 190,000 selling best? A: The crowd after the first day of the Las Vegas Consumer Electronics Show.

Three huge profiles are devoted to computer games, though this being America one is dedicated to Nintendo (yep!) and another console inside the other two. But at least some software houses demonstrated their good taste with CD software.

Capcom was most noticeable thanks to *Alien And Rod's Excellent Adventure*. This arcade adventure copies the old film's plot as the two anti-heroic heroes attempt to complete their chess history project by kidnapping several Michael figures and bring them back to the local mall, thereby avoiding military school and a career as a cleaner at the local burger joint.

SSI announced their latest *AD&D* game, *Death Knights Of Krynn* - sequel to *Champions Of Krynn*. It starts during victory celebrations when instead his fan crashes the party on his Death Dragon, stealing a dragonette. And guess who has to retrieve it?

Characters automatically start at the eighth level and can rise to 16th level or 18th if they're thieves. For the first time in these AD&D games, belongings can be transferred from previous adventures.

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

More role playing action are due from Electronic Art's newest offering, *Monkeyland*, the story of *The Magic Circle* and the Keys To Maroon.

They're heavy on the magic and combat. Finally *Academy* have the much-rumored *Jack Nicklaus Presents The Coast Course Of The US Open*, the fourth add-on disk for its golf simulation. Locations include California's famous seaside Pebble Beach; Oakland in Pennsylvania; and New Jersey's Bannock with its fourth hole described by old Golden Bear himself as, "One of the most difficult ever made". Yeah!

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



Jack's at it again, in *Academy's* latest with course disk, JNPT00000000

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Got a game that's giving you gyp?
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too sticky? Fear not, help is
at hand!

GameBusters

Yes
folks! Our

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

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

But enough of that. What do we have lined up this issue? Well, we've got the final installment of our complete *Rick Dangerous 2* solution. We've stopped the clock long enough to tackle the torturous *Time Machine*. We fearlessly step the cheek of *Summer Camp* and guffin in the face of *Golden Axe's* adversity. To top it all off, we tweak the sloop of *Right Behind*. Blimey, gar'ner, look at the tips on that!

Rick Dangerous revisited!

Don't believe everything you read in magazines (obvious of course it's in CF). A few people have written in saying that a cheat they were given for *Rick Dangerous 2* doesn't work (either like the *Chaos* C1 - E0).

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

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

If any of you *CR*ages are still wrestling with *Rick Dangerous*, try this helpful little code. On the high score table, type the following:
FLUOMATIC

You can restart on the last level you died on. And I don't want to hear any more email about cheats not working or if it will and not help you anymore (No more it - :)).

Stop me and buy one!

Don't forget, these of you who send in the most delicious hints, tips, cheats or POKEs might be eligible for a £50 voucher redeemable in our Mail Order pages. So get cracking and send your offerings to: GameBusters, Commodore Forum, 38 Minmouth Street, Bath BA1 2BR

The Spy Who Loved Me

Enter and run the listing below, then follow on-screen prompts to load the game with infinite lives and no sprite to background collision detection (useful or not).

0 ROM Cassette only cheat by R M Dyer 1991
1 POK 3-321 TO 348 READ Y: Q-C-Y: POKE 8,Y: BOOT
2 IF C=54RT THEN POKE 187,128 : END 381
3 PRINT "OKTA, BROCK"
4 DATA 32,48,187,32,108,345,169,67,141,158,3,169
5 DATA 3,141,169,3,78,88,3,78,77,89,169,101
6 DATA 161,108,189,169,54,161,227,168,76,118,168,169
7 DATA 168,144,168,97,169,173,141,55,17,76,27,8

Twinworld

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

0 ROM Cassette only cheat by R M Dyer 1991
1 POK 3-328 TO 348 READ Y: Q-C-Y: POKE 8,Y: BOOT
2 IF C=4716 THEN POKE 187,128 : END 389
3 PRINT "OKTA, BROCK"
4 DATA 32,48,187,32,108,345,169,67,141,158,3,169
5 DATA 3,141,169,3,78,88,3,78,77,89,169,101
6 DATA 161,108,189,169,54,161,227,168,76,118,168,169
7 DATA 168,144,168,97,169,173,141,55,17,76,27,8

Miscellaneous Whit

Andrew Whitaker, publisher of "Quality" shares his secret two-account POKEs, the first of which can be used with any recent device while the second one is Action Replay can only be used.

SHADOW WARRIORS

Load state one then reset the machine. Now enter any of the following pokeys:
POKE 31188,075 - infinite time
POKE 31882,175 - infinite energy
POKE 31885,234 - infinite lives
POKE 31775,6 - where it's start level

Next type 070-000 to restart the game. Then press Fire and flip the switches to load the game with your choices.

TEENAGE MUTANT NINJA TURTLES

At the start of level one, enter the Action Replay monitor and enter the following POKE 14472,6. When you restart the game you'll have infinite energy. On the level where a timer is activated restart the monitor (after pausing the game) and enter: POKE 32082,175. Restart the game and with luck the timer will be defunct.

TIME MACHINE

THE COMPLETE SOLUTION

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

LEVEL 1.1

1.2

1.3

1.4

1.5



READ THIS FIRST

Read and instantly digest. You have four jobs at your disposal. First of which is assigned to an F key. When you drop a good make a note of the location and the F key, as it's all too easy to get what job is where and what key activated it.

CREATING ZONE 2

1) Your first job is to transport the materials to the cave in 1.5. Go to 1.2 and place a third pool there. Go to 1.5 on the 'Pondside' (see 'valley the pondside') and place another third pool by the cave. Go back to 1.2 and do a material with your basket (both are). Based read in the stored material.

when you're done enough as it'll appear in the back window. Then transport yourself and the material to the pool in 1.5. Repeat this until you have a good number of materials in the cave. You can't have up to seven materials in the cave at a time. You may transport materials even after you have created Zone 2.

2) Do in 1.3 and block the gateway. Come 2 now again.

LEVEL 2.1

2.1

2.3

2.4

2.5



CREATING ZONE 3

1) Make it first by the cave in 2.2 to keep the appearance when the key will last longer if you make it in the grass area. Place a pool by the cave. Go to 2.3 and block the cave of wood and transport it to 2.5. Go to 2.1 and stand in the middle of the bridge on the solid path. Change road and go to 1.4. Transport the base

to 2.5 to ignite the wood. If the fire gets out don't worry, just re-ignite the wood.

2) Lock the gateway to warm up the game. The field does not like a warm planet and will try to block the gateway again. You can beat him by transporting rocks from 1.2 or from from 2.4. This will keep him happy for a while. You should now have created Zone 3.

3) ... But don't move to the cave. You now need to plant some seeds in 2.4, an act which proves vital for progress later in the game. Place a pool on the river bank in the grass area by the existing plants. Transport a falling apple from 1.2 and watch the little shrub grow. Now repeat this for the other four main banks. You can now move into the next phase of the task.

LEVEL 3.1

3.2

3.3

3.4

3.5



CREATING ZONE 4

To Transporting of the boat about from 3.2 to 3.3. If you have planned the events correctly in 2.4 then you should have been given a 3.4. If not, by now you have a 3.5. To reach the bottom of the level to start a bridge, simply go to the top of the bridge and use the wheel to start the bridge.

LEVEL 4.1

4.2

4.3

4.4

4.5



CREATING ZONE 5

To Destroying Suburb

Out a power lamp from 4.1. To avoid the cannon ball from the middle of the screen in 3.5 and change to Zone 4. Take the boat to 4.4 and stop it at the right hand side of the bridge as possible. Place a gold near the canal and wait for

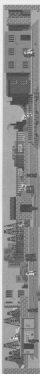
LEVEL 5.1

5.2

5.3

4.4

4.5



REPAIRING THE TIME MACHINE

To Recovering the crystal unit for the time machine. Kill a few enemies in 5.1 and wait for a bomb to appear. Transport the bomb to 5.1 by the right with the crystal in it. Lay the bomb to destroy the crystal from the rock. You will find the crystal in the room if you search carefully for it. Place a gold in front of the time machine and transport the crystal to it.

And as if that wasn't enough the bridge is also needed in later levels. Use the philosophy in zone one and as you cross the river change to zone three at the appropriate place so that you would drop onto the bridge. Place this risky maneuver for both bridges. You can only take the wheel across the river to 3.3 making sure you stop it right next to the square wheel. Hint: A quick way of getting the wheel to 3.3 is to take it to

Golden to get near the right hand side of the bridge. Then use your beam to ignite the barrel. This will cause Golden to explode.

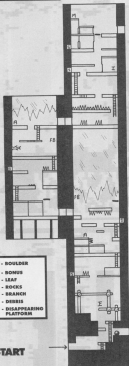
To Recovering the oil source. Take another barrel from 4.1 and take it to 4.1. Drop it by the moving rock (the bar of the oil source). Place a gold near the barrel and ignite it to destroy the moving rock then revealing

the oil source. (Don't forget you need to activate your beam to ignite the barrel.) You should now have created Zone 5. When really done so it there will be a time out to return up it's time.

the oil source. (Don't forget you need to activate your beam to ignite the barrel.) You should now have created Zone 5. When really done so it there will be a time out to return up it's time.

USING THE PTERODACTYL

At certain points throughout the game you'll need to use the Pterodactyl to travel around. Doing this couldn't be simpler. Travel to zone 1.2 or 1.5 and get your beam on the white eggs. The pterodactyl will then appear and take you through the tunnels. Then as you travel to do it, press fire when you want it to stop.



START



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

LEVEL 3 - THE FORESTS OF VEGETABLIA

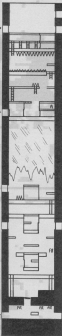
Before we start, when I say 'shoot David' it refers to the David Adamsworth look-alike, and 'shoot Fabbie' refers to the Fabbie road-type character. So now you know.

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



RICK DANGEROUS 2

EVEN MORE TIPS!



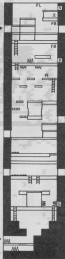
the switch to your left to remove the spikes. Jump the gap, kill Robin, and go up the ladder. Only mosquitoes need collect the ammunition. Click the ladder to your right then hit the switch to kill the fly - get the falling branch, then head left into the next section.

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

Get on the lift and get off it before you are tragically impaled on the spikes. Kill Flood (my apologies to any floods out there) and go up the ladder. Drop a bomb, move down and wait for it to explode in the fly's face. Jump up and left using the springboard to jump up onto the right side platform (a lot trickier to say the least). Move up the ladder and when the ladder is down go on the platform above. Avoid the falling branch, move left and up onto the platform (beware - the middle section of the platform disappears). Click up the ladder, jump over the snappy thing, then head right.

Blow Robin as he slides down the ladder and jump over the spikes (use the map to find them). Go up the ladder, shoot David, then jump across the gap. Again be careful here, as the middle section of the platform disappears. Go up the ladder and hit the switch to kill the lady. Collect the idol if you feel adventurous. Jump up and right, then move left and hit the switch to lower the lift. Zap David, collect the ammunition, then go right to the next bit. Jump when safe, and avoid right (dodge the falling branch). Go down the ladder then then left to the right.

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



LEVEL 4

RICK DANG

START

LEVEL 4 - THE ATOMIC MUD MINES

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

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

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

 - DEBRIS

 - BOMB

 - BARREL

START

GEROUS 2

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

Go left and drop down. Kill the 5 badies, go up the ladder and hit the switch. Now head left into the next bit, not forgetting to jump over the barrel.

Jump up and crawl under the mine, hit the switch to your left (wait for the pickup-up thing then move right and down. Dodge the mud monsters and collect the mine to the left, then hit the scientist and collect the bomb. Go down the ladder then hit the robot. Jump over the barrels and drop down. Jump over the mine mine (using the mine) and climb down the ladder. Tap the bad guy, then move right. Jump over the barrels and when they appear then drop down - up into the bonus room for some goodie! Bomb the robot then go down. Bomb the pile of debris but be cautious - a mud monster is lurking just to the right of you!

Stick on this section again for this section, and at the risk of repeating myself, the game is becoming increasingly difficult. Fall down and dodge the mine as you go (VERY tricky indeed). At the bottom there are three mud monsters with a gap between each one - you have to hit them. This next bit is interesting beyond belief: Wait for the barrel to hit

put them up to the right. When the lift has dropped a rock to the left of you.

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

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

Move onto the barrels (at time with the mine) up and blast the robot. Climb up the pipe, crawl under the 2 crushers, then up the other pipe (avoiding the mine as you go). Blow up the robot then go up (watch out for the mud monsters). Blow up the scientist then move right to arrive at level 5.

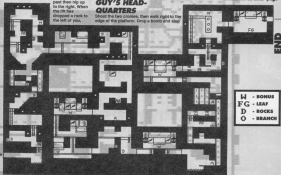
LEVEL 5 - THE FAT GUY'S HEAD-QUARTERS

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

back. When the bomb explodes the platform starts moving - follow it and climb up the ladder (watch out for spikes above you). Go left, collect the diamond, then hit the ladder to the left. Shoot the badly who comes down to greet you, then go up the stairs, avoiding the gun. Shoot the badly then drop bombs on the other two. Drop down and hit the switch to uncover a springboard - use it to step to the left and climb up the ladder. Crouch underneath the spires until the badly has dropped below you, then jump up and left then up the ladder. Slide a bomb towards the block and prepare to jump up when it explodes. Avoid the gun and collect the mine, fall down to the niche, then fall down again when the spikes disappear. Then go right. Shoot the three enemies then head up the ladder. Slide a bomb towards the detector-type thing and again jump up when it explodes. Go down the ladder and exit to the right. Bouncing again! This section requires a lot of fancy ducking and diving past guns. Dodge past the first two, then go up and collect the diamond, then dodge past the third and move swiftly down (and after). When you get to the set of three guns, don't despair. When they're hot shoot for five more up slightly - wait any look they'll stop temporarily! Move down and avoid the two bullets, then go right and down.

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

Continued on next page



- H - BONUS
- FG - MAP
- D - ROCKS
- O - BRANCH

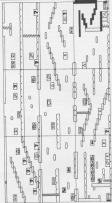
Contributors: *See separate page.*

Jump over the stalled moggie, hit the switch and jump up onto the platform. Avoid the other two moggies, slip down the ladder, then go right. Kill the three crooks, then blow up the dynamite on right.

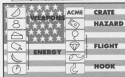
Drop a bomb onto the nesty, then fall down to the left when the gnu's gone. Jump off and shoot the other nesty. Collect the arms and go up the Rocky Mt. Jump over the muggie, then climb up the ladder. Dodge the splat (use the map to find them) then head right and up the Mt. Collect the arms, go up the leftmost lift and jump right over the top of the

other two. Jump onto the springboard and tap the mouse. Go left, avoiding the spikes as you go. Kill the enemies and blow up the detector. Go. Then go up and right.

Almost there now! Avoid the soldiers and the machine and jump on to the platform. Go on, the ladder and slide a bomb towards the blow. Go right, then fall down on to the block (once it has moved next to the wall). Hit the switch, then move left onto the platform. Go up the ladder. Ah! The FAT GUY himself is aiming for you! Avoid the guns and climb the ladder. Kill the body, dodge the gun, and go right. (Remember!) The final conflict. Simply (3) bomb him 2 times and get rid of him for good.



LEVEL 3—THE GOLD MINE



SUMMER CAMP

Make the most of your mice

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

"GUILTY, M'lord."

"So, come again?"

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

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

0 READ Summer Camp cheat by H M Rugh 1991

1 FOR X:517 TO 578 : READ Y : G=D+Y : POKE X,Y :

NEXT

2 IF G=5814 THEN POKE 157,159 : SYS 517

3 PRINT "DATA ERROR"

4 DATA 169,18,141,40,3,169,2,141,41,3,32,66

5 DATA 345,169,32,141,178,2,169,2,141,179,2,66

6 DATA 79,77,80,32,66,3,169,32,141,232,3,169

7 DATA 51,141,233,3,169,2,141,234,3,66,169,0

8 DATA 141,40,18,169,178,141,48,23,236,32,236,66

LEVEL 1—THE CAMP



LEVEL 2—THE GHOST TOWN



PUFFY'S SAGA

You know the story. Puffy needs help, travels through multi-level dungeons and dies horribly. But it's time to fly in the face of tradition, reverse the balance and try your eggs (and side down for a change). Puffy's Saga is senseless and break away from the crowd.

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

- 0 ROM Cassette only cheat by R R
Right 1000
1 FOR 2628 TO 100 : READ Y : C=C+Y
POKE 0,Y : NEXT
2 IF C=6812 THEN POKE 107,128:END
GOTO 1
3 PRINT "DATA ERROR"
4 DATA 50,84,245,169,33,340,221,2,
169,3,341,222
5 DATA 5,96,72,77,84,169,44,141,33,
9,169,3
6 DATA 141,34,9,74,15,4,169,34,141,
231,47,169
7 DATA 45,141,130,47,169,3,141,231,
47,33,35,9
8 DATA 94,141,33,308,169,169,543,
231,37,9

REPLAY POKES

Thanks to A. Jacques of Cleveland for these, in fact 620-worth of thanks.

Hong Kong Pharmacy
POKE 16426,0 - removes needles

Klar
POKE 8140,185 - infinite drops

Tin Tin on the Moon
POKE 23627,0 - endless time

Stars
POKE 26447,173
POKE 26654,173 - infinite credits
POKE 21070,188
POKE 21081,188 - stage battles
shooting
POKE 26423,0 - infinite bullets
POKE 33665,0 - endless missiles

NIGHT BREED

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

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

- 0 ROM Cassette only cheat by R R
Right 1000
1 FOR 2628 TO 100 : READ Y : C=C+Y
POKE 0,Y : NEXT
2 IF C=6812 THEN POKE 107,128 : END
GOTO 1
3 PRINT "DATA ERROR"
4 DATA 32,84,169,169,33,141,217,2,
169,3,241,218
5 DATA 3,84,33,77,84,169,33,141,18,
9,169,3

- 6 DATA 141,36,9,169,3,241,23,9,74,
0,9,141
7 DATA 32,141,142,173,173,144,45,
261,205,269,5,142
8 DATA 136,45,242,144,45,173,169,64,
231,205,239,5
9 DATA 142,84,84,142,169,44,173,10,
44,231,204,239
10 DATA 6,142,232,47,142,33,68,74

GOLDEN AXE

Saver kill and kill. This is an absolute stonker of a game and as such deserves the life-prolonging treatment of POKEing.

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

- 0 ROM Cassette only cheat by R R
Right 1000
1 FOR 2628 TO 100 : READ Y : C=C+Y
POKE 0,Y : NEXT
2 IF C=6812 THEN POKE 107,128 : END
GOTO 1
3 PRINT "DATA ERROR"
4 DATA 32,84,169,169,34,141,84,9,
169,74,141
5 DATA 80,9,74,36,9,33,77,84,169,
33,141
6 DATA 45,119,169,47,141,46,119,169,
2,241,47
7 DATA 119,128,33,308,169,173,141,
94,31,74

SAMARITANS CORNER

Amazing statement No.243: 'Calm Down, it's only a game.' Anyone who really knows their computer prices will also know that it's never just a game. That tape or disk full of code is not just a game. It can have gamers pulling their hair out and beating

Bombjack bits

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

BOMBJACK

Reset your machine, enter POKE 8112,0. Type 8195 0100 to reset the game and you should have an infinite supply of bricks.

AGAIN BOMBJACK II

Again reset the machine, enter POKE 1000,200 then 8195 0010 to restart. You'll have infinite lives once more.

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

- Grandfatherland is after an infinite fuel gauge for LTD Slivers.
- Karen Huxley sounded practically suicidal in his plea for help on *Speedball* so he quits about 8.
- David Black of Sheffield can't jump the gate or meet up with heads in some one of Head Over Heels.
- And finally Andrew Pagan has three requests. He'd like a cheat for Operation Wolf, a cheat for *Real Warriors* and would like to know how to get past the dungeons in *Activision's Kingstents*. Some people want everything in a plate, don't they?



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

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

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

- 1) A POKE is a command that allows you to alter the value in one of the memory locations in your C64. So when you see an infinite lives POKE, all that is happening is the variable that represents the number of lives (say lives) is being replaced by a number that gives you endless more.
- 2) There are several different types of POKEs that appear in our mag. The first listings make a look at the Right Breed ones can be used by anyone owning a C64. When you first switch on your machine, type in the listing exactly as it appears in the mag (enter the lines one at a time and press return after each one). Then type RUN and press ENTER and the program will start running. When you load the game, the cheat mode will be installed.

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

- 3) The other POKEs in the mag (the single ones with an 80 in the number) can only be used if you own a reset switch or Action Replay cartridge. The reset switch allows you to effectively switch off then switch back on your C64 without losing whatever is in the memory.

POKEs that are followed by a 8195 command can be used by Reset owners as the 8195 number returns the game from where you left off. If there's no 8195 number you can't use the POKE. This is why Action Replay owners are the luckiest of the lot. This cartridge effectively has a 8195 command built into it so if you have to do a reset the machine, enter the poke then just the reset option, easy.

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

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REVIEWS AND REVIEWERS

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

How our reviews work...

The powermeter

We rate games out of 100%. We reserve any game under 50% is worth looking at. It's a game you own 50% then and this powermeter is a canker!

The Powermeter on the left of the first rating is divided into red and white areas. We say what sets we didn't like in the white area and we say what we thought was good about the game in the red area. Then we measure the rating from the pole at which the white and red areas meet. Brrrr!

Icons



FACE - The more people you see, the more players you can join in.

T-SHIRT - A game's color makes you see your game position by tags or dials.



KEYBOARD

You have to use the keyboard to play.



JOYSTICK - You need to use a joystick to play the game if you can't use a joystick.



PAUSE - The game has a pause menu.



MOUNTAINS - The game has a mountain menu.



OCTOPUS - This means you can't use the game's menu.



CORKER - It's a game you can't use the game's menu.



GAME - The game is a game you can't use the game's menu.

CART GAME - We put out of 100% if the game is a game you can't use the game's menu.

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



note. On awakening, Andy's first words were, 'Gazza there intensely amusing.'

GORDON

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

KATI

Ms Hanna was well impressed with Lotus Turbo Challenge. As chief antiterrorist, she assumed the office by playing the two player option alone, jiggling herself to the post, getting rather annoyed, angrily punishing her own face, then apologising to herself and offering to drive her battered tool to the local hospital. When she got back she murmured that Fire and Fingers should be the subject of a public enquiry.

NEW KID ON THE BLOCK

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

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

STEVE

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

SEAN

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

ANDY

We found Turmoil neither satisfactory. So much so that a life of smelly rats and the promise of a pay rise wasn't enough to bring him round. He regained consciousness when Steve positioned his script beneath Andy's

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ocean

The battle between the evil Shogun, Kunitoki, and the last Ninja, Armakuni, has been waged across time and space. Twice Kunitoki has been defeated and twice he has cheated death: his spirit form was only dispatched - not the final again...

Armakuni faces his greatest challenge. Kunitoki has returned to medieval times and invaded the Tibetan temple of Shiku Lu - mystic source of the Ninja's magic. Kunitoki's evil influence is corrupting the pure magical forces of the temple. As his influence spreads, so Armakuni's Ninjitsu energy is being eroded. If Kunitoki is not defeated now and for all, the order of the Ninja will disappear forever (ouch crinkles).

The game opens with a superb three minute intro sequence, which shows Armakuni making his way across the desert towards the temple. It's interspersed with the production credits, movie style. The intro into is a whopping great 84K lang - as much as a whole game - and really sets the tone for what's to come.



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



The new prayer wheel (top right) stores any useful items in the vicinity and also briefly displays the enemy's chosen weapon.



Save first, collect a sword. This sort of combat is a good way to take your Shikido points, and a good way to avoid getting severely beaten.



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

Kunitoki. Now, Kunitoki

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

It's a Corker!

LAST NINJA

Anyone who has played *The Last Ninja*, *Last Ninja 2* or *Ninja Re-mix* will be familiar with the style of game play. Armakuni is guided through a full-screen 3D world viewed from slightly above. Each scene takes a second or two to draw, due mainly to the incredibly detailed graphics - easily among the best C64 game graphics ever seen. By the way, as well as the Ninja games, this 'graphics engine' (the program that draws the most complicated things it can as simply and quickly as it can) was also used in *True Masters* (just finished), this day.

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

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

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

The puzzles are slightly more complex than before, but still follow the same method of searching for specific items which are then used on later screens. Oh, and in case you already know what I mean, it's now a lot easier to pick objects up. Also, *Last Ninja 3* employs a prayer wheel, a device which spins on the screen to reveal any collectibles in your immediate vicinity - a distinct improvement over previous Ninas, where useful items were highlighted briefly when you entered a new screen.

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

While all this collecting and puzzling is going on, Kunitoki's henchmen are doing their best to rebuke you



In battle. After the evil Ninja-type, you have Kunitoki as well... (plus... where did I put my rather large Ninja sword of doom?)

With two screens (balled together you can start to imagine just how big the Tengu is). And remember - there are 31 of these little devils scattered inside that little cartilage...



NINJA III

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

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

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

ber guardian. Or... sorry about that. Forget to mention that there's a fairly real guardian to kill before entering the next chamber.

Last Ninja 3 is a game of tight proportions. There is almost nothing to fault it on in the presentation is superb, with stunning intro and outro sequences, smart high score lists, gritty game over screens and some great soundtracks. The gameplay's blend of exploration, puzzles and combat will dare you. And the attention to detail is amazing, from the immaculate 50 to the animated scenery to the enemy control method.

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



In the fire chamber, Arakashi demonstrates his way across a pit of molten lava. Otherwise he's more single than Ninja.



Having entered the maze-like 'Void' chamber, Arakashi has to utilise his powerful Ninjutsu skills of 'Hell Getting Lost'.

Game	Last Ninja III
Publisher	System 3
Cartridge	£24.95

POWER RATING

THE DOWNERS...

- Only really techniques originally

100

97%

- Tremendous amount of variety in elements, scenes, and the all-important gameplay
- Attention to the different aspects is simply superb
- Complex control method is handled very well
- Wonderful touches throughout, the background animation
- Utterly convincing 50 screens
- Five huge levels - no finishing this one overnight
- Swift mix of puzzle-solving, combat and adventure - more interesting movie than game
- Beautiful presentation throughout - just what an ideal
- Thought-provoking questions add extra depth to the game

Bushido Dragon

The brown dragon on the status panel is the Bushido meter, and signifies increasing training and honour in the Ninja martial art.

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

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



Bushido, I have found, lies in dying often combined with few alternatives. Life and death, and it is chosen death without hesitation...

A man of great valour does not flinch at the sight of a sword, he fearlessly plunges right into the jaws of death...

Bushido means to struggle desperately in the jaws of death... even against of men that it is difficult to kill only one warrior in this fading state.

So there you go. Bushido means:

'meat as a shovel'



WELLTRIS

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

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

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

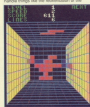


By blocking one big block that doesn't cross a full line, you can score hundreds of points with one carefully placed segment. By blocking one big block that doesn't cross a full line, you can score hundreds of points with one carefully placed segment. By blocking one big block that doesn't cross a full line, you can score hundreds of points with one carefully placed segment.

By blocking one big block that doesn't cross a full line, you can score hundreds of points with one carefully placed segment. By blocking one big block that doesn't cross a full line, you can score hundreds of points with one carefully placed segment.

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Game
Maker
Disk

Welltris
Infotrac
C14.99

POWER RATING

THE DOWNERS...

- Joy-stick control is a pain
- It's one and of the day. It only offers the one on-going challenge

100

87%

- Simple devices presented in a fascinating way. Almost looks like it belongs in Toys
- Two control mechanisms
- Plenty of game options including the alignment can also difficulty settings
- Most of the preview features
- Detailed scoring system
- Straightforward and original game design
- Plenty increasing challenge to hard-core coordination
- Colorful and easy to read display
- You'll never finish it. Ever

...AND THE UPPIERS

BLOCK'EM

LEVEL 1 & 2



You can control all those shapes in level 1. Level two only uses four color segments. That sounds easier but it's actually harder.

LEVEL 3



Once you get into level 3, however, even the most talented player will find the work tedious and boring.

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

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

LOTUS ESPRIT TURBO

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

There are loads of options in *LETC*.

From the main menu screen you can select the difficulty level from a choice of four (including practice). Choose one or two players, decide on the gear box type, control method and swim bladder capacity and you're ready to go.

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



Two player action does run slightly more slowly than the single player jockey but when the action is this hectic it doesn't make a lot of difference to the playability.

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

screen is split across the middle with each half showing a view of the track from each driver's point of view (well, to be accurate, the view is presented from just behind the car). The



Here's the mean machine itself, 2,170 cc's of Eighty Turbo 88. Now, thanks to Gremlin, you can actually race one of these beasts!

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

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



(Fails to be quite as looking TV presenter...) "Hello, And this week on 'Espritful Red' we ask the question, just how did a GP reviewer manage to get into first place?"



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

This part of the game is the pits

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

When you pass the sign, simply pull over to the right and brake. Then it only takes a few seconds to fill her up. (And anyway, pulling off the road gives you the opportunity to catch up on the graphics like these.)





Our two opponents are a just a car's length away. Player one (top) can see player two just in front of him. Blind you, they're both away, but they're in risk and little place - is a field of 20!



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

30 CHALLENGE



As player one (top) passes a Pit Stop sign, player two is outpacing down a steep hill - that's why you can't see any sky.

However, pressing Fire to accelerate and only pushing the stick when you want to change gear. Finally the extra slider option allows you determine your buoyancy in order to catch your fiery opponents. (Oh, I give up - Ed)

There are 30 tracks in all, each increasingly more difficult to negotiate than the last. Apart from the fact that later tracks incorporate hillycocks, dipettes and terminally sharp bends, these hillycocks are also



In the single player mode, player two (bottom) stays in the pits for the duration of the race. Meanwhile, player one is fast. Again streets with debris and other obstacles. There are signposts, barriers, rocks, trees, all patches, coral reefs and over-zealous fly fishermen which you must avoid at all cost.

Geoffrey, LETC is a slammer. The screenshots can't even begin to convey the feeling of speed you get, but take our word for it, this is fast. It's especially impressive when you consider the large numbers of vehicles on screen, and even then the 30 update stays dead smooth.

Sound is high octane, too. Not only is there a choice of three soundtracks but the P.B. are fairly as well. The engine noise is a real killer (the most realistic engine sound so far on a B4) as are the screams when you corner too fast. The thing on the scale is the playability. There's masses of it in the one-player option and at least double that when you play against a friend. As they say in Germany 'Worungung Durch Control'!

ANDY



Game	LETC
Publisher	Groomin
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Collisions don't blow other cars.

100

90%

- Large range of options gives you plenty to get your fix around
- Screen update is very fast. The impression of speed will have you feeling green around the gills
- Controls are wonderfully responsive
- Sprites are large but flicker free and wonderfully smooth
- Choice of two control methods is a stroke of genius
- Two player head-to-head is absolutely stunning
- Top class presentation across
- Sound is a peach - and catch that engine effort

...AND THE UPPIERS

Presenting a Lotus

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



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

fire buttons for fire plus space on the normal C64).

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

The space stations are viewed from overhead, each

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

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

Opponents come in the form of tanks (like your man), gun turrets (intentionally but stealthily) and a flying broom...

Well it's not supposed to be a broom but it does look uncannily like one.

One of these finished moments introduces your great enemy used to mean it's by far the most powerful opponent. Not only does it fly overhead firing volleys of laser shots but it avoids your return fire with ease.

Space station floors are littered with objects, some good, some bad. Named after this year's Party Fleet Object award is the land mine. In fact some space stations are almost nothing more than minefields with a bit of floor space thrown in for good measure. Pitting into it

the Coast Object category are small, shimmering stars which are just begging to be picked up. They act like cash with which you can buy extra shields, speed, firepower and cannon bombs from the end of level ship.

Vindicators is an average game. There is a counter-attack two player option but this only marginally improves the fun. Occasional play may prove enjoyable but nothing more. The gameplay is a fairly accurate translation of the Tengen coin op, but the original was repetitive.



VINDICATORS



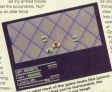
If the truth be known, Vindicators is a futuristic shoot'em up. The year is 2025, the venue is galaxy number TW5, the mission is to defeat the evil Tengen Empire who, (for mum) are trying to invade. So far so good. Now presumably I have to enlist all my armed forces to defeat the accursed. No?

Oh I see, so I take an elite force

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

From the confines of your heavily armoured tank, you set off to destroy the Tengen Empire's 14 space stations, starting with the weakest and working through increasingly tough hostilities. Cosmos owners control their tanks with joystick only while the rest of you are faced with tackling the spaceship as well. Left and right rotate the tank, either forward and back - shock for me - move you forwards and back.

Pressing fire activates the tank's main gun with which you are equipped at the start of the game. More potent two-power can be activated by pressing both



This is what much of the game looks like General. Despite the fact that you've commandeered the operation is rather boring one though.

Two right are two tank-igniting missiles and a gun emplacement. Left is another enemy station - an anti-tank beacon. Oh, you won't fall through that tank...



Game	Vindicators
Publisher	Domark
Cartridge	£19.95

POWER RATING

THE DOWNERS...	100
■ Gameplay too tedious in that after the first few levels, it's all just more of the same.	—
■ Controls can at times be awkward and thus prove annoying.	—
■ Limited amount of opponents encourages boredom to set in very quickly. Bore-out and you're soon 'gn' at.	—
■ Ultimately not much of a challenge.	—
55%	—
...AND THE UPPERS	0
■ Two player option provides a more interesting game.	—
■ Prolific conversion with satisfactory rate of the arcade machine.	—
■ Completely assembled.	—
■ Purchase of bonus items at the shop adds another facet saving the game from being boring average.	—



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

The plot details an about international police conferences and imminent attack from a terrorist convoy. However, as you've already guessed, this nothing more than one of those drive-along and shoot everything games.

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



The game's buttons must have been on wheels since if they thought we needed to see this much sky all the time, it would save in the little one (just above the caption)

FIRE & FORGET II

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

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

which usually results in major explosions - don't try this at home kids). Fuel keeps the Thunder Master's wheels a-turning, while kamexone gets the TMI airborne! With your tanks full of this, its take-off speed and the battle can commence in the air.

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

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

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

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



Have a pick-me-up

			
Fuel can (fills the Thunder Master's moving)	Missile (shoots in an enemy vehicle)	Kamexone canister (fills the Thunder Master's life)	Additional life (to add to the four you start with)

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

POWER RATING

THE DOWNERS...

- Almost no visual variety: road, water, backgrounds and other elements all stay much the same
- The gameplay remains unchanged throughout, with only minor differences between levels
- Collision detection is bad, while shooting is inaccurate - mostly due to the fire button-down-and-hold
- There is a range of soundeffects but the tunes are all alike
- 60 frames update is very poor - they appear rather than approach
- Requires no driving skills: the car seems to be on autopilot

100



37%

- Visually, the aerial combat sequences are handled nicely
 - Slippery parallels on the scenery and sky, with smooth moving road
 - One-clip action
- ...AND THE UPPIERS**



Violent enough kamexone and you're airborne. Unfortunately, this is about the only time that *Fire & Forget II* ever really takes off

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



The game of the film of the comic is loosely based on the following plot: Big Boy, Red Taps, Punishment and Tap Brown are hiding at the Fitz pointing drastically deadly. Dick arrives at the hideout only to discover that the bad guys have escaped. Grabbing his cap and coat, Heaton rushed to track down the misadventurous mobsters to their hideouts.



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

stages

are newspaper cuttings with pictures of Dick's suspected foe - their only genuine contribution is to save up more loading time.

By now you'll probably be so fast asleep that eight million volts couldn't stir you. If you did manage to stay awake, you might take



Two policemen arrest a culprit for being out in a built-up area. But is justice done? Not unless they put the rest of the population behind bars as well.

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

DICK TRACY

It sounds like it could be fun, doesn't it? At least you'd expect another run-of-the-mill platform and shoot 'em up game. (But it doesn't even scale the dizzy heights of madness. To give you some idea of how simple it is, here's a description of the first two levels.)

Level One. Walk right. Hold down the button as men approach, then hit extended fist and die. Walk right to next screen. (Repeat until end of level is reached.) Level Two. Men appear, clamping guns, shoot them. Walk right to next screen. Men appear. (Repeat as before.) Sandwiched between these action-packed



An action-packed moment. Dick stands very still and comically looks his arm out. When the approaching bad guy hits, it he'll disappear.

cheap content (a rooftop take-out into small pieces), a weird 'n' tracey pair of glasses or a his 'n' hiss period holder. Best of all, don't buy the game in the first place.

GOODBYE



Game	Dick Tracy
Maker	Titus
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Casually-coloured, clunky backgrounds and sprites
- Simple, jerky sprite animation
- Boring, repetitive tune which even slows down when the screen fills
- Awful presentation, particularly the poorly designed manual - it takes only enough to hold in the first place
- You have to reload and reload if you get killed (and you only get one life anyway)
- Really inadequate instructions, which don't even convey essential information
- The action is so boring and repetitive that you won't want to come back to it often or too games
- Dugger beyond belief
- Waste of a license

100

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

(p. 5)

...AND THE UPPIERS

11%

0

Sega's amazing 80-sprite-shifting coin-op hits a real stunner (if you haven't seen it you'll have to take my word for it) and so it was with some trepidation that I loaded up US Gold's G44 version. While it was loading I remembered playing the arcade machine through to the end. As part of a two-man's command unit, you have initiated an enemy base and stolen their main weapons. As you have to do it sneak back out again, sneak a few weapons, tussle across the desert and make your way to a waiting transport for the fight home.

LINE



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

So, just how can that heavy duty action and those amazing 3d-bit 3D graphics be simulated by the G44's every eight bit brain? Moments later, I was answered: they can't. Our beloved beige box was doing it's best, moving scenery and plotting how sprites on screen. Sadly, it just wasn't enough.



As you progress through the jungle you get to collect life-supporting items like those Red Cross packages containing some more Java jammers killed by a bit of bullets or ultimately plus several bars of Cadbury's fruit and nut. The other thing is helicopter gunship



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

Scenery are shared same priority, with a smoothly scrolling horizon and some chunky, but nicely detailed sprites. But massive glitches on screen and enemies' will move forward (they slide towards you like ghosts) makes it highly unbelievable.

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



This Little American life might look as if they're about to burst into song, but it's more likely you'll burst into the life of the ship-ship when they start their act...

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

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

OF FIRE



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

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



What the first and end level (a combatting hard man) - and kill them. They take a good few shots before exploding (in...?)

from what shoot left up action there is on offer, but let's hope the US Gold/Sega deal bears more fruit with the forthcoming *Director's Choice*. This one looks suspiciously like it's gone off half-cocked.

STW

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

POWER RATING

THE DOWNS...

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

100

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

...AND THE UPERS

40%

6

NO-ONE HAD THE GUTS UNTIL NOW!

NARC

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ocean

Brutal action and a S&P Thriller. Infiltrate the criminal underworld - your mission is to hunt and destroy the kingpin of the MID-WE CORPORATION - a job not for the faint hearted.

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It's not all that... You've got a chopper to back you up, a mean, shiny steel machine, some heavy metal hardware and some pretty neat rooms. And what about the King pin... did I say he was Mr. Big? No, he's **MR. BIGG**.

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TOTAL RECALL

Ocean's latest fire-fighting, *Total Recall*, has become a four-level deep arcade jockey with two distinct styles. Two levels are platformshoot 'em up combinations while the other two are driving/maze combats. Quaid, the fire character you play, has had an unsuccessful memory implant. His memories have been falsified and as he knows it that the answer to this mystery lies on Mars.

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

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

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



limit. I think it's longer now it's what's required here. Actually that's not true. Before Quaid can hit this stage he has to punch his way through the maze which you can just about see disintegrating

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

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

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

AMST

Game	Total Recall
Publisher	Ocean
Cassette	£10.99
Disk	£14.99



It's the driving bit, what it lacks in graphical finesse it makes up for in propability. Avoid traffic, collect tokens and get out of there!



A good example of the ultimate frustration. When I've reached level four only to take too many hits and die from the first opponent. It would be on the platform levels is, if in doubt, avoid

POWER RATING

THE DOWNERS...

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

100

—

77%

- The graphics are colourful with a nice cartoonish feel to them
- The game structure is well ordered and understandable, you can work straight into the game
- Two very different game types (platforms and driving) mixed together
- Fascinating soundtrack
- The bonuses in difficulty throughout the levels allow you to see a little more each time you play

...AND THE UPPIERS

0

瘋魔杖



WIN!

NINJA MARTIAL ARTWORK

12 COPIES OF SHADOW DANCER

12 COPIES LAST NINJA 3

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

We secured a dozen copies of *Shadow Dancer* plus posters and a dozen copies of *Last Ninja 3* to be given away as runners-up prizes. But what about the main prize? Well, take a butcher's hook at our amazing Ninja poster on the next page... spitting lava! *It's* this specially commissioned artwork (worth around £500 by *crikey!*), is all set to be framed and looks forward to the day when it can take pride of place on some *CF* reader's wall. And it can be yours! (It... as long as you enter the competition and win first prize.) In true *CF* tradition, we aren't going to let any old fool just stroll off with the goodies. We want you to say what you think. The *Last Ninja* and *Shadow Dancer* are saying to each other on our poster. Once you're settled on some

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

**Mail A Ninja To My Wall Campo,
Commodore Format, 30 Monmouth
Street, Bath, Avon BA1 2BW.**

As long as you get your entry to us by Friday 27th March you stand as good a chance as anyone of making off with some loot.

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

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PRODUCT
Commodore

NINJA SPECIAL

SHADOW DANCER • LAST NINJA 3

HOW TO KEEP AHEAD OF THE CROWD

SPECIAL
TRIAL OFFER!



NEWS

Want to learn about the plans Commodore has for **FMAR** machine as soon as you possibly can?

Want to read about all the very latest developments for the C64 or the GS console as soon as they are announced?

Then **New Computer Express** is a vital, additional read to **Commodore Format**. For instance, we were weeks ahead of **Format** with the story of Commodore's £29 joystick-and-games bundle for the C64. Not surprising - we're a weekly!

GAMES

Previews, tips, **PORES**, hints, reviews, interviews and more. The kind of information that keeps a good games player ahead of the crowd. You know that **Commodore Format** is the magazine for you - but it only appears once a month! So how do you keep hot, week by week? It's quite simple: by reading **New Computer Express**. Every week, **Sean MacKenzie**, **Commodore Format's** Deputy Editor no less, writes a column for **Express**. Packed with the latest info on games, it is essential reading if you want to know what is happening, the moment it happens. Keep up-to-date, make sure you get a copy of **New Computer Express** every Thursday - every week.

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EUROPEAN SOCCER

Players, £2.99 cassette

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



Looks quite respectable doesn't it? Doesn't it? Indeed. This is a truly disasterous game. Hang on, is this kick library out on the left wing?

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

FRAME RATE...

Each, this is agony, playing this tripe that is — not my cup of tea. I've had more fun with a bedpan and a cold bandied toilet.

EUROPEAN SOCCER

20%

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



VIGILANTE

Kick, £3.99

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

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



beat, rather pathetic vigilante meets target, almost unbearable monotonous. Appalling game-play is bad enough, whilst adds are worse

never there's a hint of an opponent who, unlike other adversaries, is hard to impossible to defeat. Yet again, average graphics and sound added on to lack of decent gameplay make this another one to avoid.

FRAME RATE...

Def, okey, pipes, pass me a winking needle. I've developed a terrible itch down my greater oar. Aaaaaaaaah pleeeeee! What was it? Oh yes, Vigilante. I always say why use several words when one will do... drag

VIGILANTE

25%

BEVERLY HILLS CATS

Hi Tec, £2.99 cassette

Beverly Hills Cats is based around that classic cartoon character Top Cat. It features TO and his other cohorts in a puzzling game of the 'Take Item A to place B in order to find vital component C' type. Darryl the Bull has inherited a fortune because the righted heir (Amy, Beverly's cousin) has disappeared. The idea is to get to Beverly Hills and Outwit (Secondly the butler who is tied in to the fortune and thus trying to 'get' Beverly.



T.O. takes a stroll down Brown Street on his way to Beverly Hills Avenue and it never occurs with his fellow citizens.

As TO, your first task is to roam around the alley trying to round up the gang. Try to keep your energy level up as a large reduction will cloud your faculties in time. Then it's off to Beverly Hills for much of the game at the mansion.

Disappoint: TC and all his cohorts are easily identifiable. The theme tune is a bit of a disappointment though. Game is the fun from the tapes and it's replaced instead by a nagging little cassette drone. Gameplay is simple but for £2.99 it will provide a certain amount of entertainment.

FRAME RATE...

I remember only ever seeing half the episodes of Top Cat, the first half. Cos it was on at tea time, the meter inevitably ran out half way through and more than one 15p piece per day was frankly unjustifiable. If you're a Top Cat fan you'll probably like this, if not it may prove a little too dull.

BEVERLY HILLS CAT

55%

HUNTERS MOON

Klax, £3.99

To escape from a galaxy saturated with floating crystal shaped cities you need to shoot through the walls of each city, collect the crystal inside and get out quickly. But don't release the walls without instantaneously and attacks from enemy drones make the escape even more hectic.



A Hunter pilot's job is not all excitement. Before saving the universe you need to clean up the steadily space Neapoles.

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

FRAME RATE...

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

HUNTERS MOON

78%

GEMINI WING

Mastertronic, £2.99 cassette

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

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



Yikes. Attack of the Midwestern Mosley, water vomiting turks. This is one of level number one. A triumph of bad design.

FRAME RATE...

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

GEMINI WING

65%



THE CF COMPENDIUM OF MEAN

...HANDHELD WEAPONS

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

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

handles easily suits is an extendable length of articulated steel tubing launched by the simple

press of a button. It can be aimed in three vertical directions (straight up, and 45 degrees either side) as well as horizontally. When it reaches a solid object, its grappling mechanism is tightly onto the surface: the command is then able either to use the arm as a 'swing' to attack enemy hordes, or retract it (so pulling him to a higher level). The power and speed of the arm also mean it can open some containers, grab equipment and destroy enemies.

OUTLET: Bionic Commands
POWER:



CARTRIDGE GUN



Never trust the Gears from the planet Gears. They're a race of multi-limbed, slimy and generally horrible aliens who like

nothing better than conquering other worlds. This time they've chosen the Earth, landing in an uncharted region and contracting an Atmosphere Processing Plant with which they intend to bring about a new ice age. Only one man can stop them - Lance Gynops. Lance's real name is Bob Arfsholte but he had it changed by steel gun some years ago; as Lance, he went out and bought the biggest gun you ever did see. It's fat, it's powerful, it can handle rapid-fire cartridges, multi-directional spray and a powerful

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

OUTLET: Gynops
POWER:



CLIP ON-POINTS

Bounty hunters are as common as leopards on a football pitch these days but not many bounty hunters would have gadgets like this. It's an interface attached to any environment allowing the user to determine exactly where he has his built-in magnifying



glass. Sixteen positions allow him to create a chain over circle of magnifying - but there are drawbacks. The major one is that your hand-eye is limited by the FOV of your suit; the minor one is the fact that guns cost wads of dosh. A gadget no wonder should snub.

OUTLET: Retrograde
POWER:



FIREBOMBS



The best thing to do with aliens that look like little brown sausages or chocolate strawberries is to give them a few big balls of flame to play with. And wouldn't you just know it?

This is what the Firebombs weapon does. It's a variation on a flame thrower, but instead of forcing one continuous flame it rapidly emits large globules, destroying anything stupid enough to catch them. You don't get to smell the stench of smoking wires, but you do live longer.

OUTLET: Alien
Syndrome
POWER:



THE RATINGS

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

large mother alien

Most alien arm-ups with shooting great mother aliens in them. Most weapons of this calibre. Usually kills all known life forms with a single blast.



three aliens disintegrating

A weapon for the bigger hoggy. Its energy mowing your way through hell alone

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



two aliens disintegrating

A good all-round blaster which might be a bit in the power index but does have enough punch to make the bodies wash their business regularly.



1 alien disintegrating

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



The Lightning Gun remains a favourite choice for many adventures

customised guns on a 50,000-tonne cruiser? And then there are all the extras: a thing removed at-out, gadgets like the grappling arm in Bionic Commands, and translocator technology, such as the Gyroscopic in Turbans. People who pilot ships press flowers and complain about the weather; arrow-clad solo warriors laugh in the face of alien hordes and break the toes of terror.

BIONIC ARM

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

Up, up and away. The jet pack is ideal for getting rid of those right-deployment flames

FLAME THROWER

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

OUTLET: Alien Syndrome
POWER:



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

[Quote the quote.]

OUTLET: Forgotten Worlds

POWER:



SCATTER FIRE

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

GYROSCOPE

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

OUTLET: Turbidity
POWER:



Future fighting fun

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

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

JET PACK

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

OUTLET: Dropzone
POWER:



right to rotate the weapon. It collect power-ups to extend its range. The only disadvantage to this unique and powerful item of hardware is that it drains so much energy from the armour-suit itself that Mr Turbidity has to remain stationary while spending it.

OUTLET: Turbidity

POWER:



NAPALM BOMBS

Delicious bombard! Too simple for the likes of the Emperor's New, God of Destruction. This big fat hand has been turning cities into Dust Ruins, spawning servant gods and putting his hands in the dirt. Along came two warriors created from the anger in proper minds (complete with coal shavings) - and they're determined to stop him. Hence the bomb. Even though the napalm variety are pretty expensive, they produce spectacular results. They work

either give you full sight-way fire and nothing less (Forgotten Worlds), others limit you to three-way fire and leave it there (Gyroscope). Turbidity version comes in three parts: the standard gun emits single rapid shots, and collecting extra Scatter Fire units gives first narrow three-way fire, then wide three-way fire. It's most useful than a laser when facing hordes of aliens since it can destroy many targets over a wide area. However, it can be lacking in power against larger enemies.

OUTLET: Turbidity

POWER:

The Napalm Bomb - also known as the 'upper' to its friends



CRASH! for essential firepower

Nobody did Chip MacGasketman has a problem. It's not the fact that he's a stinky geek, has spots, wears glasses and doesn't have any friends at all. Well, yes, that is kind of a problem, but the problem's even bigger. He fancies Melinda, the eternal marvel — school boarder and loner — all rolled into one — like a man with Muppet's moosey fancies a Big Mac with extra fries.



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



However, this high IQ headbitch realized that loneliness-Chip's life isn't too bleak a heart of gold, even if this poor nerd deserves a crack at the life, so she offers him a challenge. If Chip can complete it, he can join her elite computer club, the Bit Busters. (and maybe even win for a bit of a wing as well).



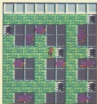
Obviously Chip accepts (otherwise the game would be called *Chip: Steps Alone* or something) and he's off.



Obviously Chip accepts (otherwise the game would be called *Chip: Steps Alone* or something) and he's off.



You need the clues to walk on fire, the blue shield to cross the water and the red shield for immunity to fire. But where are the keys?



All the puzzle thing files hide a secret. They need to walk or they could be free — but you never know until you touch them!



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



...where Chip can use the tile to guard against. Little that sucker over the water to reach the ship — and then do it again!

CHIP'S CHALLENGE



It's a Corker!

thing and he's really feeling excited and sets forth on his task. To stand any chance of rubbing city with Melinda, Chip has to enter a series of mazes and recover all the stolen chips that he's within just how Melinda has managed to construct these vast labyrinths remains something of a mystery.

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

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

Each maze is set over several screens which scroll around keeping Chip in the middle of the action. Chip is guided about via the

Melinda's mindfield

Things to watch out for



Chip on this requires for only he time to consider the best.



Keys open doors of a similar colour.



Allows Chip to walk on water.



Allows Chip to walk through fire.



Allows Chip to walk on ice.



Can be used to bridge water, expand bridges or alter the path of enemy monsters.



Allows Chip to walk across magnetic pulls.



Lets Chip — and even this — swap from one location to another.



Activated by chips or enemy monsters to open and shut gates.



Manufacture an endless supply of red tiles, generate monsters or change into enemy pods.



Explodes on contact — fatal to Chip.



If Chip touches this he stops until the timer counts down.



If Chip touches this he stops until the timer counts down.



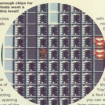
If Chip touches this he stops until the timer counts down.

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

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

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

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



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

You're provided with a four letter code so that

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

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

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

CC's entry doesn't lie in its visuals - couldn't we have had some smooth scrolling



slip onto the ice and Chip merely skitters along until he bounces off a wall, slips on a tile or is sent in another direction by the cursed blocks

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

Only you know deep down if puzzle games leave you cold or give you the chills. If it's the latter, Chip's Challenge is one of the best available. But be warned: once you start playing you won't want to stop - and with 140 very playable levels it could be a long night.

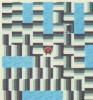
ACTIVE

ALLENGE

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



Chip can walk on the purple stuff, but must avoid contact with the blues. Move a chip, though, and the zombies roam free...



An absolute stinker of a level, this one. Chip is dragged along by the magnetic chips and gets pulled, and slides helplessly across the floor!

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

POWER RATING

THE DOWNBEE...

■ Awful scrolling in the main menu

100

90%

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

0



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

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

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

SWIV



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



You'll find huge lots of hardware like this all over the place. This particular munitions factory is a seemingly endless supply of tanks.



The watery sections contain shadowy platforms and slippery little power belts. If you're using the jeep you must transfer to a small unmanned boat at this point and shoot 'ARMORED ANSWER'.



There are two sets of the giant descending and of level gradients. Through some side track to reveal these powerful gun buildings, rivers, ground-cannons and so on. Route-finding skills play a major part for the buggies. Piloting the chopper is dead simple, it always faces straight ahead so it's just a matter of moving forwards, backwards, left and right and pressing fire. The buggy is slightly more difficult to handle in that your weapon fires in the direction you're facing.

Each of the four levels is 41 screens long. *Silkworm* isn't really done and action action it is, but, and something as fire, they seem to go on forever. Level one takes you through ground towers, then a desert. Level two covers an island, the sea and finally



again, the island 'desert'. In this category there's no an even more powerful adversary. What it, and a fairly basic in years

some gradients. Level three starts future zones – chief opponents and a lake some which is the middle. The fourth and last level is a location less told which looks ultimately to the *Silkworm Zone* (the final stage). The main difference between *SWIV* of these stages is that the scenery changes. But your opponents just continued to attack relentlessly. One other point to note about the stages is that when the enemy attack again, bugs drivers must transfer to an attack boat by running into it on the *desert* path.

There are more battles than you will's had good ideas (you're not seeing there).



Believe it or not, this isn't one of the better sections. The action is *SWIV* is non-stop – more often more of things than are supported by choppers and tanks. The only way to take it down is to let power



And this is why we say our road test? The tried-up road tests might be interesting to the eye but they're a treat for the about 'em up track. This is where *Swiv* gets phenomenally hectic.



But a fellow there we see the character and the jump fighting side to side. I know the jump looks like one of the status on *Swiv* but it's a helluva disorienter than your average aerial situation.



The only way to achieve the back drops is to grab a third playing. These two eyes should the lucky level near the end.

And, my moral idea by far was employing you - it's. Although different in appearance, many of an individual level's opponents share the same characteristics and attack formations. This matters not though, as there are still so many large numbers of different attack patterns keep you puzzling away. It's a helluva lot of fun before you become even vaguely familiar with the patterns.

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

guards. Cannon fodder is a bit of a misnomer really as it's often you who becomes the fodder for their cannon. Lucky drop-pens are by far the most numerous form of adversary. Some waves merely block you by being there, others too fast. On the ground, large cannon emerge menacingly from hidden underground bunkers while surface-based ground cannon fire almost non-stop (disrupting them quickly is of vital importance). Missile birds only fly back when fired at themselves. This means that the usually trigger happy will eventually get their come-uppance.



Really these are black things as seen as possible or suffer their wrath - a release of the power that spells certain death.

Swiv and let die...



The right fire button. When selected, this means your shot count to speed up constantly. But it sure's not to your taste...



...perhaps the speeder might interest you. This lets fly with an expanding volley of bullets. Or take some ammunition and



The left fire button. When selected, this means your shot count to speed up constantly. But it sure's not to your taste...



...perhaps the speeder might interest you. This lets fly with an expanding volley of bullets. Or take some ammunition and



The right fire button. When selected, this means your shot count to speed up constantly. But it sure's not to your taste...



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The left fire button. When selected, this means your shot count to speed up constantly. But it sure's not to your taste...



...perhaps the speeder might interest you. This lets fly with an expanding volley of bullets. Or take some ammunition and

Game	SWIV
Publisher	Storm
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- The levels are a struggle too soon in the generally deep
- Being out-of-view battles

100

88%

- Huge levels equal huge value for money
- Choice of character or bonus for fast progress appeal and extra feeding appeal
- The two player option calls for real team work
- Random ignores the power, which up the volume and live a little
- Almost featureless progress state makes you prone for game after game
- Spills incrementally give a real feeling of depth, it really is a game on two levels
- Buckle up for more

...AND THE UPPERS

0



STAR CONTROL

Accolade's *Star Control* is a space colonisation and conquest strategy game with arcade-style moments. Traders in far-galactic measure

whereas there's a direct confrontation between ships of the Hararchy (good) and the Alliance (humans). Each side starts with only one space station and must build ships,

explore nearby worlds, mine them for income, battle them for defence, colonise them because otherwise the computers have nothing to do and eventually undo all their hard work. In other words, two sides wage war against each other.

When ships from both sides meet, the game leaves the stellar map

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

fairly cut-throat. Innovative manoeuvres is nothing if not tricky but it brings some tactical skill into the game. Comploting matters only slightly is a rather unconventional *Zork*-esque feature.

That is, when two ships come close enough to each other, the size of the squares representing the vessels increases twofold. The view zooms back out the instant the range between the ships increases again. While the arcade subgame runs, both sides can examine their ship's status by way of crew and energy bars displayed on a panel at the bottom of the screen. The ships' rapid energy rate just while manoeuvring but while firing weapons. When a ship is hit, its crew is immediately depleted. This ultimately determines which ship wins a dogfight.

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

your way through your opponent's interstellar empire can be a real slog. Ships move slowly from star system to star system. If one of those systems has been fortified by the enemy, you need to get two ships through it to overcome the defences. Knowing which ships to send into battle against specific opponents is the kind of knowledge you gain by experience.

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

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

The reducts and settings are much clearer. What's more, the host of in-game options give the game extra depth. For instance, control of either side can be given over to the computer to a lesser or greater degree (this is unusual) - you

really you have a choice of human or computer opponent and that's it. The quality of equipment used by each side can be made better or worse than the other and there are practice modes to help you get used to the different kinds of vessel you can build.

Star Control's main fault is only one player can use a joystick and the manual fails to convey essential information clearly (and apart from that, most of it is fairly half science fiction).

Overall, it's by no means a mainstream game and that may put off more people than it attracts. *Star Control* makes a challenging strategy task for those who fancy a long lonely slog but it's neither final frontier.

SEAN



Game	Star Control
Publisher	Accolade
Cassette	£10.99
Disk	£15.99

POWER RATING

THE DOWNER...

- One player, but only one joystick
- Only one real strategy to master, so surprise moves on the part-time-computer opponent
- Documentation is a map of the world

100

- Long games (helped by a more refined) provide value for money

- Remarkable range of game options including practice mode

- Special weapons on different ships help you think up special tactics

- Drawing orders is easy

- Even facility is unusual but makes the combat sections more exciting

- Well watched computer opponent to play against

...AND THE UPPIERS

70%



(Below) The enemy march on this side of the stellar map. The Alliance strikes back, battle right

existing and difficult to use but only one ship per side ever meets in a given battle. The space ships have left and right steering functions, along with thrust. They have more.

But if you move a ship in one direction, the only way to stop is to turn it around and apply thrust in the opposite direction. Accurate flying, especially when your opponent is



W e can exclusively reveal why Gazza cried during the World Cup. After playing a rather powerful header, he lamented:

"It's a bit of a pity because we've reached a presentation of how they feel the C&A version of this personally endorsed game was going to be. (Now that's not exactly true, is it? - Ed)"

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



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

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



I say, 'What's this Gazza doing in my area?' 'Oh... It looks like the first assist, eh'.

most hilarious facet of the vastness, pain is the goal keeper. For some reason, he always keeps his arms outstretched and thus seems unable to hold onto the ball. (He's bounce off the goals, so while he stands there like a

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

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

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

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

ANDY

**Game
Publisher
Cassette
Disk**

**Gazza II
Empire
£16.99
£14.99**

POWER RATING

THE DOWNERS...

- Several of the gameplay options have little or no effect
- Only occasionally follows the correct rules of league football
- The goal is a bumbling fool whose hands seem to be stuck in football leather
- Both the computer opponents and your team mates have an IQ of a similar number to that on their shirt
- Many screens show down the computer enormously...
- ...and it's not as if elaborate graphs, lists or no-name
- Whether it's Gazza?

100

38%

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

...AND THE UPPIERS

GAZZA II



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

It's an amateur-run-management-sim-tactical soccer simulation in which you get to play - oh hang on a minute, I was going to put this first and tell you the blurb on the packaging. It's supposed to be all of those things. Sadly, it falls down badly in each and every count.

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

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



Oh, dear, naughty Paddy has gone and leaked Nobby. He's the poor man sponsored as the pitch (which is 'rough' by the way - you can tell by the light green bands). But



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

per' half. This at least allows you to finish a game before terminal boredom sets in.

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



Referee takes a short cut goal. You can tell it's Scullion... or... yes it says so on the panel. Mind you, Gazza looks exactly the same as well. And Paddy, and Nobby and...

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

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

ST. DRAGON

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



Very tricky.

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



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

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

Collectible weaponry is one of the most disappointing aspects of Saint

Dragon.

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

The graphics (both backdrops and enemies) are varied but

unoriginal and the colour scheme is old in places.

Enemies are mostly standard shoot-er's up fare but a few fairly explor-

atory and a good soundtrack put it in the thumbs up. Playability is smooth but inconsistent; the end of level guardians in particular are much too easy.



Level two is the asteroid belt. The screen shot is a bit static but those lumps of rock actually hurtle towards you at high speed



Then the space bugs begin while back and forth with dazzling speed and are very hard to hit. I've hit the lower one, but it's no work...

When Saint Dragon really comes into its own is as a first-time try for exploring shoot-em-up fare. Your handless mindless ideal merchants and your small item-like shields will find insufficient challenge here to whet their appetites, but if you get your fix for Christmas and you want to sensibly try some serious fire button fever, go for it. It's not a bad place to start.

ADRI

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

POWER RATING

THE DOWNERS...

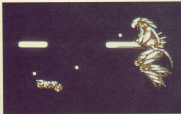
- Top-only for hardened shoot-em-uppers. This reviewer completed it after only a few hours
- The colour scheme on most levels is appalling - too much ugly brown and white
- The end-of-level guardians are far too easy to beat

100

65%

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

...AND THE UPPERS



Oh Lordy, it's the galeatic (over happy). Don't be fooled by the forest trousers and the flowing locks, this is no child of the stars. We would love to notice you to notice dragon drops

Mega City One has been subdivided into six levels, each of which is a complete mission for the most famous Judge of all, in his new game from Virgin/Mastertronic. In *The League Of Fatties*, Dredd has to fight his way through a Fattie rampage, looking for four food dispensers which fuel their frenzy. Then Dredd can do his best to make a sharp exit before it's too late.



This depends on how the crime rate is doing. The longer a mission takes to complete, the higher the crime rate rises. If it gets too high, JD gets kicked out of the law department. The crime rate continues to give Dredd a problem throughout the game.

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



Dredd uses his wheels to escape from the riot who are helplessly caught up in a Fattie Rampage. The race is on to shut those food dispensers down.

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



JUDGE DREDD



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

In level two, a mad poet who lives at the top of Charles Darwin block has messed up all experiment in evolution and the whole building is swarming with prehistoric creatures. Dredd has to stop the monsters spreading. The bonus level sends JD into the prehistoric. He must fight his way through it and arrest Friday. By the way, when he shoots an amoeba, it splits into two.

Level three is a scrap in an aqua-station against Sov agents who are trying to poison the city's water supply. In level four, leader of the Boys, Orisk, tries to take over the railway station. Level five is a fast-track outbreak of blackmamba and in level six Dredd gets to take on the Dark Judges.

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

Stories, from Dredd himself to Fatties, Sovs and the rest, have been well taken care of. The game's presentation is on form as well. And the

design of the six levels is every DOGBAD reader's dream.



Dredd introduces Fatties to the word 'riot' with a food dispenser that makes a satisfying clink when the Fatties hit it.

Game	Judge Dredd
Publisher	Virgin
Cassette	£3.99
Disk	£14.99

POWER RATING

THE DOWNERS...

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

100

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- Six stomach ache crimes for Dredd to deal with
- Cartoon style. Tiresome game sequences
- Lovely graphics and back ground graphics
- Good presentation (in words) maps packaged with the game
- Well designed platform levels
- Plenty of action

56%

...AND THE UPPERS

The Mighty Brain

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

CART BLANK

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

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

Sam Jones, Wallasey

PS: Here's an anagram of 'The Mighty Brain':
THE EFFORTY BRAIN (Check it out)

Q) Nope. It's incredibly difficult and complex to transfer data from a C64 into a ROM chip. But as long as you're an EPROM (Erasable Programmable Read-Only Memory) chip, an EPROM programmer, a data cartridge board, a machine code monitor, a custom-written start-up routine and a lot of programming experience, you could do it no problem, except that it would probably be illegal.

Q) The actual rate. The speed of tape loading is entirely dependent upon the type of turbo load on the game, and the physical speed of the tape motor itself. However, if the game is a really old one that doesn't have any turbo load at all, you can break into the game using the Action Replay cartridge and save it in tape and install a turbo load at the same time. Clever, eh?

Q) No, an Action Replay cartridge re-starts the games automatically. What the heck VI does anyway.

A) Er...?

TM8

PS: Here's an anagram of 'Sam Jones': JOE N. HESAL (Xpss, isn't it?)

GOOD GUNSHIP

Dear Mighty Brain

I'm initially sorry for troubling you but I was wondering whether or not you could answer a simple question: Is Gunship any good because I might buy it on disk if I can find it? H Wilson, Borehamore
Microprose's Gunship is a great game. However you are able to get the disk version since the tape game is crippled by a horrible modified. If you can't track the game down try giving Microprose a call on 0800 840088.



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

TM8

HELLO TOM, GOT A NEW MOTOR?

Hi there, TM8

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

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

Tom Rafter, Sharnford

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

If CF's Ramsey Hallerman asked for some info on the friendly mighty software, 'Well, Ramsey can be contacted at Ramsey Info Desk, Everdale Southcoast, The Studio, Church Street, Bournemouth, Dorset DT2 2PS. Or by calling them on 0953 455181. Thanks to Robin Mower of Holbeck in Leeds for that info.

Machine code is far more complex to learn and use, and also requires other pieces of software such as compilers and the support. For most purposes (MSRG is fine).

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

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

TMS

SILENT SID

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

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

GILL Tait, Redcar

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

TMS

LOAD OF OLD PLASMA

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

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

Miss P Cole, Winchester

Plasma Balls are amazing devices which pass an electrical charge through a mixture of gases. The gases become excited, yes, very funny by the electrical discharge and create miniature lightning storms within the globe. Plasma Balls are pretty difficult to get hold of, but your best bet is the Innovations catalogue. Write to them at: Innovations Mail Order Limited, Runway Business Park, Leicester LE19 6BN, or call on 0793 610870.

TMS

HARDWARE

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

Right, my problem is...

- 1) Which printers and disk drives can I get for my Commodore 64 and their price tag?
- 2) Why isn't Muntz on cart or cassette?
- 3) I was going to buy Hasegawa 2-in cart but when I played the demo on CP PowerPack 4 it put the off. Why? I don't know.
- 4) Will you ever make another brain and have baby brains, or stay a baby brain?
- 5) Has there ever been a review on the game P-M Combat Plot, or will there be?
- 6) Last one... The Commodore population have nearly all got disk drives and now the cart has come out, will this mean in time cassettes will be extinct, vanished, forgotten or will they be here forever (yeh, pet)...?

Tina Hamilton, Go Barham

1) There are few people who provide hardware support for the C64 these days, so your choice is pretty limited. With disk drives you can shop around for a second hand Ramdisk (such as an Oceano) 1.18K or an old Commodore 1541, or plump for a brand new Commodore 1541 Mini.

Disk drives for the C64 are big, slow and clumpy, but they work just fine. Certainly the CP offices would prefer to a disk without them. They're a bit pricey at around the £150 mark but they do come bundled with £150 worth of disk software!

Commodore used to produce a range of dedicated printers for the C64 - again, the second hand pages of magic like New Computer Express could turn up a bargain or two. However, with a Commodore printer interface, such as the Sprint L84 from Data (Tel 0782 761707) you can link your machine to any of the 8.5 size Centronics Parallel printers that are available - there are hundreds available so you'll just have to shop around!

2) Muntz is a disk only product because it's a heavy multimed and just wouldn't work well on tape. So the L84 Disk don't do any games on cart.

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

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

Brain complaint

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

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

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

The letters page is probably the most annoying part of the mag. The Mighty Brain idea is stupid (WHA 1717 - 1985, Let's just have a nice normal person to write to shall we?) And if you must have the Mighty Brain let it be to stop printing stupid letters from 13-year-olds who are too stupid or can't be bothered to put their letters into paragraphs and so put numbers next to their points for disk questions. I am fed up reading letters from prats who ask questions like, 'Where can I buy a C64?' or 'Do disks fit in tape recorders?'

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

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

lenger a chance. He might have played it before (I know that could also work the other way round and help the cheap but it would be better).

Brend Leach, Hull

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

As regards the rating system, though, this will remain as it is. Ratings for graphics and sound simply aren't needed because you see a great deal of the graphics within our many advertisements (and you'll be doing more and more over the coming months) while sound effects are almost unobtainable.

(Sound is such a subjective thing: some people might think that the soundtrack for Delta is the best thing about bread, while others think it's as entertaining as sliced cheese. If we think the soundtrack is outstanding (either outstandingly good or bad) we'll say so. But, let's face it, buying decisions should be made on the strength of playability. And that's what our Power Rating does! It simply tells you if the game is worth buying. Any title that gets over 80% is worth thinking about, because it's better than average.

If you have more than one person review a game it just becomes confusing - if one person thinks the game is good, and another thinks it's bad, what do you do? Whose opinion do you trust? And if all the opinions are the same, then what's the point of having several opinions in the first place. Believe me, having more than one reviewer doesn't work.

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



4) Bats? Insects? What a horrible thought — all shouting and screaming and swarming at sick. Heavens, it would be like having two CP teams to look after!

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

6) Even though there are a lot of sick users, the majority of C64 owners still use their trusty C2Ms, so it looks like this will be around for along time to come. However, we may have some hot news on this very subject next issue!

TMB

RIP C128

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

1) Where can I buy a C128 pack? I know I can upgrade a C64 but where can I buy one already made?

2) Where was father? (No insult.)

3) When I play 'Turmoil', I get to the end of the level and finish but why doesn't level 4-2 load? (Cassette version this is!)

4) Why is it that a Spectrum has 1024K (usually) but a C64's graphics are better?

5) What games machine did you own before a C64?

6) Is there any Public Domain software for the C64. If it is can you tell me where to get it? Do you reckon you could do me a favour? Oh go on, bluddy. Could you give me a sheet for Videobits by System 37 Tai.

Daniel Baker, Worcester

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

2) I am the offspring of father time and mother nature. Or is it the other way round?

3) Sounds like your cassette is up the creek.

4) The size of a computer's memory has little bearing on its graphics capabilities. The C64 has graphics chips which are more powerful than those in the Spectrum, that's all.

5) I used to own a Gengasplex 1204 Ready Gamemaster as a youngster, until I had that nasty accident with the third spinal arm of the Billy May. Don't play with Gengasplex 1204 Ready Gamemasters at home, Kershings.

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

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

What came first?

WHAT'S ON THE STICK, VIC?

Hats to the one and only Mighty Atom. Is a C64 if I ask you a few questions, as I've wanted to for years?

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

2) Why are cartridge games so expensive to buy? I bought *Shadow Of The Beast* which cost me £20 (just for one game).

Anyway after two days of play I completed it, which amazed me, because it's so hard on the Amiga. After paying £20 for it and with only two days of play it's a complete waste of money isn't it?

3) How does the PCEll

factor work on the

Action Replay car

ridge?

4) How much memory

has the Sega got,

colours etc? This lot in

school thinks that the

Sega's got infinite colours

(what a load of bull). He also

thinks that Sega is miles much

better than the C64.

5) Please, can you tell me when

Creatures and

Witch of the Demon came out and

could you give me the address of Apex?

Mr P H Sonnelly, Aberdeen

1) Cartridges were first to provide software support for their low-cost machines, and launched into the 'Vic 20' market with an incredibly useful *Interlight* program.

The C64 gained the attention of Atari Master who promptly converted his *Atari* C64 The Master Cartridge for the machine. Also at this time Rubell software sprang into being and produced such classics as *Junkyard* — a very basic Defender clone. However, the very first C64 game — a ROM cartridge in fact — was *Jupiter Lander* which was actually useful.

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

parts of a cartridge cost pounds to make. The 4 megabit (512K) chip for *Last Ninja 2* costs around £20! (Don't believe any other claims are added on.)

As regards *Beast*, the vic Janak creature C64 warns you that it might not take hardened gamers to long to complete it. You're obviously frustrated beyond belief. 3) The cartridge asks how many lives you have left — let's say three. It then looks at those memory locations which usually hold the information about lives and remembers all those which contain the value three. You are then asked to restart the game, lose a life, and try again. This time the

cartridge looks for the value of two, and so on. Once it's found the correct location, it searches

for the command that decrements that memory location every time you

lose a life and puts out of it. Then your life counter

always stays the same — you can still die, but don't

lose any more lives.

4) Er... which Sega? The

Master System, Mega Drive or

the latest *Model Game Gear*? In any

case, none of them have infinite

amounts of colour. The Master System is a good machine, but none of the games hold a candle to the best that the C64 has to offer. The Mega Drive has a 16-bit processor, costs more money and the games are

C64-41 apiece. With superb games like *Thunder 2*, *Creatures* and *Last Ninja 2* — for only a tenner — the C64 still offers the best value for money.

5) *Creatures* is out now. For info on Apex, call 01444 60004 or 0144 11001. Wish of the Demon should be out soon.

TMB



Asterix and Obelix? I think we should be told.

Prize winners

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

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

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



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Maps showing direct routes from the motorway and A5

INSIDE INFO

Welcome to a new data dimension of inside information, and here we get some excellent info coming up over the next few issues. We're going to have longer programs on tape, programming MasterClasses, special projects and even more inside info than ever before. In fact, the only thing for the C64 that's better than inside info is the whole of *Commodore Format*.

Some people have written in and asked what it means when in a program there's a bit like this: `<SHIFT>+<B>` or `<CURSOR>`, or even `<RETURN>`. Basically, there are a number of keys on the C64 keyboard that don't actually print on the screen when they are on the keys. So, if you see a word in a program it means press the key with the word or symbol marked on the key. The + sign means press the two keys together. Obvious once you know.

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

Get inside info.

Please could you give me some info on the I/O ports of the C64. What are these used for? How do you access these ports via POKE? etc?

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

Carl Eason, Preston

All computers, whether they fly aircraft or operate washing machines, have to have it in order to accept input. On the C64, in addition to the keyboard and the joystick ports there are six other I/O sockets (although some models have more). The ones common to all C64s are the expansion port for cartridges, MIDI interfaces, and the AD converter (for connecting to a TV) the video connector (for adding monitors), the serial port (mainly for Commodore disk drives and printers), the cassette port (for -J-), and the user port. The user port is basically an 8-bit parallel interface and is the best one to use for connecting your own electronic projects. Each of these eight lines can be set to send or receive data by using PEER and POKE statements.

How do you program them? Well, you can either go and buy a book... or you can wait for the start of our fabulous series on connecting your C64 to the outside world, beginning next month...

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

ESSEX SFX

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

Bounce

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

```
10 REM * BOUNCE BY PAUL SHARP *
20 POKE 51288,0:PRINT CHR$(147)
30 GOTO "COMMODE FORMAT 18 COL"
40 L=LEN$B$
50 FOR A=0 TO 18-L:PRINT
  *CLR=HEX$-
60 PRINT TAB(A); " "
70 FOR B=0 TO 18: NEXT B
80 NEXT A
90 FOR C=0 TO 18: GOTO 1
100 PRINT TAB(18);B$;" "
110 FOR B=0 TO 18:PRINT B
120 NEXT B
130 GOTO50
```

Colourful

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

```
10 REM * COLOURFUL BY PAUL SHARP
20 POKE 51288,0
30 PRINT CHR$(147)
40 FOR C=0 TO 15
50 POKE 644,C
60 PRINT *CLR=HEX$;" *COMMODE
  FORMAT"
70 NEXT C
80 GOTO50
```

Starscroll

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

```
10 REM * STARSCROLL BY PAUL SHARP
20 POKE51288,0:POKE
51289,0:PRINTCHR$(147)
30 POKE 645,HEX$(1)*13
40 B=HEX$(1)*30
50 PRINT TAB (8)
60 GOTO50
```

Weirdscroll

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

```
10 REM * WEIRDSCROLL BY PAUL
  SHARP *
20 FOR G=0 TO 10
30 PRINT TAB(G);" *<SHIFT>+<B>"
40 NEXT G
50 GOTO50
```

Hi-Resolution Plotter

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

```
10 REM *HIRES PLOTTER BY PAUL
  SHARP*
20 POKE 51288,1
30 POKE 51275,HEX$(51273) OR 8
40 POKE 51265, HEX$(51263) OR 12
50 FOR G=0 TO 18192
60 POKE G,0
70 NEXT G
80 FOR I=0 TO 2823:POKE I,1:
  NEXT I
90 B=HEX$(1)*100
100 Y=HEX$(1)*200
110 B=B+52+8*123+5
120 POKE B,1
130 GOTO50
```

All these programs use very similar, simple techniques. They obey Programming Rule Number One: do the job as simply as possible. These routines for instance have got Paul 500 worth of CF mail order goodies.

PL

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BACK TO BASICS

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

EDITING KEYS

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

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

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

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

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

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

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

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

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

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

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

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

```
PRINT "HELLO LONDON"
```

you get

```
HELLO LONDON
```

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

RUN/STOP KEY

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

For example, if you wish to load a program from tape all you have to do is to press SHIFT RUN/STOP and the computer will prompt you with "PRESS PLAY ON TAPE". This is a very convenient way of loading from tape as when you do it by this method the computer flushes the program automatically when the program has loaded.

RUN/STOP-RESTORE

Another way of stopping the computer completely and restoring all the colours and things you have changed all you have to do is press the RUN/STOP and RESTORE keys at the same time. This is best achieved by holding down the RUN/STOP key and pressing the RESTORE key quite hard, banging it in fact! The RESTORE key can be found above the RETURN key and to the left of the up arrow key, sometimes called the expansion key.

COMMODORE KEY

Another control key which you will find on the keyboard is the Commodore key, this can be found at the bottom left hand side of the keyboard next to the shift key and below the RUN/STOP key. The Commodore key serves a number of functions. When you are loading a program, the Commodore key will tell the computer to continue loading a program it has found on tape.

When you load a program with SHIFT RUN/STOP the tape will go round whilst the computer looks for the program on tape. When the computer finds the program it's looking for, the computer will say that it has found the program. Loading will stop until you press the Commodore key or until a short period of time has elapsed, in which case the program will continue loading anyway. This gives you time to press RUN/STOP to stop loading if the program found is not the one you want to load.

Another use for the Commodore key is to change from the standard upper case display - that is to say, all the letters on the screen are in upper case or capital letters - to lower case mode. In order to change from upper case to lower case mode you have to press the SHIFT key, hold it down, and press the Commodore key.

You will then see that all the text on screen has changed from upper case to lower case. (There is a method for changing from upper to lower case from within a program, but I'll go into how you can do that another time.)

SETTING COLOURS

When you start up a programming session with the Commodore 64, you will notice that the colours of the screen and border are dark blue and light blue respectively. This can be changed from within a program or in 'direct mode' by typing the following:

```
POKE $D01F,5 : POKE $D020,1
```

POKE is a BASIC command which puts (or possibly a number to a precise location in memory. This, for example, changes the outer screen colour to green and the border colour to white. For a table of the colour numbers see the box marked Living Colour.

You will notice that the text colour has remained the same, that is to say, light blue the same as the border colour was before

you changed the colours. The text colour can be changed by a similar POKE like so:

POKE 409,0

This will change the text screen to black.

There is another way to change the text colour on screen and this is from within a print statement (five last month, when I mentioned this in passing under the heading Strange Symbols.) What you have to do is set up a print statement and using the Commodore and Control (CTRL) keys in combination with the number keys at the top of the keyboard, you can set a control character at the front of your PRINT statement.

At the beginning of your print statement, after the first inverted commas (") you point the Commodore key and the figure 1 on the top row of the keyboard, the text following the command figure will be light brown. (On old Commodore 64s, the first set of colours available to you using the Control key have been marked on the key fronts.) You will also notice that in the PRINT statement that we tried out just now, when you pressed the Commodore key and figure "1" the text did not change colour right away, but a small control character was inserted just after the inverted commas.

This is the difference between changing the colours in "direct mode" and changing them from within a program, or a PRINT statement. If you press the CTRL key or the Commodore key and any of the top row of numbers on the computer, all the text on the screen after that keypress changes colour.

In Commodore 64 programs there are a great many command keys that you can press in a PRINT statement to "format" the output. One such example is the one we've just seen, that of changing the colour of the text. But, if instead of pressing the Commodore key (or CTRL key) and a number, you press one of the cursor keys at the bottom right of the keyboard, this will change the position of the text on screen. For example, if you pressed the cursor down key twice after the inverted commas in a print statement, this would move the text down 2 lines

Step by step

Every month, this step by step will demonstrate what we've covered in this issue of *Wacky In Basic*.

1. The kind of editing we're doing on the CH is called full screen editing.
2. This means you can edit a line once you've entered it into a BASIC listing.
3. And by changing the line number and pressing return you can create a new line.
4. The two modes for the CH editor are called direct mode and program mode. The difference is that program mode commands have line numbers in front of them. Direct mode commands don't.
5. Instead of typing PRINT you can type a T symbol.
6. Precedence is the order in which calculations are done. Negative numbers are calculated first, followed by exponents, multiplication and division and finally addition and subtraction.

Your letters

I've had a good deal of post in the last few weeks, which is nice because it shows that people are enjoying the series, saying it's fun with attention and having a lot of fun with BASIC at the same time.

Kevn Igones has a query about the last issue, and he has a problem with his addition program:

I have written an addition program which works fine, and using some POKEs from Commodore Format 2 on how to wrap heading, it works fine and you can't read or tell it. When I load my program the cursor flashes after the word PRINT. If I type RUN the program runs. What I want to know is how to put a line into the program which when loaded will run itself without having to type RUN.

Good question, and a simple answer. If you want your program to auto run when you load it, simply load the program with SHIFT RUN/STOP, and the program

will load and run in one go like a normal CH program. The trick is to disable the break key, or the RUN/STOP key so that, once running, the program won't allow anyone to break in and kill it.

You do this by adding POKE 100,14 to a line at the front of your program. To enable the break key just type POKE 100,0, and the key will be able to break the program again.

And another thing which emerges from Kevn's letter is that it's okay to ship ahead and customer programs may not go like you like. You don't have to just obediently follow the findings I provide.

If you want to you can add into that you find in books or other issues of *CP* and learn your own way. In fact trial and error is often the best way to learn to use a programming language properly. Copy things from other sources and adapt them at will, and your knowledge will grow and grow.

Living colour

If you want to generate different coloured text in POKE programs, take a look at this list. Find the colour you want and then check to see which keys you need to press to get that colour.

BLACK	CTRL 0
BROWN	CTRL 1
RED	CTRL 2
ORANGE	CTRL 3
PURPLE	CTRL 4
GREEN	CTRL 5
BLUE	CTRL 6
YELLOW	CTRL 7
WHITE	CTRL 8
BROWN	COM 1
RED	COM 2
PURPLE	COM 3
GREEN	COM 4
BLUE	COM 5
YELLOW	COM 6
WHITE	COM 7

before printing. If you wanted to print "THIS IS A TEST" in the middle of the screen you would have to type the following:

```
PRINT "COLOR" COLOR COM 12 (white)
PRINT "TEXT" 10 1 (line) "THIS IS A TEST"
```

As you can see, the words "THIS IS A TEST" have been put in the centre of the screen. In the same way as the colour changes and the cursor movements are printed in the PRINT statements as control characters, so is the clear screen command which has been inserted in the PRINT statement in this case by pressing the CLR/CMD key situated at the top right of the keyboard between the pound sign and the INSERT key. There'll be a full list of the control keys available in a Commodore 64 BASIC listing next month.

PRINT AND ?

In BASIC listings on the Commodore 64 you can type T instead of the word PRINT. This is just a piece of BASIC shorthand and in all your programs (the T character will be held in PRNT). After you have used T instead of PRINT in a program, the program the word PRINT will be substituted when you LIST it. So save yourself a little bit of typing.

PRECEDENCE

When you use calculations in BASIC you may notice that some of them come out wrong or not as you would have expected. The reason for this is the law of precedence in BASIC. Precedence means the order in which calculations are done by the computer.

The order is as follows:

- | | |
|-----|-------------------------------|
| 1st | • figures with a minus sign |
| 2nd | • exponentiation |
| 3rd | • multiplication and division |
| 4th | • addition and subtraction |

For example, look at this calculation: 15-5/2

It's difficult to tell if the answer to this is 5 or 12.5. In fact what the computer does is it performs the division first and then it goes back to the subtraction. So the 5/2 is done first, giving you 2.5, and then that number is taken from 15 to give you 12.5.

A good way to make sure that your calculations are done in the right order and the results turn out the way you want them to, is to enclose the calculations that you want to be independent of the rest of the calculation in round brackets, or parentheses.

Some spritely fun

To kick our series of programs off, I thought it would be nice to do something a bit more interesting than the usual boring number crunching programs. I thought you'd prefer to jump right in and start playing with Sprites.

Sprites are graphic objects which you can make the computer move around on the screen. The clever thing about sprites (and the thing that makes them fun) is that

they don't interfere with whatever's on screen when they're active, so you can look at the diagram to get an idea of how they do this.

Sprites are usually used for the robots, space ships, and bullets that you see in games. Whenever you see a mobile object under the control of the joystick, you can bet it's a sprite. You won't be able to program an arcade game without them,

in the C64, the sprites are hardware based, and there are 8 of them for you to use. Programming them is easy, and once you've got them down, programming your own game is a piece of cake. We'll go into the finer aspects of sprites next issue, but for the time being let's just be content to move them around.

The example program Whacky moves a sprite shaped like the letters C and F, (for Commodore Format don't take issue!) diagonally across the screen.

Each point on the screen has a co-ordinate, two figures, which are the number and street name of your house. These tell the sprite where it should appear on the screen and as the program runs, the numbers change, moving the sprite to a different location.

Whacky ...that program in full

```

10 PRINT "C" : REM THIS CLEARS THE SCREEN
20 GOTO 30 : REM THIS IS THE INITIAL ADD
30 FOR THE DISPLAY CHAP
40 POKE 0+23,4 : REM CREATE SPRITE 2
50 POKE 0+24,13 : REM SPRITE C
60 FOR H=0 TO 64 : READ D : POKE 332+H,Q:H
70 REM READ IN THE DATA FOR C
80 REM THE NEXT FOUR LINES CREATE THE MD
90 REM DOWN THE SCREEN
100 FOR X=0 TO 200
110 POKE 0+4,X
120 POKE 0+5,X
130 NEXT X
140 GOTO 30 : REM AND THIS GOTO KEEPS THIN
150 GOING
160 REM NOW WE HAVE THE DATA FOR THE SPE
170 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
180 DATA 15,135,254,31,227,254,63,243,12
190 DATA 123,128
200 DATA 112,59,128,112,3,240,112,3,240,
210 DATA 112,3,240
220 DATA 112,59,128,56,123,128,63,243,12
230 DATA 123,128
240 DATA 15,135,129,0,0,0,0,0,0,0,0,0,0,0,0
250 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

```

To get the Commodore heart character in the print statement, press the **CONTROL** key and 5 together. This activates the C64's **Screen Video** function on. Then press the **SHIFT** key and 5 together. This generates the heart-shaped character. Switch off **Screen Video** by pressing the **CONTROL**, key and 5 again.

How Whacky works

- Line 10 of the program clears the screen of anything that might be on it, so you start with a fresh screen.
- Line 12 makes the letter F equal to the number 332, for reasons that I'll cover in more detail another time. But we need to POKE locations in memory, and numbers into the computer's memory directly, and this number serves as a starting point.
- Line 14 POKEs memory location 332 (expressed here as 0 + 332 = 332) with the number 4. This has the effect of creating sprite number 2. The C64 has areas of memory specially for sprites. We need to enable one of these in order to use it.
- Line number 12 POKEs location 332 with the number 13. This has the effect of getting the sprite data from memory.
- Line 30 gets the shape of the sprite from the DATA statements at the end of the program using a **READ** statement.
- Lines 40-60 move the sprite down the screen in a diagonal move, over and over, using a loop. The loopy bit is line 70 which sends the program back to 30. This puts the sprite back to the top ready to come back down again.
- The shape of the sprite is in the program lines 200-240, and this can be any shape you like. I'll tell you how to do this yourself next time.



It's a heart, isn't it? Our logo nibble diagonally from top left to bottom right and then the sequence repeats (it'll keep going till you stop it). Almost all animated graphics in games are actually sprites, so they're very useful to know about.



Sprites are graphics you can move without disturbing anything anywhere on the rest of the screen. It's easy to imagine them as if they floated above the screen, like this. In fact, you can program layers of sprites.

Homework Prob No. 2

This month's program test, for those of you who like to run ahead is a simple colour test. Using the POKEs for changing colours, write a simple colour program. It must change the colour of the border and screen together, cycling through the available colours one by one automatically. Simple huh?

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CREATURES



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Fun! This is how



Thalamus describes its latest offering.



Not exactly modest, is it? Our reviewer

It's a Corker!

went looking for chainsaw-wielding slime, vats of acid and over-sized machine guns and found that the fuzzy wuzzy heroes of the game are indeed in need of your immediate assistance. So what are you waiting for?

If you look up into the sky tonight and direct your gaze to the far right corner of the Milky Way, you might just see a hard star. Defining this star is a tiny, insignificant planet named Rod. It's a pretty place, but the inhabitants prefer being referred to as "Rodians" — so they built a crude flying ship, renamed themselves "Fuzzy Wuzzies", and headed for deep space.

Would you believe it? Only yesterday they crash-landed on Earth. Fortunately for

them they splashed down in the Pacific Ocean, near to an uninhabited island. They never ashore, built a village, and called it The Happiest Place in the Known Universe.

Little did they know that on the other side of the island lived a group of bad tempered Demons. (Dressed by Fuzzy Wuzzies making happy sounds, they hatched a plot, having invited the Fuzzies to a party, the bad-dies threw a net over them and carried them off to the torture chambers.)

All except one. His name is Clyde Rabbitt, and he's resolved to exterminate All The Unfriendly, Repulsive, Earth-dwelling Slime Junks it suits. Removing his plumes from the obviously Demons is no easy task.

Clyde's adventure is split up into stages, each one divided into two right-to-left

scrolling levels. The journey takes him over hills and valleys, through underground passages and icy subterranean ponds, along roaring rivers and down extremely dangerous waterfalls.

As if the landscape wasn't terrifying enough,

Clyde also has to combat a vast range of demonic minions — birds that drop bombs from balloons, spitting stone heads, giant maggots, mutant cats and just about every other thing you could imagine. (The world is saved until last enemy level.)



(Top) Clyde takes a break and goes shopping... for brains? (Left) Beware the blob-dropping balloons of doom! Alternatively, blow it away

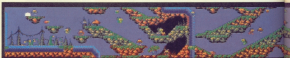


ends with a ferocious monster which Clyde needs all his leaping and shooting skills to defeat.

There is some consolation, though: our furry friend occasionally comes across feasting Magg Potton Creatures (MPCs). If he collects enough, he can use them at the end-of-level shop. This is run by a friendly witch with a Fuzzy fetish; she exchanges the



Here's a reconnaissance photo of the land of the Fuzzy Wuzzies, taken over the Pacific Ocean. (Actually it's a map of level 1.1 — Ed)



Now, we've been terribly clever and linked several screens together so you can see just what poor old Clyde has to go through. At the end of the

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POWER RATING

THE DOWNERS...

- Passwords would have saved time

100

91%

- Huge levels to negotiate - and you don't get sent back to the start when you die
- Brilliant bonus screens
- Colourful and beautifully drawn backgrounds and a whole host of cute and silly creatures to collect or kill
- Bags of different weapons
- Loads of nice touches, such as the diving gear
- A choice of music and/or sound effects
- Smooth collision detection
- The end-of-level bonuses provide plenty of challenge
- Nicely graded difficulty: it starts off easy but gets very tough later on

...AND THE UPPIERS



(Above)

Initials

Clyde flows

swims in the mind as he rides a fly and down the rapids. (Right) That look says it all... Clyde's not going a step further!

MPGs for potions which allow our chum to choose a more flexible range of weapons (see box). So you can get through the game without fear help but it would be useless to try if he completes an entire stage. Clyde is whisked off to a Torture Chamber. This is a single screen consisting of platforms which he must solve within a timed time limit or forfeit a life (he can buy them from the shop in the shop, but they're very expensive). If he loses



Some screens seem to offer alternative routes but only one perilous path leads to the end of the level



One of Clyde's abilities gets a good workout in one of the Torture screens. He... maybe 'Torture' isn't the right word. Try 'Blast'!



of the (at far right) there's a nasty end of level when



his tiny head, Clyde

is stranded with more magic potions.

What this all adds up to is a very cute, very silly and very enjoyable platform and puzzle game. All the basic elements of a great game are there: the collision detection is spot-on, the enemies get gradually more intelligent and the whole design makes for a compelling challenge rather than unpleasant screens of endless frustration.

As you can see from the screenshots, the graphics are superb: the backgrounds in particular are varied, colourful and imaginative; but it's the range of creatures and what happens to them which make the game so much fun. Each has its own character, and they vary from level to level so that you never quite know what they'll do next. Added to this are some weird items, excellent sound effects, and loads of mini-puzzles - all combining to make one hell of a good game. You'd be daft to miss it.



GORDON

Clyde Radcliff and his amazing gadgets

There are times when every busy fox ball needs assistance: the times before you just a collection of the weapons and gadgets which any self-respecting fuzzy carries around with him.

CLYDE

This is Clyde. His body is his tool. He can adapt to most environments simply by walking and jumping - but occasionally fly (as a last, desperate measure), he can fill opponents by leaping at them. However, use this option with care - it takes half a life.



FIREBALLS

Cuddly Clyde's standard-issue weapon is the fireball. By collecting magic potions he can configure this to fly in eight different ways.



a flame thrower, one straight and two dropping forward shots, a curly whirler, a wiggly line, an upward shot, and a scorch ball, which explodes a short time after release.

BAD BREATH

Enemies use an anti-exposed to the Fuzzy Whistles on their home ground, making parties a rare occasion. In Clyde's armoury it's a good thing: a deep inhalation followed by a quick exhalation flames over the toughest enemies.



LIFT-BOLT

Clyde isn't a great swimmer, so he dives for weeks on the nearest fly. Whipping out his portable outboard motor, he can sail back and forth along the deepest rivers - though he can't travel back up waterfalls with it.



DIVING GEAR

His fuzzy leaver home without his diving helmet. It is invaluable in situations where there's no other option but to swim for it. Unfortunately, it has a limited air supply, so get a move on!



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FIRETRACK

ELECTRIC DREAMS

Released: April 1987

Availability: Deleted

This never really took off at the time of release, which is a shame since it's still one of the best 64-bit shooters around. It featured colour schemes besides those a Realities album cover, but was packed with masses of sophisticated alien formations and ground installations, adding up to heaps of fast, fun, and totally hectic action. An original product to add to your list as long as you're not stuck on progressive weaponry – Firetrack ain't got none.

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BUG BYTE

Released: October 1987

Availability: Deleted

Get an expert. Since I received a copy of the original Alice in Videoland disk, version and the so-called further adventures on tape. Well, if this person refutes any difference, send for a doctor immediately. Alice in Videoland wasn't a technological masterpiece: little Al slipped along a jolly pathway dodging monsters and the odd flying door out on its annual rampage. After that she did it again, in her Further Adventures (the only discs it once the tape program keeps trying to access further levels from disk and eventually crashes (by the best bit of the game). If someone offers to give you Alice in Videoland for free, look them where it hurts, then when they curl up in a snail, winning ball, kick them again.



GAUNTLET

US GOLD

Released: February 1987

Availability: Kixx £2.99

Once upon a time there was a huge four-player coin-op and it did really well. US Gold managed to bag this lucrative licence, produced a 2-player conversion and that did really well. Then they brought out Gauntlet: The Designer (Gauntlet II) did quite well, after which they had a go at converting Gauntlet II (which did pretty well) and all this very important they're programming Gauntlet II (which should do well). Not only has Gauntlet

Welcome to chapter three in the epic history of the best, the greatest and the worst games ever produced for the 64. Today's episode comes to you courtesy of the letters F, G, H and I, not to mention Gordon Houghton



Shades and tones of the things grow into the latest happen adventures to risk running the Gauntlet. It's all part of the appeal, as they tell me...

making a lot of people very rich, it's also a cracking good maze-game crammed with labyrinthine passageways, ghost, zombies, boys and poems – and there are over a hundred levels of it. Graphically it's still as impressive as it ever was (just look at all those sprites on screen) and, as an added bonus, the soundtrack is short and sweet. For the price it should not be missed.

GHOSTS 'N' GOBLINS

ELITE

Released: September 1986

Availability: £1.99 (C2.99)

There are all sorts of interesting things you can do with elite of broken underground (intentional for example) but good thing to probably the least recent. How would you like it being stuck in a freezing cold environment, in the middle of the night, surrounded by furious ghouls, goblins, ghouls, and underground combat with a big but a magic dagger and a few elemental out of armour (intended to MSX ghouls under direct attack) to your name? The considerable success of Elite's conversion of Capcom's Ghosts 'n' Goblins can be anything to go by, you probably won't quite a lot. Few long, ray-wielding heroes on platform and shoot 'em up fan magazines one of the all-time conversion greats. Never has a converted videogame shown better so much fun.

GRIBBLY'S SPECIAL DAY OUT

NEWSON

Released: March 1986

Availability: Rackit £2.99

Gribbly is a creature with only one foot who lives on the planet Gribbo – a happy kind of place until the evil mutant floor starts kidnapping all the fun-loving gribbles and taking them in a cave. Clearly, this just isn't acceptable behaviour so Gribbly, a decent sort of thing, hops out to rescue the lookers there. He first did this in 1984 (Gribbly's Special Day Out) in the impressive month but in five years he's hardly got a lot. Programmed by 64 impressive British children, the guy who knows you the exclusive Gribbly Under and Gribbly Island Gribbly means classic out platform action and a good time fun.

GUNSHIP

MICROPROSE

Released: April 1987

Availability: Microprose £14.95 cassette, £19.95 disk

If an unbranded disk (like me) was over it keeps on the Hughes 486-544 Apache helicopter they'll last about as long as a choc ice in the Sahara. So it'll come as a great relief to know that one of the best 64-bit ones ever less than a year old one of those gunship pilotes without ever having to get the sick bag out (well, not even if you really want).

What you need to do is have a good fight and without losing the game – and you name it, Gunship's got it. A whole bunch of weapons on which to have your skills, three difficulty levels and four reality settings. Sensitive controls, a huge selection of arms, maps and mission briefings make this a vital purchase for flying fans – but only on disk. Cassette versions have less options and a cruddy loading system.

What knocks the opposition into a cocked hat? COMMODORE FORMAT 6, March 1991



EAD OVER HEELS

OSCAR

Released: August 1987

Availability: HM/Sega £2.99

Guys aren't just good for ball breath and showing your Turtles slippers, you know — Ead and Heels are canine spies who (for some reason nobody's ever fully explained) are used to traveling about on each other's shoulders. The instantly Blackfootisms have manifested them into two different cats at either side of an impenetrable wall in the middle of their somewhat 3D-angle — and left them to rot. It's your job to get them together, battle your way through Blackfoot's puzzles and past the dimwitted henchmen using a combination of flying doughnuts, co-operation, teleport pads, push/pull platforms and daisy skills. There are five different worlds jam-packed with puzzles, cute graphics and some of the most addictive gameplay you've ever had to use. It was fun three years ago and it's still fun today.



Instant graphics felt a great game, not the slower than Heels's earlier *Runes*. Ead, and I thought sometimes were excessive.

HERCULES

ALPHA OMEGA

Released: September 1986

Availability: Deleted

It looks crap, it sounds crap and by golly it is... well actually it's not what you think — it's a surprisingly good platform game. Even when it was first released Hercules didn't look much like the Mona Lisa; but looks aren't everything (ask your dad). Hercules may be ugly but it's also fast, furious and is a whole lot more fun than a game in the style with a Greek jacket. What you can't tell from the screen-shot is how addictive and frenetic the whole thing is — so you'll just have to go out and buy a copy yourself.



It just goes to show that you shouldn't be fooled by appearances. Well, it's too late now. Hercules has vanished into legend.

HOWARD THE DUCK

ACTIVISION

Released: February 1987

Availability: Deleted

Guys, remember Howard? He was an overweight, crazy kind of duckling based for a life of sitcom except for the fact that the movie eventually flopped. Activision's licensed version was just as successful. Four levels of feathered mischief came up trouble with badly drawn scenes, a bunch of inept villains and flight training so exciting it made you want to kick your monitor in. If you tell anyone else you like this game is fun, avoid them — they're quackers.



Ducks don't drink... Attacking the crystal office *Howard's* duck-style. Black out Roger. From the movie because it's just come out on budget.

HUNTER'S MOON

THALAMUS

Released: February 1988

Availability: Thalamus is The rifts compilation which also features *Delta*, *Samurai*, *Giants*, *Kingpin* and *Arctus*. Also on the Kixx label. £2.99

If you fell through a black hole you'd probably scream a lot. After that you'd start thinking up ways to get back — and getting back from another dimension is what *Hunter's Moon* is all about. Basically this involves spinning round loads of different star systems, and collecting four floating star-calls without losing life, legs or trousers in the process. The upshot is one of the most original and imaginative shoot 'em ups ever released for the 64. The presentation is brilliant, the sound effects create an exceptional atmosphere, and the clever design combines action with logic of puzzles and mazes. It's psychedelic, it's unusual and if you like a good blast you shouldn't miss it.



INTERNATIONAL KARATE+

SYSTEM 3

Released: November 1987

Availability: Deleted

Don a set of white pyjamas, watch fish leaping out of rippling water, make your opponent's trousers come tumbling down around their ankles and more! It's harked itself to the top of the best 'em ups market with 14 spectacular different karate moves, a

two-player game, two simultaneous computer opponents and a very silly ball-deflection bonus routine.

It looks good, it sounds great and it still plays like a martial artist's wet dream (well, take yourself — *del*) — so it doesn't really matter that there's actually nothing international about it.



Just about the best time is when it comes to levels of controlled violence. Play it against the computer — or someone you don't like much.

INTERNATIONAL SOCCER

COMMODORE/CXL

Released: 1983

Availability: CFS £2.99 cassette

£14.95 disk

For ages it was the only decent footy game available for the 64. The side-on graphics don't look too hot now and the gameplay's fairly unimpressive in comparison with, say, *Monopoly Soccer*, but it's got loads of skill levels, it's very easy to get into and the gameplay's still surprisingly happy. No-hits footy action.

INTO THE EAGLE'S NEST

PANDORA

Released: May 1987

Availability: Players £2.99

Your mission is to rescue the prisoners held in the German jail at Eagle's Nest, before blowing the fortress up. This is a good excuse for a maze game, complete with dangerous German troops, barrels of treasure and chests bursting with guns, keys and ammo. Dead hard graphics, excellent puzzles and a few realistic sound effects — a Gauntlet clone with a silly accent and knobs on.

IMPOSSIBLE MISSION II

EPYX/US GOLD

Released: June 1988

Availability: Kixx £2.99

Agent 4125 faces eight more levels of treacherous 3D shafts, and suspense-moments positively searing with pesky symbiots in a desperate attempt to find the components of a vital nuclear sequence. Not only did *Impossible Mission II* feature the brilliant main character animation and sampled speech of its predecessor, it also offered more greater puzzlement and depth.



The world of *DragonStrike* unfolds on a 68000, but its stunning presentation graphics are enough to keep the architecture coming when the meat of the game is in danger of going off.



DRAGONSTRIKE

The nasty black dragons and the nice white dragons are having a wrap. Again. So sure the plot in this latest Dragonance game from RSI. Anyway, according to this rapidly aging storyline, things haven't been going too well for the goodie goodies. While they were busy making patchwork quilts and lighting other people's cigarettes, the badgies swooped up on them, moved into their homeland, Amador, and banished the lot.

The upshot is that the crops are trampled, the people are harassed and Amador's about to be lost. You're a knight employed at the only goodie outpost still untrampled. Your only chance is to climb on the back of a dragon, guide it into battle, and blast at anything with a big pile of wings and charcoal on its breath.

It takes exactly 22 death-defying missions, and six dragons to win your kingdom.



An enemy myrmidon comes into view but your dragon's head swoops down to catch its (highly informative) breath as well as for a fly up.



back. Each mount has differently scaled climbing, turning and acceleration abilities and two (count) wing different types of breath weapons (including lightning, cone of cold and chlorine gas). There's a height and pitch bar to show you're where you're going and a power indicator to tell you how when to stop for a rest. Health problems and other handy objects can be scooped up and utilized as you go along.

A quick look into your crystal ball reader tells you where the bad guys are. These dragons, myrmids, black assassins and manticores are so rotten they sell battles for breakfast and hide laughing their teeth. Let them get close and they'll give you a nasty nip or scratch, so it helps if you can fly over them first. Just remember, puff's in short supply — once you've run out you'll need a few seconds to get your breath back.

Sounds exciting? Well it's not. The 3D is bland and unconvincing, conveying about as great an impression of speed as a bubble floating a small village. And as for that exhilarating experience of riding on a giant monster's back... it might just as well be a nasty trip on a Sopwith Camel for all the atmospheric dragon graphics and sound effects you get. It all comes over surprisingly as if

the Commodore is trying to do something it wasn't designed for.

None of this is fatal or complex enough to live up to RSI's promise of typical 40960 strategy. All the big tale about flying obstacles and huge wars being waged don't amount to very much when the game plods along at this tedious rate.

In the end all you really get for your 22 quid is some nice packaging, neat presentation, obligatory flying, a few shining horses and a lot of hot shots at badly drawn birds. For action, excitement and adventure, watch *Highway to Hell*.

RAT



Game	DragonStrike
Publisher	SSI/US Gold
Cassette	not available
Disk	£24.99

POWER RATING

THE DOWNERS...

- Very expensive for what you get
- Gameplay is bland and lacks all-important challenge
- Not complex enough to live up to the 3D standard of strategy
- Dull sound effects and lifeless
- Unimpressive, slow-moving 3D graphics fail to convey a decent sensation of movement or speed
- Fails to live much in the way of a good flight simulator
- Lacks the flexibility of similar 40960 titles

100

41%

- Option to pick your own opponents and design your own battle
- Attractive bottom-down presentation screens
- Packaging contains eight colour line-arted dragon cards

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The mega weapon in action. That big grey thing is your opponent, the rest is your power. Move, power and (don't say) money



Mechanical madness awaits you on this level. While the wags do you no harm whatsoever, all the other items do you in a heart



When eye contact is all very healthy with prospective partners, the enemy takes great offense and... well... murders you

Remember Turrican from back in the dim and distant past of last year? Remember what a trouble-making game it was? Remember the day after your 21st birthday when you got mind-bendingly drunk and threw up all over... (Argh, keep it relevant – dit). Turrican 2 is here and proves all the people who said the game couldn't be improved upon wrong. After defeating Morgul in his first adventure, Turrican now receives a

You just can't keep a good game down. The man in the metal skin is back, and he's more heavily armed than ever before. Our reviewer comes over all gyroscopic and dives into the massive sequel to last year's smash hit game from Rainbow Arts

TURRICAN

plus from the people of the planet Landerin who are under threat from a tyrant called Homest the Machine. Time to don your enhanced battle suit and look ass.

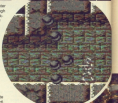
Allow me to start by telling you a little bit about the levels in Turrican 2. The size is particular. Well, huge, monstrous, gargantuan all those would be suitable words to describe each and every level. Not only that but there are 12 of these stinkers to romp through. In fact some of the levels are so huge you can

start off, then ten minutes later you're still ploughing through uncharted territory thinking, 'Oh my God, if this tank carries on I'll have to hire a portaloop.' That well known phrase 'big is beautiful' also applies here. Each level is stunning to look at, the graphics are colorful, detailed and technically astounding. Parallax scrolling appears all over the place and even within that the patterned background undulates and swirls in a host of elaborate visuals (ah shut up, you're giggling too) – Oo.

Of the 12 levels, two take place on the planet's surface, one dives underwater, and the remainder explore a series of cavernous mazes. There are even horizontal and vertically scrolling areas 'em up sections thrown in for good measure, making the game an original progression from Turrican and not just a rehash of an old idea.



Here's one of the newer (and) cool-off-moments, doing a fine impression of 007. Turrican's giving him a taste of his rapid fire laser, which can be rotated through 180° (don't be like the old)



(Above) You've got to hand it to the Machine, he's got taste. Black, shiny and really rather brutal once



(Right) The moment end-of-level also in this large edged chamber which shows into the machine, shows mechanical energy built and then unleashes a large mechanical claw. In this instance, Turrican runs just a fast few meters

Hot, hot. So you're The Machine and then, never thought you'd be quite so, um, large. Fancy a quiet drink or... er... something?



TURRICAN 2

The number of different opponents in Turrican 2 must be nearing infinity (a smidgeon of exaggeration perhaps) - **Ed**. There are far too many to list but in my usual helpful fashion I tell what your appetites with a taste of the juicier beasts featured. Small black rockets fly at speed above your head and release a lethal payload, jumping spiders leap onto your armour and clamp themselves to you causing a rapid reduction in energy. On the planet surface deadly fish drop down from spectacular waterfalls to the pools below where they try to savage you. And certain levels contain large numbers of the black bats which pummel you to death. The only way to fend off what the rest are is to buy the game.

Despite the terrifying array of menacing fire-power, Turrican is pretty well litted out himself. Quite apart from his thermal underwear, long johns, woolly hat and scarf and the packed lunch freshly prepared by his silver haired and Mum, he also comes armed with the follow-

ing a laser weapon activated by pressing fire, a very powerful repeating laser, a super weapon, and a mega weapon, which has to be seen to be believed. Turrican suits into a little but while dozens of separate beams and missiles fly about, randomly filling the whole screen with its deadly potential.

Throughout the game you also have the strange ability to transform into a man-spoked wheel, allowing you to enter narrow tunnels that would otherwise be inaccessible. Sounds like more than enough weaponry doesn't it? But it doesn't and there, oh no. You can collect additional armaments along the way by either shooting grey diamond shaped things, or locating an invisible block, and destroying it. In doing this, various coloured blocks should appear which when collected embattle you with said objects of doom. There is a laser bowler, three way and five way firing and finally huge blob lasers and shields which give you temporary immunity from the enemy.

The technical and visual excellence of the game, not to mention the superb playability throughout the whole of this vast title, can't be praised too highly. The variety in each level and the terrifying power and size of each end of level guardian are forever worth looking forward to. Truly 'tis a triumph of programming, everything a sequel should be and more. Turrican 2 is proof positive that you can teach an old 64 new tricks. It only remains for me to say, 'tis A-Contact'.

ANDY



Game
Publisher Turrican
Cassette Rainbow Arts
Disk £9.99
£14.99

POWER RATING

THE DOWNERS...

- Just a few niggles, nothing crucial

100

96%

- Most (and I mean most) levels are for long term playability
- Even more weaponry and collectibles than Turrican
- Boosters of weapons, traps and special level gimmicks make it more of a challenge than its predecessor
- The graphics are stunning
- Multi-layer parallax, beautiful defined sprites and excellent animation
- Mosty smooth, especially when battling against an end of level guardian
- Surface levels, caverns, rarely shoot-on-ops, under water scenarios... oh, the list goes on and on.

...AND THE UPPERS

Six shooters...



The South and West Wind Shooting Star. The one armed with this beam the widest and can shoot it through 320.



The Shooting Star. A repeat action, but being lower info that Souths seven shades of blue out of the repeating line.



The Total Thunderbolt. From your face being side up. Comes with built in digital auto clock radio and coffee percolator.



The Total Super Deluxe Thunderbolt. Number to the eleven most that also comes in, little green, country beige or pink.



The Thunderbolt action wall of death. Once your vehicle is being shot at, and you can't a bloody redneck.



And finally, the Thunder Bolt. A little death ops with built in camera screen clearing agent. In you, and BTP flunkies.

EXTREME

"Extreme is one mean game!"

88% Crash

"Extreme is good!"

88% C + VG



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of what the Speccy can do."*
80% Your Sinclair



URGENT MESSAGE...life sustaining power
out and self-destruct sequence started!
Soon your planet will be destroyed.
Time is running out - HURRY!



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