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Sorry, no discs this month (Boo!)
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instead! (Hurray!)

FULL GAMES

URIDIUM
CRYSTAL CASTLES
BLUE MAX
5TH GEAR



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

POWERTESTED!



SUPREMACY

MELBOURNE HOUSE

32 In space, no-one can hear you say, 'Well, bilney, this is a stonking interstellar combat strategy game and no mistake!'

BACK TO THE FUTURE III

MIRROSOFT

40 Marty and the Doc hits the small screen again in the third and final chapter of the time-travelling trilogy. Is it a case of third time lucky for Marty and Doc?



THE MIGHTY BOMB JACK

88 Elite come storming back onto the 64 with the third in the Bombjack series. And guess what? It's a corker!



SUPER MONACO GRAND PRIX

IPS GOLD

60 There's no way you can squeeze the mighty Sega coin-op into a 64... but IPS Gold have been busy and now they bring you the next best thing!



no bills, no messin', diplo-mat-to-diplo sort of a game. Neat graphics and non-stop action make it great for a quick blast.

5TH GEAR

40 There's a heavy-duty automobile, add a missile launcher and some wacky vehicles and you've got an afternoon's laughter! Beautifully programmed, with lovely visuals, this little game should have you licking your lips you wicked.

CRYSTAL CASTLES

IPS Gold
Sensory Blast has a

gem for parents, a sousing for games, and a desire for diamonds. This interest in expensive sparkles has led our lucky hero into trouble. Can you help?

WARLOCK

MILLENNIUM

52 In times past there were spells to cast, but just how long will these Druid games last?



POWER PACK

FULL GAMES

URIDIUM

40 If you have only one arduous quest, it's to get a good collection... make it this one. This classic blaster from Andrew Braybrook is incredibly polished with stunning graphics and top-roaring action.

BLUE MAX

IPS Gold
This ancient Texan-style shooter is a straightforward,

7

APRIL 1991

GAMES

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- ELITE

CF SPECIAL

12 EXILE: POWER PREVIEW

A long time ago, on a BBC bar, far away there was a game called Exile. Our roving reporter GARY PSMI builds up enough momentum to take a sneak preview of Audiogenic's new title.

32 SUPREMACY COMPO

Vinyl strap up the goodies, so you can walk away with a portable CD player! - not to mention copies of the best strategy game this side of Aldwych IV...

46 POSTER

Time now, it's war... Slip an alien on your wall!

76 FAMOUS FIVE COMPO

Answer a few meanly questions and stand a chance of winning the full set of Lord Bylton's Famous Five books!

78 MEAN ALIENS

CF's compendium of silly 64 creatures.

REGULARS

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ON THE TAPE

SIDE 1

URIDIUM

One of this year's most "see you at all times" titles. Classic arcade shoot 'em ups at its finest! This classic arcade shoot 'em up by Andrew Braybrook is an instant but never forgotten. Not only is it fun, but it's on the tape. What are you waiting for - load it up!

BLUE MAX

This old Zenon play-a-like doesn't look too hot, but certainly delivers in the playability stakes. Take a few planes, a few hundred rounds of ammo, a couple of bombs, add some enemy territory - and watch the sparks fly!



SIDE 2

CRYSTAL CASTLES

Arcade game of being standing will no doubt be familiar with this old Atari classic. US Gold produced a limited edition 3D version - and here it is! Guide Bentley Bear around the platform, collect the gems and avoid the badies - sounds like the Fox Bear, plays like a dream!

5TH GEAR

With a souped-up sports car, a huge wall of death and a barrel-mounted machine gun this is a real Sunday afternoon drive! It's a race against time, enemy vehicles and the elements as you jump over rivers, avoid trees and try not to hit walls! Fuel her up and let her rip!



FULL GAME

FULL GAME

FULL GAME

FULL GAME

POWER 7 PACK

Time to attack some deep space cruisers, fly a sortie over occupied territory, turn into a cuddly, gem-collecting bear and go for a quick drive in the country - all before bedtime! Oh joy, 'tis the CF tape (thank your lucky stars it's nobody else's!)

URIDIUM

US GOLD

Blast that stick into any old party

GAME OPTIONS

Title Screen

- P1 - One player, one joystick, other pen
- P2 - Two players, one joystick, other pen
- P3 - Two players, two joysticks
- P4 - Increase music volume
- P5 - Decreased music volume
- P6 - Colours screen display
- P7 - Monochrome screen display

During Play
PAUSE/STOP - Pause game. Press Fire to resume.
PAUSE/STOP followed by **CLR/HOME** - Abandon game

The Solar System is under attack! Enemy Super Dreadnaughts have been placed in orbit around each of the 10 planets in this Galactic Sector. They are draining mineral resources from the planetary cores for use in their interstellar power units.

Your Marlin class Space Fighter is transported to each planet in turn, where you must destroy each Dreadnaught. First you must attack the defensive screen of enemy fighters, then neutralise the majority of out-



The Type 1 (number) bonus screen, juggling to do with fuel, accuracy). (Map the flashing light for extra points until you 'out'

fact-defences before you land on the Super Dreadnaught's master runway. Once on board you must pull as many fuel rods as possible from the main converters before you take off for a final snafu, but all the Dreadnaught reproduces into the other.

PLAY SEQUENCE

Your fighter reverses out of the interplanetary transporter and deploys on a low-level skidding out. Avoid mine shields and traps on the Dreadnaught's surface.

The fighters deploy in waves. A bonus is awarded for destroying all the ships in a wave. Attack surface features to score bonus points but beware of the burning mines which immobilise and flashing generator ports.



Shoot! (Watch time). Avoid these mines, watch that spiky mine and avoid the ship!

URIDIUM - beating the first Super Dreadnaught

Shoot these

A Marlin class fighter landing continuously like yours...

Shoot all the enemy fighters on the runway. Oh, you have

Avoid this ship!

Uh-oh! An enemy attack team... run away!



A dreadnaught amongst dinghies - COMMODORE FORMAT 7, April 1991

BLUE MAX what's it all about?

This display panel looks a specific colour to mean of impending doom...

BLUE - You are at the same height as an enemy plane. This means you can hit him - and he can hit you.

RED - You're flying at a lower height - you can attack ground forces with your cannons.

GREEN - You're getting a bit low. Pull up soon or you'll be downed.

WHITE - You're above the ground, you're flying.

You spend, while testing, this display panel (and other buttons) you can take off.



This is your biplane making a daring bombing run over an enemy building.

As your biplane takes a fast-moving different factors appear to tell you how much trouble you're in.

A - Approximately Impaired.

B - Your remaining gun's charging to full speed.

C - The bomb release is a bit shaky.

D - Oh dear, all your fuel's draining out of a large fuel tank shaped hole.

This MIA are on screen whether attacking enemy ground are above or below you.

Warning letters appear to forestall of hazardous circumstances as:

W - Windy conditions. You can get blown off course or gain height suddenly.

P - Enemy plane approaching. An arrow to the right of the panel tells you whether the enemy is below you.

A - Approaching Enemy. Proceed to land (simply pull down over the grey strip for re-fuelling and re-arming).

DESTROYING A SUPER DREADNOUGHT

When the 'Land Power' message appears, move quickly to the right hand end of the Dreadnought and fly fast over the master sun-way from left to right. A successful landing sends you in to the fuel rail chamber bonus game. Press Fire to coincide with the bonus score when it is 10. Hitting the 'Quit' sign sends you back to the main game.

Stay in the chamber long enough to get a high bonus, but quit before the timer hits sun clear, otherwise you lose a life. On returning to the Manta, you take a final strafing run over the Super Dreadnought as it vapourises into space. Hal!

YOUR MANTA CLASS FIGHTER

Your Manta class fighter is joystick controlled and will use up/down to change its vertical position, while left/right allows you to alter speed. If you slow down too much, the Manta performs a half-loop and roll so that it heads in the opposite direction. This manoeuvre can be used to avoid incoming enemy fighters.

BLUE MAX

US GOLD

Joystick only, stuck in jolly old port two

You are Miles Chatterbox - air-ace and all-round spiffy bloke - known to his chums as 'Blue Max' after your strange hobby of holding your breath for ten minutes and more... er... No. Actually, it's for the medal offered by the Axis powers to any enemy pilot who can shoot you down.

The aim of this action shooter is to fly deep into enemy territory and lay waste to excessive amounts of enemy hardware: fortresses, bridges, roads, towns, cars, gun emplacements and troops - it's all fair game.

CONTROLS

JOYSTICK

LEFT/RIGHT - Steers the Blue Max bi-plane left and right as you'd expect.

UP/DOWN - Used to alter the plane's altitude. When you first start playing, the

controls are set on 'Normal', where you have to push forward on the stick to climb, and pull back to dive. If this proves unwieldy, go to the options screen and select 'Plot Controls' which reverses the up and down commands.

FIRE - Unleash cannonades.

DIVE/DIVE - Drop bombs (the Dive command depends upon which control method you're choosing).

KEYBOARD

SPACE - Pause.

F3 - Choose options.

F5 - Alter options.

F7 - Quit from demo.

GAME OPTIONS

On the title screen or after you've died press F3 to bring up the game options.

GRAVITY - Toggle the gravity on or off. With gravity on, you have to constantly maintain your altitude in order to avoid plummeting earthwards and eating soil.

CONTROLS - Switch between 'Normal' and 'Plot'. It reverses the up and down commands of the joystick.

DIFFICULTY - Choose between beginner, advanced and expert.



5TH GEAR

HEWSON

Gearstick in second slot

CONTROLS

UP - Accelerate

DOWN - Brake and reverse

LEFT - Steer left

RIGHT - Steer right

FIRE - Use machine guns, missiles or turbo boost. Enter ship when parked outside
SPACE - Talent weapon

At the beginning of the game you have five cars, \$10,000 and a machine gun for the effective dismantling of the opposition.

You have a set time limit in which to negotiate the course and get back to the finishing line (preferably in one piece). To do that you must first to the extreme northern end of the course, reach the 'Turn Round' sign and... well... turn round. Head back for the BurntPork line and that's it.

You've got to complete the first race within 5 minutes. For the second run you've got 3.5 minutes. When it comes to the third you've got 8 minutes - not a second more.

You score points and earn money by blasting other vehicles, and when you finish the race any time left over is converted into even more money and points.

The world, as they say, is your oyster. Go and do unto others.



Race and chase to save time in 5th Gear. But don't just drive to survive, stay alive by inventing to some serious traffic including air missile launchers, cannons, exploding GoKarts...

THE SHOP

As you progress through the course, you'll come across shops where you can spend some of your hard-earned \$ symbols. Pull up on the tyre marks and press fire to enter.

FUEL - Fill 'er up.

GARAGE - Pull in for a quick repair (reduces your damage meter) or even buy a new car.

WEAPONS - Your local gunsmith can supply a variety of life-sustaining hardware. Missiles are used to destroy cars, boats, buses, trains and barriers. Mind you, you do need to buy a Missile Launcher first! And Rapid Fire Equipment increases your rate of fire.

ECTRA - Turbo Boost allows you to jump by pressing fire. Helium Tyres let you jump further. Watertight Chassis lets you plough straight through the water, and the Propulsive Side Indicator lets you steer in mid-air.

TAPE TRUBBS

Should you encounter difficulties with your tape, such as it won't go to feed on time, or refuses to do the stitching up - or even (heaven forbid) won't load, send the tape (without the box) and a stamped, self-addressed envelope to:

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Middlefield 1-6,
Telford,
Shropshire TF7 4DD.

Ables will promptly send you another tape - but only if you've included a stamped, self-addressed envelope.

CRYSTAL CASTLES

US GOLD

Jeopardy in slot two, or use some keys

CONTROLS

Guide Bentley around using the joystick, and press fire to jump. Alternatively...

Q - Up P - Right

A - Down R - Left

W - Jump

Bentley Bear has a passion for gems. So much so, in fact, that he's prepared to risk life and limb in order to increase his collection of aquifers. At the moment, he's found his way to a series of 32 platforms suspended in space (just don't ask how he got there).

If he's to keep his heavy limbs attached to his equally heavy back, Bentley must collect all the crystals on each platform before the various indigenous entities get to him. Once all the crystals have gone - whether collected by Bentley or stolen by his enemies - he moves onto the next platform.

Each level has a number of lifts,

ramps, tunnels and hidden passages. Whenever Bentley disappears from view, his outline is still visible to show just where he's gotten to.

A number of castle inhabitants are out to get Bentley. The Mad Madlins head straight for him; the Tree-Spirits do the same (if Bentley jumps over them it freezes them in their tracks); the Gnome-Beans just plot around using ones of Bentley's own life and wealth. If it's destroyed, or Bentlike the Witch is just an on-going nuisance.

Bentlike can only be killed when Bentley is wearing the Magic Hat of invisibility, so watch out for it (it's red and yellow and hat-shaped). The hat can be picked up by jumping over it so well as actually knocking it - bear this in mind!

Bentley is under no time limit to collect all the gems, but if he takes too long the Bears arrive and swam about him. One touch from the bear - or any of his enemies for that matter - and Bentley is done (he goes to 'Game Over').



Bentley's appetite for shiny gems gets him into trouble on level 11

REAL HATRED IS TIMELESS

L A S T NINJA 3

NINJA

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



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Realism and depth are trademarks of the original Ninja. Now, with the introduction of the 3D background graphics, the level of detail is even greater. You can see the texture of the ground, the detail of the buildings, and the intensity of the fire. It's all there, and it's all yours to enjoy.



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...

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SYSTEM 3



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THE GAME IS ABSOLUTELY PERFECT, AND THE CAR CHASE IS A REAL THRILL. IT'S A REAL CAR CHASE, WITH A REAL CAR CHASE. IT'S A REAL CAR CHASE, WITH A REAL CAR CHASE. IT'S A REAL CAR CHASE, WITH A REAL CAR CHASE.

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VENGEANCE



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HOT GAMES

PLAY



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POWER

OF MEMORY

Examine the CBT model below.

EXILE

Audiogenic are about to storm the software scene with a new arcade adventure. Our special correspondent Gary Penn talks to the authors, takes a close look at the game so far and discovers that there's more to their thrust than meets the eye

Look, let's not beat about the bush. Yes yes yes, this is indeed supposed to be a preview, but it just has to be said that *Exile*, from Audiogenic, is a right smashing bit of stuff and no mistake. It's been written by Peter Irwin and Jeremy Smith. Any 64 owners long enough in the tooth and with elephantine memories will recall that Jeremy (Smith) Threat to Freedom, Peter Irwin wrote is rather

cracking about

'ent up

full screens is also. It's difficult to say exactly how many queries there are to *Exile* though, as most of the puzzles in *Exile* come about through the interaction of creatures and objects with each other. Let's just say there's way too much to see and do, and it's going to take ages to find out just how much there is to get your head around.

The playground, as it were, is the planet Phobos. A quite seriously deranged scientist called Telex is performing some potentially universally catastrophic experiments in his laboratory deep below the planet's surface. Being of an heroic bent you are here to give him a bit of a slap. Putting on your space suit and joystick you prepare for adventure. Unfortunately, your previous act of deriding Mr Telex has left you equipmentless. Worse still, Telex has just teleported into your ship and pinched a piece of vital equipment. Life's a bitch.

Phobos is filled with a maze-like network of caves and tunnels, the results of previous experiments wandering free, some of them with it, so to speak, and others completely out of it. Pieces of equipment such as GLASS FOR KILLING and other like items of interest are also scattered around.

Exile's character has to be one of the most versatile ever seen. Apart from being able to walk, run, jump and fly in pretty much any direction, he can pick things up, drop them and even throw them with a definable trajectory. This only goes part way to making Exile's environment feel so remarkably real though — 'It's totally modelled on real life,' says Peter. 'But without the boring bits.'

Every creature in *Exile* has its own level of intelligence and goes about its own business if you don't get in the way, so there's



always something happening off-screen. Phobos' inhabitants also have their own sounds for added realism. Black squares and striped balls — even friendly robots cluster to watch other.

Moreover, every object and creature in *Exile* has its own mass, which makes the gravitational and inertial effects all the more realistic. When carrying a heavy object you walk more slowly and extra thrust is required to fly — and you can really feel it. Lighter objects can be thrown further than heavier ones, and so on. Even the energy usage of devices is carefully calculated, though sensibly enough so that the playability isn't adversely affected.

Take the frogs for example. Take them to a basin and burn them, that's what we say. Or better still, take them to a monkey. The monkeys have pouches in which they store



Even though the graphics shown here are only ones in the development version, it seems plain enough that Exile is different

items they have stolen. They also like frogs and are quite prepared to exchange them for useful objects. Actually, the monkeys don't look much like their earthly counterparts. Apparently when the Japanese saw the monkeys in *Exile* they went apoplectic, which is hardly surprising when you realise that monkeys are sacred in Japan.

The strangest of all the animals encountered in *Exile* is Purly. When you first meet this sickeningly cutely creature you can't help but loathe it. Purly is extremely useful



Camera in Exile is a strange beast in which camera and object pointers graphic adventure possibilities

called Starship Command on the BBC for *Approved*, and then... He went to university and hasn't written anything since. Until now.

Exile is not really the sort of game you can drop into in an of-forgettable, label and stick on a shelf to gather dust. It's got something. It's got puzzles. It's got a big map to explore. So it would be called the first true arcade adventure but that's the sort of cliché this would get (Steve Jarrett's jaws hitting the floor at a few hundred miles per hour. One thing for sure though, you will only appreciate how truly wonderful this game is if you play it. And when you play it you won't get through it in a hurry, it takes the authors around six hours to play it through from beginning to end — and they know it inside out. The map weighs in at over a hefty 200



With thousands of enemies, our highly maneuverable hero explores his spaceship

though and is best kept alive. Catching his isn't easy, for Fluffy has no interest in anything other than eating. When he's eating, he's happy. He's easily frightened though, especially by loud noises. A quick burst of gunfire in his direction might not be as destructive as expected...

There are four main weapons waiting to be discovered. The first fires straightforward bullets. Further into the adventure you'll find a gun which unleashes explosive-tipped bullets, along with a couple of extremely powerful blasters which require considerable quantities of energy to fire them. Like most items in *Exile*, the weapons acquired during play have more potential than is obvious at first — you can actually use your firepower as a tool and shoot any sturdy and unreachable objects in order to move them.

Apart from the joystick there's another means of transport. Transporters dotted around the map break down anything which enters them into tiny particles and then reassemble them at adjoining transporters. This means not only can you teleport yourself but also any items — including projectiles!

But the chief hint about how you use personal teleportation to go from A to B. A flick of a switch teleports you back to the last position you 'visited' on the map. Don't worry if you forget it — the default position of the four available markers beams you to the safety of your spaceship.

Self-teleporting has many uses. For example, you could be getting some stick from a creature which keeps you pushing you away. Remembering your position before it pushes you back then allowing yourself to be pushed away means when you teleport you are taken behind it! Now is that neat or what?

In *Exile* you never actually die. Instead, whenever your energy gets too low you are automatically teleported to the last marked position, which gives you the opportunity to



And, of course, free explosive force in battles. Here our little hero goes out against

recovery. You can also save your progress in RAM, cassette or disk.

The Irish-British partnership has been in existence for years as a Ministry. The *Exile* collaboration came about when the duo decided to 'write a game from scratch, which we did on the BBC. Then we converted it to the Am. It started off basically with just the concept of some spaceship flying around and having collisions with real forces and creatures leaping off each other. And we designed the game around it,' Peter reveals.

Every aspect of *Exile* was the result of teamwork. 'We worked on different routines, then swapped them over and changed them and it evolved from there. The big problem with *Exile* was we had to fit it into the basic BBC. It evolved very slowly. It's one of those games which, having written it, if you were to write it again, you could recreate it in half a lot faster.'

Exile is complete as far as gameplay and sound is concerned. All that remains is for Audigenix to replace the graphics you see here with some parkier pixel arrangements from artist Herman Gerrard.

A price and firm release date have yet to be confirmed, but *Exile* is likely to appear sometime around the end of April. And there's a full review only in the next issue of Commodore Format...



Irvine and Smith — a programming partnership with an exciting vision. It couldn't ring clearly.

SNIPPETS

LET'S DRIVE AGAIN

Accolade have just announced that they will be doing a CD-ROM version of *Test Drive II — The Passion*. Sounds like there's plenty going on in the back seat of that car.

VIZ

Is finished! We brought you the demo on the CDS PowerPack and next month you'll get the definitive review. But remember, *Viz*'s conversion of the adult comic



Swallowing him we come. It's the final

book contains the same kind of graphic paper that makes the monthly so notorious. Not surprisingly, it will be on sale to adults only. Well that's the beauty...

IN EXTREMIS

Digital Integration, purveyors of fine air combat simulators are about to release... *NOF* as an air combat simulator. In fact their new title, *Extremis*, is about as far from a flight sim as you can get. Boasting super-smooth parallax scrolling, large sprites and massive explosions, it doesn't sound anything like *F15 Combat Pilot*...



Extremis — massive explosions all round

SILENT, INVINCIBLE, INVISIBLE...

ESCAPE FROM COLDITZ

Escaping from prison camps is no longer a sport! It's a computer game from Digital Magic Software if you

Digital Magic Software's first foray into C&A programming is based on the old-fashioned boardgame of *Escape From Colditz*, where it's your duty, as an allied prisoner of war, to escape back to your side. Your making-it-back-to-fighting antics are played out on an isometric 3D map of Castle Colditz, which is drawn in comic detail itself by PCW Jon Law.

The graphics are being drawn on an Amiga before being ported over to a C&A, which explains why the C&A's comes out so similar to its big brother's (check out our comparative screenshots). The exterior graphics fit in a more 8K, while all 120 rooms have been fitted into only 4K, including all the link tables

guards that way and you won't lose them if you're sent to solitary. With eight different kinds of door alone (and correspondingly, eight different kinds of keys) the ability to arrange is an absolute must if you don't intend to live out the rest of the war in a prison camp. Once an escape attempt is under way the game can only end with a successful break or a bullet from a guard finding its mark...

Escape From Colditz is being coded for the C&A by Ole Petrusen and is the first commercial venture. Ole previously worked on a variety of C&A mags but now he's on the other side of the fence. His secret C&A code will be appearing in



(Above) The C&A squad (left to right) Mike Russell (Amiga), Ole Petrusen (C&A), Jon Law (graphics), Mike Russell (Amiga) (left) Ole Petrusen (right) and Ole Petrusen (center) of the C&A version of *Colditz* makes a break for it!



Camp comparison

Just to show where the C&A version of *Escape From Colditz* is shaping up compared to the Amiga version, here are identical scenes taken from the graphics editors. The right should be on the left with the C&A's on the right. Or is it the other way around...?



for types of food, location, key type, status etc. When you walk through stairways and arches of around corners, the ever-spanning section of building disappears from view, so that your character can still be seen.

The gameplay revolves around your control over a single character who can explore the full extent of the castle, both rooms and grounds, in order to find the equipment needed to escape, and an escape route itself. The map of the castle is as close as it was possible to get to the real thing. As in the boardgame, however, only the ground floor is used in the game.

At certain times you are allowed to place like the courtyard. If you venture into such areas outside the allotted time, you risk confiscation of any items you're carrying and being sent for a spell of solitary confinement. Two-minute periods per day allow further harassment-free opportunities to explore.

You can't take guards' patrols so that you know when certain areas will be safe. Various items can be collected and combined to open a number of possible escape routes. There are many more items than there were in the original game (a guard's uniform, for example, is required if you're to escape through the main gate). You can't carry a great deal with you but it's worth stashing items at strategic points. They can't be found by the

PREDATOR 2

Meat-eating mega monster from Mirrorsoft in sci-fi film tie-in shocker!

It's 1997 (or 1998, depending on which Microsoft press release you believe). Downtown Los Angeles USA is a war zone where rival Jamaican and Colombian drug lords unleash lethal

enmity on each other in an on-going battle for control of the turf and subsequent security for their ugly business. Detective-Lieutenant Mike Harrigan (played by Danny Glover in the film) leads the police in open warfare against the drug lords but he and his force are outnumbered and outgunned. Anarchy is taking control of the streets.

Until one by one the gang lords start to meet with terrible deaths, more gruesome than anything the street war has brought so far. The Predator has returned. Soon he turns his attention to the police themselves. Not surprisingly, Harrigan takes this personally.

In the new game, featuring programming by HeroQuarters, Inc., you play the part of Harrigan and mirror the film character's quest to defeat his alien adversary. This takes you first through the lawless streets of L.A. where you have to fight through the endless waves of drug gang enemies, then into the penthouse suite of one of the gang lords. From there you have to venture below the streets, into L.A.'s subway system (okay, LA doesn't have a subway system, but so far as the film is concerned it will be by the end of the century) - and it will be just as grimy and abused as the one nobody in their right mind uses in New York. Finally, if you haven't been dropped



May hot off the road if you want to grow old - unless you're playing Predator 2 that is - up by the chimpanzee chuggins, you get in the showdown. This takes place in an abattoir - which seems as good a way as any to cap off the carnage that's gone before.

Each of these stages is a separate level of a single-level game which makes it something of a departure for Mirrorsoft, whose ingredients label has dealt with other film licenses by breaking up games based on them (like Back to the Future II and III) into mini-games made up of key scenes.



That's you, Harrigan, looking green around the gills.

to stay in the force is diminished to the point where you quit and thus come face-to-face with the Game Over monster.

In levels one and two you may ride a shadow or shifter in the corner. This is the Predator moving among the last guys. If one of your shots hits him he goes into a frenzy and attacks you. The real confrontation with this foul binged foe only occurs on levels three and four. If you come back next month, we'll tell you what happens - when we. Powered Predator 2 and stay a playable dame on the cover. Be there.

SPEEDBALL TOO?

A C64 version of Mirrorsoft's wacky sport sim should appear some time around summer. Programming is the responsibility of one Carl Muller, whose name you will have sampled if you picked up Teenage Mutant Hero Turtles over the Christmas period.

BIG BIRD

Fans of the all-time classic coin-op Phoenix are about to get a shock to the system with Simulac's Megaphoenix. The Spanish software house are sprucing up the old title with simultaneous two-player action and upgradeable weaponry. Fun!



Megaphoenix on the loose.

SPORTIOGENIC

Autogenic are limbering up for some new releases of a sporty nature, which will be coming out under Audio's new Sports Action label. Sports Action Rugby brings a simulation of mass mud wrestling to the 64 with code by Denton Designs. Super League Manager will be a sequel to the perennially popular British Hughes' International Soccer. Programmer Gary Bassett has been coached by Lou Mazarri for this one.

TOP CLASS C64

Apparently, 64 owners are generally more perceptive than other computer owners. Reports from educational study groups in and around the capital, carried out on London school kids, revealed a massive 50% per cent higher performance in tests on owners of C64s (mostly) than kids who only had Commodore, Amstrads or Spectors. Like it or not, you're intellectual.

PREDATOR 2™



... HE'LL BE IN TOWN SOON WITH A FEW DAYS TO KILL

BACK TO THE FUTURE III



© 1991 Miramax Ltd. G 1000-UCS & Amphi.

IMAGE WORKS, Main House, 118 Southwark Street, London SE1 0SW Tel: 011-008 7454 Fax: 011-883 3094

[illegible]

10

[illegible]

- | | | | |
|----|---------------------------------------|--|----|
| 1 | TEENAGE TURTLES Mirror | The great machine troubles on, playing at number one. The game looks bad, but plays really, no game is 100%. | 👍 |
| 2 | DIZZY COLLECTION Code Masters | Four of the Dizzy's Dizzy games aren't really on wrong here. The only fly in the ointment is the old Fast Road. | 👍 |
| 3 | CREATURES Thames | With a whopping 97% in CDS-Epide and his location drastically correct at No. 3 and are headed for top slot. | NE |
| 4 | HOLLYWOOD COLLECTION Ocean | Another good compilation, with Judy Jones, Kickapoo, Shoot-Outs 2 and Batman The Movie. 'Nuff said! | 👎 |
| 5 | TOTAL RECALL Ocean | Big Jaws earned himself 77% to his brother in this arcade platform about 'em up. Good, but not brilliant. | 👍 |
| 6 | GOLDEN AXE Virgin | The amazing Mega minis are squeezed into a 640 Kbit 20% reached gold position but is new on the shelf. | 👎 |
| 7 | WHEELS OF FIRE Demark | Fortis Out Run, Chase HQ and Power drive are worth playing. Hard Drive is worth laughing at. | 👍 |
| 8 | GAZZA 2 Empire | Gazza 2 showed promise but delivered none. 38% it got, and 98% is all it's worth. Will you never know? | 👍 |
| 9 | BIG BOX Bess Jelly | There's no arguing with Bess Jelly's compilation. Packed with games, you can't really complete. | 👍 |
| 10 | KICK OFF 2 Amco | Amco's Kick Off 2 gets another slice of the sharing action. It appeared before 2P was around so no rating. | RE |
| 11 | ROBOCOP 2 Ocean | This looking sort game hit 98% but never did as well as it should. You guys just don't know a good thing... | 👎 |
| 12 | JUDGE DREDD Virgin | The 1980s lawman should slap the programmers in an ice cube for this. 98% it got... and that's generous. | NE |
| 13 | E HUGHES' SOCCER Audiogenic | Every World has been in the charts for ages and looks all set to carry on. 'Nuff I know it, I know it' etc... | 👍 |
| 14 | TURRICAN Rainbow Arts | Warriors before the 80'sing Puritan (the streets, the original contains the charm, with it never die). | 👍 |
| 15 | RICK DANGEROUS 2 Microprose | 94% and 77% A Carter? for this stunning platform past. Back to the running after a brief short departure. | RE |
| 16 | F16 COMBAT PILOT Digital Int's | This smart flight combat simulator just carries on well. Great by 82, but recommended nonetheless. | 👍 |
| 17 | SUPER OFF-ROAD RACER Virgin | The 80 man's too impressed with this wobbly race and only gave it 68%. Looks like you got fixed it, though. | 👎 |
| 18 | SHADOW WARRIORS Ocean | The Warriors have had a long stay (more of it at No. 11, but now it looks like they're finally on their way out. | 👎 |
| 19 | NINJA REMIX System 3 | The 12" version of Last Ninja 2 seems to start with you approved. We liked it too, with a shocking 97%. | NE |
| 20 | FLIMBO'S QUEST System 3 | System 3's jolly cavally platform shooter makes a surprising reappearance after a lengthy break. | RE |

BUDGET GAMES

- | | | | | | |
|---|------------------------|----|----|---------------------------------|----|
| 1 | B-TYPE Hit Speed | HE | 4 | REAL COUNTERSTRIKE Hit Speed | HE |
| 2 | AFTER BURNER Hit Speed | HE | 3 | QUALITY ADVENTURE Code Maxon | V |
| 3 | PARADEY Icons | V | 4 | TARGET OVERSHOOT Hit Speed | V |
| 4 | OUT RUN Size | A | 5 | SP-5 GUNPOW (HAIKUNO) Hit Speed | A |
| 5 | SP WOLF Hit Speed | A | 19 | GOOSE BRADLEY MONTAGNINI | |

FISTS OF FURY



EDITION 2

...the ultimate compilation!

DYNAMITE
DUX



When Little Looz is beaten by the terrible ADRACHS his two friends BOB and PHO really get angry! When they find a punch belt (DUX) for one hand up!

BOB and PHO will use DUX to become the best fighters in the world! They will fight all the bad guys and win! DUX is the best game in the world!

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ENJOY TRADITIONAL oriental action in this Ninja beat 'em up. Search for kidnapped children and dispose of menacing thugs with intense sword play, kicks and thunder staps. Classic Ninja style action!

AMIGA

NINJA WARRIORS



You are NINJA, get... and use the most wicked evolutionary fight game build 11 generations warriors... The Ninja Warriors... and attempt to kill out the evil master game, BOMBOR.

AMIGA

DOUBLE DRAGON
The Revenge



The Double Dragons, Billy and Jimmy, seek to avenge the death of their father... and might find the answer for back to life if they can only penetrate the secret lab of the Shadow King.

AMIGA



Available for:
SPECTRUM
C64
AMSTRAD
ATARI ST
AMIGA

Got a game that's giving you grief?
 Angry about an arcade adventure?
 Peeved with a platformer?

GameBusters

Well resident staff

sloth Andy Dyer flops down from
 his arboreal annex (tree house) and gets lots
 of other people to do his dirty work for him
 (and then takes all the credit)

You must have seen the cartooning POKE supplement on the front of the mag by now, in which case you should rush out and buy an Action Replay cartridge as we'll be doing *ALL* POKEs for new games from now till doomsday. But don't worry if you don't have one as we will endeavour to include full POKE listings wherever possible. Speaking of which, this month we have full cheat listings for *Turtles*, *SDSN Runner*, *Days Of Thunder* and *Head Over Heels*.

TEENAGE MUTANT NINJA TURTLES

Type in the following listing, run it then load the game as normal but with infinite lives.

0 RUN CASSETTE CHEAT ON IN PEEK
 1 POK 0-1234 76 004 + READ 0 + C+O-Y
 2 POK 0-1 000T
 3 POK 0-164 76 004 + READ 0 + C+O-Y
 4 POK 0-1 000T
 5 IF C-12345 THEN POK 159,129 + 00000

0 PEEK "DATA ERROR"
 1 DATA 31, 44, 517, 160, 17, 148,
 64, 3, 138, 150, 42, 3
 2 DATA 31, 108, 345, 348, 33, 141,
 231, 24, 187, 46, 141, 234, 14
 3 DATA 169, 2, 141, 275, 18, 162,
 237, 188, 208, 14, 187, 248, 3
 4 DATA 202, 208, 187, 189, 168, 181,
 20, 3, 168, 2, 141, 20, 3
 5 DATA 256, 256, 141, 12, 238, 72,
 248, 32, 141, 248, 3
 6 DATA 168, 82, 141, 241, 3, 189,
 3, 141, 248, 3, 104, 96
 7 DATA 168, 88, 141, 200, 248, 149,
 3, 141, 231, 248, 96, 128, 1
 8 DATA 169, 145, 141, 124, 18, 149,
 1, 181, 125, 39, 189, 32, 8
 9 DATA 169, 188, 141, 198, 61, 76,
 15, 4

COMMANDER ANDY DYER RATING: MOSTLY STUPID

Remember that *Fife* cheat we did two issues ago? Would I be right in thinking you spent ages typing it in only to find it didn't work? Er, sorry about that one. Apparently people have experienced an error message referring to line 02 when they ran the prog. This was because an item of data in line 02 was missing so that by the time your trusty 68 reached line 02 it had become an edited it simply gave up the ghost.

The fixed line should have read this:
 02 DATA 182, 72, 24, 128, 128, 178, 27,
 82, 128, 27, 200, 208, 247, 149, 242, 27,
 142, 72, 24

Turn to page 24 for more POKEs

STUN RUNNER

This one gives you infinite time so you can open the sun reel and take a leisurely goggle through the levels admiring the scenery.

0 RUN CASSETTE CHEAT ON IN PEEK
 1 POK 0-181 76 342 + READ 0 + C+O-Y
 2 POK 0-1 000T
 3 IF C+1794 THEN POK 157,129 + 070 000
 4 PEEK "DATA ERROR"
 5 DATA 31, 64, 247, 31, 189, 249,
 189, 47, 141, 188, 8
 6 DATA 248, 1, 242, 248, 3, 76, 80,
 3, 72, 77, 68, 248, 200
 7 DATA 248, 208, 248, 168, 54, 142,
 187, 188, 76, 149, 187
 8 DATA 249, 248, 141, 84, 181, 74,
 15, 8

Bowyers Booty

As usual, the mopy Gamabusters section will give away a voucher worth 25 p/d for our Mail Order section to the people who provide the pokiest POKEs, the most chicken flavoured cheats and the most succulent solutions. Send your offerings to 'Give me a bit of your Gamabusting sausage' at the usual park bench address.

Samaritans Corner

This isn't in the corner at all is it? Perhaps I should have called it Samaritans's Column. Then again, perhaps not.

Oh Lordy, the people listed below are probably having paroxysms over their lack of game playing talent. Please send your help before it's too late.

Andrew Walker of Ashford in Kent would like cheats to POKEs for Eagle's Nest. John Rank from Crickwood is desperately crying as he wants help with *SDSNIT*, *Kix* and *Fighter Bomber*.

Barry McWilliams of Colchester wants sound advice POKEs for *Heavy Metals*, *Bubble Bobble*, *Scor* to the Future and *Phobia*.

And finally Neil Wilson of Morecambe wants a reel of tips for *Magicaland Drip*.

In response to Kieran Heady's plea for help with *Superflood* last month, we've been sent a players guide. Due to lack of space though we won't be able to print it until next month, so fully well make sure you don't miss it.

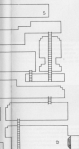
Alan Andy Roberts has sent us a POKE for *Head over Heels* (David Black of Sheffield takes note). Oh yes and apparently you don't meet up with Heidi until long after the first level in the game. Type in this listing, run it then press play on tape.

0 RUN HEAD OVER HEELS HEAD LIFTING
 20 POK 0-12324 76 01000 + READ 0 + 27 00 + 0 PEEK 00001208
 30 POK 0-0 000T
 30 DATA 188, 187, 188, 0, 182, 1,
 248, 32, 188, 255, 32, 189, 255, 32
 40 DATA 257, 258, 188, 204, 141,
 148, 4, 76, 204, 145, 117, 204, 254
 50 DATA 181, 189, 188, 141, 189,
 117, 74, 3, 1, 0, 0, 0, 0, 0, 0,
 -1

This will give you infinite lives, doughnuts, jumps, speed and invincibility but only once you've collected them.

BEAST

TERMS



crawler, down, left, up, left, down, kill the ghost, up, right and collect the POWER PUNCH potion (the switch you hit earlier disabled the force field). Go left, at the way down the ladder, right (avoiding the rocket engines) and get ready for yet another gargantuan ghoulie. This time it's the rather raucous red thing, along with the nasty 'squeaky-spider'! No tactics here, I personally run straight up to the thing and punch like crazy - big strong fist. I only ever lose two or three units of strength. Once he has been disposed of go right through the door and climb up the wall shaft.

This next section is a real bouncer. It really is a case of learning both the enemy attack patterns and the best way to defeat/avoid them. Punch most enemies when they are at arms length and never let them get closer than that. You will encounter demons, bats, snakes, eyeballs, beetles, dragons, huge hands, as well as some pillars (punch them to reveal strength potions).

When the castle comes into view don't go through the door - run to the right and collect the torch from the wall then go left and into the castle. At all this point you've got less than 10 units of strength then I would suggest you cry and scream a lot. No sorry, you'll just have to be extra vigilant.

From the doorway go left, up, right, and avoid the messes dropped by the squaddies. Kill the two bats, go right, down, kill the snake, right, up (move quickly to avoid the squiddy blobs), left, drop down, left, kill the blob and avoid the descending swords, then climb up the ladder.

Head to the far right, destroy the chest and collect the spinner. Then go to the far left, collect the strength, kill the ghost, go as far left as possible and collect another strength potion. Then go right, down, left and again pick up the strength. Continue right, dash under the axes, down, right, left, down.

Go left across the bridge, down, right, down, to the far left and collect the gun from inside the chest. Now let's kick some serious alien ass!

Go right to the right (if you see what I mean) and use the spinner to switch off the force field. Go up, left, left-down, left, up, right, down, left (shoot the torpedoes), down, right and ready yourself for the three-headed dragon. If your timing is good you won't lose any strength. As with the bats



crawler, stay exactly where you are and shoot the enemy. Only the bottom head will cause you any trouble - jump up as soon as he opens his mouth. After this particularly hot marine has been slain you will find yourself outside the castle for the final section.



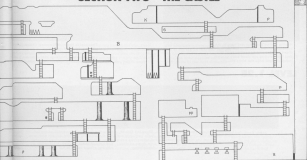
No time to listen to the lovely music, you've got work to do. Again you find yourself on the grassy plains and it's simply a case of running to the right. There are all manner of nasties to contend with such as ghosts, bats (flying look 'em), demons, lobsters and skeleton warriors (be quick to kill them). Destroy the guardstones to reveal some more strength (plus a few ghosts). Then it's on to the final challenge.

At the risk of repeating myself, this final encounter isn't too hard. As long as you're about two inches from the Beast Lord's foot his lethal chain thing can't harm you so keep running backwards and forwards (killing the normal in bursts of three).

As soon as the Beast has been conquered, all back and... no, I won't spoil it for you. Suffice it to say that the end sequence is exactly the same as the Amiga, and (as totally worth).

Now for a word of warning, the following cheat mode may be a godsend for those of you who are getting nowhere, but it could seriously spoil your enjoyment of the game. All you have to do is enter... no, I've changed my mind. I'll save the cheat mode for next month. Bye!

SECTION TWO - THE CASTLE



Populism, yourself just said the bird and is based off the two-headed monster. Nam, while jump: he and changing his shape, the like wrong. Some said him progress slowly to the darkness in the darkness where they will stand off against

You'll have to live with a life
 here. Follow the line that
 allowed to jump over it to the
 other side. It won't work but
 the idea should disappear.

Abstract: This study examined the effects of a 12-week, 1000 kcal/day energy-restricted diet on the body composition and metabolic profile of 10 obese women. The subjects were randomly assigned to either a low-carbohydrate (LC) or a low-fat (LF) diet. Both groups lost weight and body fat, but the LC group lost significantly more weight and body fat than the LF group. The LC group also had a significantly greater reduction in total cholesterol and triglyceride levels compared to the LF group. These findings suggest that a low-carbohydrate diet may be more effective than a low-fat diet for weight loss and improving metabolic profile in obese women.

[illegible]

GUIDE

Introducing part 1 of the complete guide to playing and finishing Creatures from Thalamus. If the maps aren't enough, turn the page to find the infinite lives cheat



Jump up from your tiny pod and fire to kill the bird. Jump onto the ledge, collect the creature, then firebreak the tentacle to the left.

Smaller tentacles to follow. This time kill the ground insects with short bursts of firey blasts. Then while keeping just out of range, fire-break the next balloonist

It gets a bit tricky here. Follow the tent white accurately jumping and firing. When the bird is on it's return journey, run the ball creature off burning, jumping and firing. Only jump vertically or you'll fall into the water and drown



Kill the worm at the top. When the winged thing goes left beneath you drop onto tiny pod. Move right. When you reach a certain point (indicated) Monkey creatures will appear from beneath the bird and come towards you. Jump them and then dash under the bird to the far bank

Jump up and firebreak the winged thing ensuring the next fire doesn't get you. Get to the ledge before the next fire then jump up and flame-break him a couple of times

Shoot ground insect. Jump over gap and move right. When balloon moves far away again. Then shoot the balloon while avoiding the invisible sticky things that have started to appear. Simple! I think not



Go left, jump up and shoot the big bird (then stop down right next to it) to bypass the gap. Don't worry, I got into it years ago. Shoot the bird up and shoot the winged thing

Go up and shoot the bird at the top. Then move as far right as possible. Fire beneath the bird next to the tree (you can shoot through the wall). This will make the big bird at the bottom disappear allowing you to pass

Use your new swifty weapons on the bird at the top so that you can get the creature. The next few screens again are dead easy as we'll move straight on to the next waterfall



Shoot winged thing and an extra creature should appear behind you. Collect it then go right. Kill winged thing, jump up left and kill bird. The bird at the top is indestructible so simply follow it to collect the creature

Shoot the winged thing, jump up and collect the creature then go back to the top of the slope. Shoot the bird at the bottom from here with your downward firing weapon. It's all easy now until the final challenge

Drop to bottom, go right until two-head starts firing. Run the ball and get back up on the ledge avoiding two-head's shots. Shoot the bird, jump up to next ledge and fire break the big demon. Then skip forward Two-head and grey white thing!

GOLDEN AXE

THE ESSENTIAL GUIDE

Great music, good graphics and taxing gameplay. It's certainly one of the most testing games around, and definitely separates the men from the boys. If you are getting diced 'n' sliced too often and are in need of some good advice, then look no further. This is the definitive lowdown on Golden Axe (and there's even a POKE for all you outless wimps!)

WHO'S WHO

Dull, dimesy, doddles. But Baffler is an incredibly powerful slop, and he's also a little on the sluggish side. He may be able to play games with a single fuzzy wedge but getting out of tight situations is not his forte. *Critic: The muckhead in us knows*



little fellow too, and his magic is the most effective. However his combat techniques leave a lot to be desired. So, I would suggest that you search for the author



Tyris Flame - she's almost as tough as Kati Haxxon and she packs a mean punch. Her magic is also totally devastating, as are her rather more than ample physical attributes. To be honest, it won't really affect the game if you choose any one of the three characters - what you find comfortable with is the important thing. Well, that and violence.



LEVEL 1 THE WOOD

A nice, gentle introduction to the game. The agents are pretty flexible and do other quite nice on their level. They also be able using these dragons as live mazes (up) for the players. Agents usually stay in the same place, making them easy to kill. You will encounter a dragon for the first time here and you can ride it. If you want to stay on it for a long time, keep on the move. You quickly find, however, that these dragons are not as powerful as they first seem: you can take twice as long to kill an enemy, anyway. If agents must be killed before reaching two giants at the end of the level, save your magic for such an occasion!

LEVEL 2
WOOD/VILLAGE

Things start to speed up a little now. The Amazon woman requires four glances or so and swipes before the end. But master and theme are two types of Amazon, show ones and less ones. Kill her in these unadorned form and you come face to face with the huge triangle. Again, full strength might come in very handy. The thinking with themselves will be little more. If you are forced to fight then hand for hand. It is hard to gladden them a couple of times and then beat them away and repeat the process. Nightside has a rather obvious, almost off-camera, voice.

LEVEL 3 TURTLE VILLAGE

This level is the tundra, from here on it gets tough (quite an extremely large and loud capital "T"). The soldiers are quite tricky to kill, requiring four plantlets or eight slaps. They are almost invulnerable, so it really helps with changing your direction when driving. If a soldier runs towards you, you can be certain that he will try to kill you in the back - run! The best tool is to kick them away from you. After tackling 11 of these men, you again encounter two giants. They are much faster than before. Oh, be careful when jumping the bridge, it is very hard to fail.

LEVEL 4 EAGLE ISLAND

Sorry, did I say tough? I meant *flexible*! Impossible! The platters stored up until you delete four platters or a mammoth 14 swipes. They are agile and extremely accurate. This is the best you should

ture your curriculum plays too. As you progress into the depths of the level, the students become faster and more intelligent. Pilobolus takes a look at a lot of stuff. About 12 students (personnel) to teach another ten lights. These lighters are well 'and - full magic class! you receive the same."

LEVEL 5

THE CASTLE

The final level? The impossible level! Basically, it's just a case of defeating 18 characters (5 before the shortcuts, forget what I said about teaching your magic — use it) at every opportunity (there is a final chance to top up your magic just before you meet our friends André, Anthony, Daphne, Eddie, Ian's two kids). Softer than up with a bowl of hot strange magic, these pitiless hits a couple of times, it is wise to top up on the magic, though... For this god the fighters are... *over it*.

Obey the flow before installing, put your feet up, and watch the water flow slowly and vigorously (which features sound holes playing the Beatles' *Let It Be*—don't say). Then, of course, have a nice view from above. If you're that into it, and you also happen to own an Action Figure, you might change order P01111510 to the Infinite Line (it must be ordered on each level). So there are no discounts, two top leather pants and four long black tails and the scene most damaged.

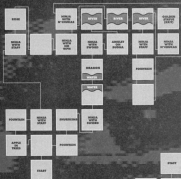
FRIEND OR FOE?

Here is a sprinkling of the folk you're likely to meet along the way. The Amazon Women is a sight and awe and no mistake. Four githyankies will see her off. The little Elf should be tickled senseless to obtain magic, but be quick. That fat gnomer (middle right) is a Glard from the east of Iwerd oze. Use magic on them as if it take all day to kill them otherwise. The Ogres, while not the toughest of creatures, are large in number so perseverance is the way. The Dragon can be mounted to great effect, but be careful. If you're hit, the best dismount.



ST NINJA

Level two – The Wasteland



Level three – The Palace Gardens

NOTE – Action Replay owners should enter the Monitor here to top up their shurikens. Also from now on enemies throughout the game the enemies from a beating.

First cross the river (that and ever again I'm afraid) and get the apple. Come back and get the apple from within the trees (keep trying, you will find it eventually).

Move on to the river and pick it up using the glove. Carry on until you get to the gold statue, hold only the ballman (no weapons) and level for a wall prayer.

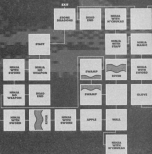


On the very first screen get the clue from the right hand statue. When you get to the cliff face hold nothing but the clue, walk up to the cliff and your knife should climb up.

Walk along, jump the chasm, dispose of the bodies (with your shurikens) and collect the apple. When you get to the wall, descend backwards using only the clue. Be sure to descend on the right hand side or you'll plummet.

Cross the river using the middle two stepping stones, get the glove then charge yourself up with the Ninja magic. If the chest is active you can take your time. If not then this is a real test of your ability to finish the game!

Cross the river again, then the swamp (using the logs from top left to middle of next screen), get past the bodies, pick up the staff and get past the stone dragons. If you're still flailing there's no problem, if the Ninja magic has worn off you'll need to go back for some more as there's no way past without it. Going back across the swamp can be done but it is difficult. Trial and error (mostly error) here guys...



Level four - The Dungeons

The map here is fiddly but you only need to get the rope and the apple and then get to the ladder. If you have infinite lives you can try your hand at getting past the spider or use the map to bypass him.

At the ladder, stand at the bottom rung and use the rope. Ninky climbs to the next level.

NOTE - In disguise of the staircase it's better to use the staff.

Level five - The Lower Palace

First get the apple and then use the key to enter the palace proper. Get past the guards and then, when you arrive at the screen with the upright stone dog, cannibals and very slowly edge your way past him, at the same time remaining close to him. With luck his sword will miss you and as you go, enter the room with the single eagle and get some from the large grey pot, on the right (your rings should turn green). Then go right at the room and kick up the stairs, without the single eagle the stars will kill you.

Level six - The Inner Sanctum

First, just for fun, have a look through the telescope. Fine. Now go and get the sleeping potion and return to the room with many vases. Hold only the rope and push the one on the left (the blue and white, spotty one) to open the secret door. Holding only the potion, enter and advance slowly to the dog. As soon as he moves his nose arouse juice at him. If you miss, go back to the vase room and try again.

In the anchor's room, pick up some of the funny coloured spots on the yellow floor just by your left foot as you enter. You should now have a red Ninky who can get past the anchor.

After disposing of the last guard you must go on to invade the Sanctum. If you have infinite lives just get into the centre of the room and slug away with the staff until he puffs it. If you are mortal, cautiously exit and re-enter the room taking a swipe at him as you do so until he dies.

Once into the scroll room jump onto the centre square then walk forward and grab up the scrolls using the pouch (you did pick it up on level one didn't you?). And that's the end of the game... but there's more to come in our Last Ninja II players' guide to next month's *Gamestar*!



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CONCLUSIONS

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Flowers make themselves visible to larger butterflies

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REVIEWS AND REVIEWERS

Spring is sprung and another issue of

How our reviews work...

The powermeter

The rate games out of 100%, the review rate game out of 100% is worth looking at. It's a game gets over 80% then out this paper. It's a cartoon!

The Powermeter on the left of the first rating is divided into red and white areas. We say what bits 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 point at which the white and red areas meet. Good!

Icons



FACE - The more heads you see, the more play we can take in.

T-SHIRT - A

gamer's shirt means you can save your game position to tape or disk.



KEYBOARD - How often to use the keyboard to play.



JOYSTICK - How often to use a joystick to play the game. If you use this anywhere.



PAUSE - We did pause to see if the game has a pause mode. (Good)



BLOCKS - How can you save your game in the high score table.



MOUNTAIN - Peaks mean you can defeat the game. If the game is.



OCTOPUS - This means the game is really up into the which head in from tape or disk.



CART GAME - We put one of these on if a game is not compatible.



CORERS - If a game gets 80% or more, we say, "It's a cartoon!" And help out.

Commodore Format strikes fear into the hearts of naff games (actually naff games don't have any heart which is part of their problem). Anyway, this is the bit where we explain who does what, why, where and how. Read on and wonder at these warped minds

Life is full of surprises. "Horus" thought so, as the news of our forthcoming move to a spanking new office reached our ears. "Horus" we cited, when informed that it wouldn't be ready for at least another month. So what happens in the meantime? That's right, a trip to basement city.

STEVE

Oh dear, our beloved Elf's in a right old mood about our new premises man. "Tell us about your month," we asked. "No," he replied sulkily. When asked what games he enjoyed he said, "Horus, they were all crap." Did he like Supremacy? Might have. What about Ghoul? Pric from D & HT? Go steady? Or there you have it, he loved Supremacy and wasn't over-awed with Grand Prix... we think.

ANDY

This somewhat inept staff writer is a poor direction finder at the best of times. On more than one occasion he's phoned the office to say that he took a wrong turn and ended up in Glasgow or somewhere. He's a game as his surprise when we discovered he'd got completely and utterly lost in the satellite road to our basement office. He did though, manage to tap a message in morse code through the wall of the building which read: "Liked Super Monaco GP - STGP - Couldn't see anything else - STGP - Too dark - STGP."

GORDON

Gordon has great difficulty getting to grips with the new office. At his time of life the dampness of the cellar played havoc with his



GP crew (top to bottom) Steve, "Horus" Ed, Grande Max, Kati and "Horus" Macintosh

artistic and luggage. In between grunts and groans though he did manage to tell us that Wotchk was a particular love of his. He also thought Loop wasn't bad but he did take a dislike to the Joking Back Simulation from Godgrunter Software Ltd. He moaned so much about it that his fellow tooth fell out (wherever's written this will probably lose their teeth when Gordon reads it - Ed).

KATI

Poor Kati. Don't be fooled by the photograph. Our dear Ma

Horus is actually 18 inches tall and constantly fat for head against the arches in our new office. This would in some way explain her answer to our question "What did you like and dislike this month Kati?" "Is that egg gone? I had on Tuesday was disgusting, but finding that suitcase full of money under Steve's desk more than compensated for it" (Ed, just hang on a minute - Ed.)

SEAN

Oh-dear again. Sean's been for a series of painful trips to the dentist this month and what with injections and drills was practically unable to talk for the whole period.

Apparently he scored "Spoomboobay" which we assume must be Supremacy. He was also quite keen on "GMASSHOW" (Horus). We can only guess that he meant Atlantic Ocean. And any translations of "GMASSHOW" (Horus) must be appreciated. Then he was off for another series of oral examinations so we couldn't even begin to ask him what games he disliked this month. Never mind.



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Checking the surface of a planet to make sure its landing zones and the mine are all working correctly after a magnetic storm.

People use the word strategy without thinking what it means, especially if they're people from a software house desperate for an engaging word or two to describe their latest product. The way they talk about it, strategy usually means you have to work out that the lower ability

SUPREMACY

Never a month goes by without someone offering you the chance to conquer the Universe. This time the offer comes from Virgin

It's a Corker!

ing gobs of slots are the best guys. Well *Supremacy*, one of last year's Amiga triumphs, is a strategy game and it's just been converted to run on the Amiga's humble eight-bit sequel.

Unlike the recently released *Star Control*, which had to have most of its meat taken out of it before Amiga could make it fit, *Supremacy* is a science fiction domination game, played solely against the computer, which has successfully made the conversion with the least loss of the original's finesse.

The *Supremacy* universe consists of four planetary systems, beginning with an eight-world expanse and moving into



more complex and densely populated areas as the game progresses. In each of these four systems exists an opponent. These too are arranged in order of ferocity and cunning. For instance, *Wotek*, your first adversary, is not a brilliant strategist. He attacks when and where he can, with out much planning, whereas *Kort*, your third opponent, deliberately goes for those

worlds which are of most use to you, because if he captures them, they'll be of most use to him.

At the beginning of a game you and your opponent occupy one world each at opposite ends of the planetary system. You must earn resources from your population and build farming, mining and solar

Armageddon armada

All vessels have to be built on factories. Only if they're to be moved to other worlds do some of them need a crew. They can function automatically. The enemy builds similar vessels.



Mining stations essential for mineral resource production and gives a very high yield on volcanic planets.



Atmospheric processors fully automate means of transport. They're useless worlds for volcanic, very expensive.



Bio-cultural stations essential for food production, works very well on tropical planets, can carry cargo.



Solar satellite generator fully automatic orbital power plant, works very well above desert worlds.



Basic cruiser transports up to four platforms and up to eight house passengers, can also carry 100 tons of cargo.



Cargo cruisers can carry three units of tons of fuel, cargo and nearly 2000 passengers, ideal for interplanetary colonies.



The Government screen, at the beginning of the game, shows a healthy, expanding planet. As things will soon change unless you get to work.



From this screen you can order any ship to go anywhere in the system. The ship with wave energy has been captured from the enemy.

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"There are some beautifully drawn static screens, and the main battle sprite is excellent. Dynasty Wars is a slick, graphically brilliant and very playable game which offers an unusual twist on the basic 'em up' theme. But it's well worth checking out!" *CRASH 89/10*

HAMMERFIST

"The sprites are large, nicely detailed and well animated. There is plenty of action and the action is fast and furious." *12 Action*
"Marvellous graphics, marvellous sounds, marvellous gameplay. In a word, marvellous." *CRASH 90/91*

NINJA SPIRIT

"Graphically, Ninja Spirit is impressive. Parallel scrolling is superb, some of the best I've seen." *EDGE 11*

VIGILANTE™

"Vigilante is definitely one of the best beat-'em-ups around." *CRASH 90*
"Wants to fight and big fun... lots of dished out off over the stage!" *CRASH 91/100*

GHOULS 'N GHOSTS™

"Impressive...frustrating...exciting...atmospheric graphics... You can't help coming back for more!" *12 Action*
"A highly rewarding megachallenge to keep you occupied for ages. Buy it now!" *12AF 90/100*

DYNASTY WARS™



HAMMERFIST



NINJA SPIRIT



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U.S. GOLD



DESIGN THE SUPREME SPACE MARINE AND

WIN

A PORTABLE CD! COPIES OF SUPREMACY!

Virgin's new strategy game earned itself an 'It's A Certain' award in this very issue (a few pages ago) and our Virgin were only too pleased to stump up the necessary goodies for another crucial CP contest thread! The first prize winner gets to stroll off with a wonderful portable CD player and a copy of *Supremacy*, while no fewer than 15 runners-up get a chance to savour Virgin's strategy supreme!

'Oh, out the walloo,' exclaims the anonymous cry, 'What do we gotta do to win?' Well, we've had a few questions recently, and one or two silly requests, so this time we thought we'd put your design skills to the test. What we would most like to see (apart from a vast wall of CD cases covered 'for the father'... Ed) is a *Supremacy* Space Marine fitted out with all the latest hi-tech equipment: exact tactical night vision, hi-tennis tennis body armour, a scorching 120mm cannon and a portable CD player (oh-ho).

Get your thinking caps and drawing hands on, and design us the roughest, toughest, hardest son of a space soldier you ever did see. We'll be judging entries on the strength of

design, not artistic talent, so even if you're totally crap at drawing you can still enter and stand a chance of winning. Do your drawings nice and big so that we can see what's going on, and include some notes about their history, mental powers or slogans, their equipment, whatever. Scan it all into a suitable-sized envelope and post it to:

**'Eat Proton Death, Alien Filth!'
Compo, Commodore Format, 30
Menmouth Street, Bath, Avon
BA1 2BW.**

Any entries arriving after Friday 21st of April will go straight into the rubbish receptacle plus Andy's desk.

No members of Future Publishing, Virgin Games or the 3rd Armoured Dropship Corps of Guardlines may enter. The editor's decision in these matters - when he's awake - is really rather final.



The rolling stock appears in level two. You jump on one car, travel the length while it travels along, then get off the other end.

We've belted these screens together to give you an idea of the level's size. The pay is, jumps is easy to kill; drop down and blast him.

The dog comes in handy here. Send him off to savage the enemy; then simply jump up in that you're level and shouting the dog's name.



The huge dragon breathes from the end of level three. Little the shade also breathes and fire like most, a little longer wouldn't go either either...



The crawling ninjas aren't strong to dogs so you'll have to wait them out on your feet. Keep your distance and you'll be all right... possibly.

SHADOW OF THE DRAGON

Every dog has its day, so they say. According to US Gold, some of them earn an extra bone and biscuit by helping out Ninjas who protect American cities from rampant evil-doers. Are these people barking mad or what?

Your training has been long and arduous my pupil. Through grueling challenges and the very strictest discipline have you prevailed. Your skills have been finely tuned, your body honed to its physical peak and your mind cleared of all but its one true and noble aim - ruling this city of the sky (dispute that is terrorism. I see your master slain you look. Go forth young man and carry out the task that is yours by virtue of your birth. Oh yes, and take that Raptor too-bitten runt with you.

Yes, feasibility has been thrown out of the window for this one. A highly trained Ninja and his dog are off to wage war on the terrorist aggression of an American City. Personally I think a heavily armed force of machines would be more appropriate but then, reality this ain't. The object of each mission is very simply to collect a number of time bombs.



The ninjas are only vulnerable when they stand up. Here the yellow one is protected by his shield, so concentrate on the blue one.

which the terrorists have planted. Your white garbed Ninja has a limited yet highly powerful number of moves and abilities at his disposal.

He can walk, crouch 'n' shuffle and leap great distances left and right. While doing all of these things he can also throw volleys of



On the capacious level the enemies are no more powerful but the need for accurate jumps complicates matters no end.

shunkies of the enemy (he obviously has the patent for rapid fire arm fire). When faced with a platform either above or below him he can perform a spectacular leap to reach it. Furthermore his trusty dog follows his every move. Biting? Head on...



Fido does the business (pink). Now likely found has a seemingly infinite number of lives. When he dies he immediately reappears by your side so it's just a case of waiting him out this way until he gets it right.



And I thought the stories of alligators in the sewers were high. The green and hairy beasts appear from the shadows and breathe their toxic tails at you. A carefully timed and positioned jump is needed.



Those yellow Mole are commensurate Ninjas. All you need to do is run away a bit, then when the little fire shield, let him have it.

The mighty "Bouncer" is within. Your shonken thumping acts in rapid firing. The difficulty lies in timing your jumps and ducking correctly.

The green Ninja has missed his chance. All that remains is to collect that last time bomb and it's on to the next tortuous level.

OW DANCER

large. A giant Samurai Brawler beats its feet, there's a heavily armoured shield-bling team second, and level three features a huge star-furled woman who threatens to flatten you.

Just in add to the variety you also get in try out the impressive bonus level. This is a single screen in which you look up at a large stepped tower. Ninjas appear from doorways and leap down the levels just begging to be shunkered to death. If, however, you allow one to reach the bottom, he leaps out at you firing pretty much the whole screen and thereby telling you know that, er... you blew it.

Throughout the platform levels there's a flock —

terry, gaggle — of opponents to defeat: big standard shooting folk who you can dispatch with a single shot, slightly harder dudes who fire spears, snakes who need to feel the sharp end of Fido's teeth and small finges of vicious ghouls who are agile and tough. They progress slowly which makes killing them quickly a real headache.

Basically Shadow Dancer is a wonderfully playable game. The only reason it's not a

By and large your "pedigree" shows prints useless and simply rubs up, and down your Ninja leg, but in certain situations when you can't get a clear shot at a' opponent without being killed, he really comes into his own. Holding the fire button or your "kick" causes him to bubble off and remove the opponent. Thus occupied with this game's advances, he stops firing, leaving you free to leap up and blast him to kingdom come. At the start of the game you also have three lots of magic, accessed by the "spell" bar. Magic kills everything on screen.

There are four missions to complete which is total comprise 15 stages. Most of these make up the main body of the game and consist of various platforming against a variety of backdrops. There's a' airport to get through, a large train to help along and many domains to climb. All in all, it's a lot of fun. The game is a lot of fun. The game is a lot of fun. The game is a lot of fun.



The first and probably easiest question to ask. This Mole is fairly easy to avoid so simply keep jumping and firing repeatedly.

Given that there's nothing truly original or outstanding about it. Those features it does boast, though, are excellently implemented. The graphics are varied and interesting, the playability is massive and the gameplay ever changing. It's difficult but not impossible to complete. Basically, a highly polished and challenging game that no-one can really afford to miss.

ANDY

Game	Shadow Dancer
Publisher	US Gold
Cassette	£10.99
Disk	£15.99

POWER RATING



- Loadshere to get your enemies into (great)
 - Varied background levels keeps themselves at bay
 - Some graphics are varied and the difficulty is defined
 - Some music is superbly implemented
 - Fast action: your Ninja is highly manoeuvrable and quick firing
 - Each of level questions are large and tough
 - Well placed hazards. Even those you give you'll have a little more from your personal collection
- ...AND THE UPPERS**

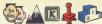
Look who's dropped in



So the bonus levels, while you jump down the steps of this mountainous edifice. When you quickly advance...



...you'll be treated to this terrifying close up of 'the one that got away'. The characters don't really do justice to this impressive level.



Game type C. At the start of a round your standing little bit shows you a hideously garish shape, then... and then proceeds to dismantle it, so on so that you can put it back together again.



The shape on the top left is the one you have to fit into one of the gaps. The trick is to remember where the shapes were and replace them as quickly as possible.

LOOPZ

There's no story to this game, so it just makes one up. There was this Indian, this Englishman and this Scotsman, and they were on their way to a chicken-cooker convention when one of them had this idea about a banana, a pile of cream and a lasso...

Err... sorry, just going a bit loopy there. When you enter your local software emporium, read in hard, and buy *Loopz* - you don't just get one puzzle game, you don't just get two puzzle games, you get three different puzzle games (and that's not counting the two-player options).

It doesn't take long to get the hang of things because the objective of each game is



ONE - Start making loops. There are one, checking on space. The goal is to rotate this right angle and wait for some straight bits.



TWO - Doing marvellously. Those little loops on the up end a cunning great one indeed. Come on, do your worst, it can take it...



this is the two-player option in progress. *Bottom is doing very well, thank you, we can't say the same for Slim*, though exactly the same: make loads of loops and gain masses of points. Different shapes are released on to the board one by one, and all you've got to do is rotate and move them in appropriately loopy positions before the timer runs down. Bonuses are awarded for getting mega-jucy scores and clearing the screen. Easy? Well, sort of. The bigger the loops the more points you score but the more shapes you squish on to the screen the tougher it gets. And there's nothing as frustrating as getting a tiny little short bit when what you really want is a great big enormous long one - but that's life.

Game A lets you pick your own difficulty level (right up to 9 which is mind-bogglingly



THREE - Darn! I've taken off more than I can chew. The wiggly shapes appear with increasing regularity and more you go good

bad) and in Game B you wish your way through the stages systematically. Game C, on the other hand, is a totally different kettle of fish. Fifty complete loops are disconnected (yeeeh!) one by one before your very eyes and afterwards you have to put back the missing pieces in the right place.

Loopz is definitely fast and it's also loads of fun - especially in two-player mode where you get the added pleasure of sabotaging your mate's designs. The long-term addictive-ness of it. Well, say, is missing, but if you still haven't had enough of puzzle games, you could do a whole lot worse than splash out on a copy of *Loopz*.

ART



Game	Loopz
Publisher	Audiogenic
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- A bit bland in the long term
- Not all that stimulating visually
- Two player option doesn't have much going for it
- There are plenty quite enough games like this

100

75%

- Three different games to choose from - even if you count two-player games
- Loads of bonus games
- Three soothing names
- Glance shape numbers from - as two games are over exactly the same
- Pearls for Game C
- No multitask!
- Mindblowward control method - not too hard even for your granny
- Well-priced difficulty

...AND THE UPPIERS

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Here we go again. These time traveling ripsters Dr Emmet Brown and Marty McFly take another tumble through temporal trouble (trouble-troble-troble-troble!)... (Oh-ho-ho!) And it's gone into an uncontrollable-alternative loop. **THWACK!** — that's it, yes, the third and hopefully final film in this epic trilogy has been converted to the screens of your 84. It's not that **BTTF III** is such a bad



On the first level, the two vertically scend (sic) way into a stormy (sic) with just shuffling (sic)...



...And then there (sic) to town, so the good newsworld can take a few cracks at well. Don't think what he's done is great so many people...

BACK TO THE FUTURE III

Marty McFly and Doc Emmet Brown are back in more Mirrosoft antics. Our reviewer heads out to the Wild West and asks, if this game is all about time travel, why didn't they just make the last one first?



film out, frankly, another long into all things temporal would be like flagging a dead horse.

Speaking of which, the plot of the film takes place in the old Wild West. Emmet Brown has gone to live out the rest of his life as a blacksmith in his favourite time zone and send Marty back to witness eighty whatever-it-was. Sadly, Marty discovers that Emmet is to be killed by an outlaw called Mad Dog Tannen who just happens to be a forefather of Bill, the bad guy from the other two films. Marty goes back in time once more in order to save the Doc from certain death.

Level one involves Dr Brown and a horse. The doctor's sweetheart-to-be comes to town only to be car-

ried away by her lustful horse and wagon towards impending doom over the edge of a ravine. You have to control Emmet's horse in order to ultimately save Clara. This level switches between a horizontally and vertically scrolling chase sequence. On the horizontal bits you need to jump crannies and other obstacles while the scenery scrolls speedily by. If you time the jumps badly, the horse stops dead and the doctor is sent to earth with a heavy bump. The vertical bits show an overhead view and you must avoid boulders by moving right and left while shooting the outlaws who occupy the cliff tops around you. Success in this level means saving Clara.

Failure causes the primary character to plummet deathwards.



Level two it's time for a bit of good ol' fashioned partying at the local hon-down. Marty swaggers off to the shooting gallery to try his hand at target practice. This is all standard fare; the gallery is displayed on the screen with various moving duck targets at both the top and bottom of the area. In the central part of the gallery cut-outs of bands pop up and down with disconcerting speed. Quick reflexes and a careful eye are needed here as once in a while (and rather badly now I think, if it is cut-out of an old woman in a wheelchair appears. The instruction booklet tells you not to blast the old dears but what the hell, there's nothing like popping a person's your Cat (don't by this at Home 4000) —



Goal 1: brother, today, let's try the new...

With the big railroad steam coming up, we're treated to another intense play as Marty makes a mad dash for the upcoming horn



On the main proper, Marty has to battle through one-liners in order to reach...

...The engine itself. Marty has to shamble down onto the hell when it's time to make it back to the future (again)



Doc's handbrake and engine combine obstacles, where he tries to avoid getting shot in the



...and jump over the gaping pothole chasms. Or, of course, you're supposed to do it with the horse.



Marty tries to get his gun hand on the Colt Firearms ad above. Or, hold on a minute, that shattering and groaning in a deskchair doesn't look terribly wild or neat to me... out of dishes you can get another batch of ten from the nearby table.

The only way Marty can get back to the present day is to shoot the DeLorean up to 88mph with an old steam train and some special fuel for its burner. This is the stuff of which level four is made. The train scrolls left to right and also lies up and down, very impressively at that. As Marty you must run, jump, crawl and climb along the train from the end carriage where you start, to the locomotive itself. Along the way you should have collected the Doc's speed tape (must have been the All Star - ditto) and must drop them

into the tunnel before jumping into your time machine and going home. But the train is festooned with hurdles of railway engineers and Miss Dog Turner's handmen, who hamper your progress. Apart from them, mailboxes, water towers and signals provide even more life-shortening opportunities.

As in BTFF I, originality has taken a short holiday. Each level is based on a formula we've seen more times than you've had hot dinners but each component is so polished it doesn't matter a fig. One of the major criticisms of the game lies in the first level. The controls are so finicky it can become annoying but perseverance will get you into the delights of the rest of the game. The graphics throughout and particularly the sprites are fast, big and very well animated. This, coupled with above average sound and gameplay, makes BTFF II seriously worth considering.

AMPT



And that's more like it. A nice, down-to-earth economy ball game for your dawn.

Game	Back To The Future II
Publisher	Micomsoft
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Controls on the first level are unresponsive and can be annoying
- Doesn't really use originality

100

81%

- Variety of gameplay makes up for BTFF I's shortcomings and keeps you playing
- Applaud from level one, controls are simple and responsive
- Key time scenes have been used to good effect
- Presentation is a contrast with BTFF I's boring physics introduction each level
- Next BTFF soundtrack
- Good attention to detail: creaking wheels, long dunks at the starting gates, travelling train. It's all here

...AND THE UPPERS

0



Ed.

Onto the penultimate level which is the opening of the clock tower ceremony. As would be expected, Turner and his cronies decide to eat in everyone's ponds. However, in a blinding flash of resourcefulness Marty grabs a lot of Frisbee Pie dishes and attacks the enemy with them. On the small screen you stand roughly in the centre of the town square. Turner's men appear from doorways and you need to aim your dishes in their general direction. With a lot of practice you can actually put quite a lot of butter on your thighs. When you run



In the heat of the job you slip Frisbee-Pieing about out. Marty Turner's men handle a cut!

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AFTER BURNER

MS-Dos/1, £2.99 cassette

Why anyone ever paid good money in the arcade to see what was effectively a wall-mounter I'll never know. Okay, so the graphics were galling, splendid and, dare I say, marvellous but the gameplay was pretty dull.



Having played awhile long enough to reach stage four, I'm getting attacked by planes and missiles not to mention a MIG up my exhaust!

It did happen that the 84 version has translated fairly well - it's pretty dull as well. All the features and levels of the original are there: speed-ups, refuelling stages, spectacular rolls (ham or cheese?) - dit and heat-seeking missiles are all accurately represented. Also, despite the limitations of our beloved eight-bit machine the flavour, if not the technical wonder, of the arcade graphics have been captured quite successfully.

It's like I've already said, the gameplay is accurate and, as such, dull. The first four or five levels are a bit rip roaring but after that it gets fairly repetitive and very quickly takes a respite from rip roaring to rip roaring.



What a disastrous month I've had! Mother arranged an Easter egg hunt for me in the back garden, which I attacked wholeheartedly, only to come up empty-handed. Not only that, but I later experienced the terrible wrath of my Father, miffed at the destruction of his immaculate lawn. It wasn't until 4am the next morning that I was able to come down safely from my tree hideaway...

FRAME RATE...

A very good conversion of a decidedly second rate arcade game means you should only consider this if you're already obsessed with adding it to your collection.

AFTER BURNER

45%

CONTINENTAL CIRCUS

Mastertronic Plus, £2.99 cassette

Oh! lovely, I'm in a particularly mighty mood this month so nothing pleases me more than to review two bad games one after the other. Afterburner was bad - this is even worse. It's a very basic 3D racing game with computer graphics, average sound and distastefully tedious gameplay. The reason it's so boring is that it's terribly unrealistic. It's dead easy to overtake, dead easy to control and worst of all dead easy to crash. You can't be doing well only to crash a couple of seconds because you were positioned a pixel out of place. Don't bother, gas



Escape! FROGman tries to overtake on the outside and fails miserably. This action shot looks tasty, but it only fails to deceive.

FRAME RATE...

Thanks... but no thanks. This is about as interesting as waiting for 84-Type to load. It's programmed fairly well and quite sensitive to look at but today, is it tooooooo long? Ex. yes.

CONTINENTAL CIRCUS

30%

WACKY DARTS

Code Masters, £2.99 cassette

Darts is a mug's game, played by fat old toad who have nothing better to do than spend all their money on beer and throw little stones at a ludicrously small target. A better idea by far is to risk your beer money straight into the building society and play Wacky Casino on your C64 at home. The 'Wacky' of the title refers to the opponents you have to play. Each one throws an alternative dart at the board. Finally the Barbarian throws axes.



Your disembodied hand floats speed like in front of the dartboard. Control of It is pretty similar to that of a Salsbury's shopping trolley - crude but effective

Nigel the Ninja throws shurikens while Daniel the Magician conjures lightning bolts, and so on. And if these opponents aren't to your liking you can always play against a friend.

There are two types of game on offer, 501, in which you have to get your score from 501 to zero before the other player and Round The Clock which involves putting an arrow in each segment of the board starting from 30 and getting right down to 1.

The control method is excellent. Your disembodied hand floats randomly about the screen and you must try to move it, using the joystick, to the area of the board you wish to hit. It works rather well and all budget price should prove a real treat.

FRAME RATE...

New to like this. The graphics are amusing and the control method of your throwing hand provides a surprisingly accurate translation of the real game. One of these games you'll keep coming back to whenever you need cheering up.

WACKY DARTS

70%

CJ'S ELEPHANT ANTICS

Code Masters, £5.99 cassette

CJ the elephant has been abducted from his parents in Africa and is being flown to a zoo somewhere in England. Being a resourceful chappie, though he grabs an umbrella from the cargo hold and leaps from the plane. The

broody than turns inside out and CJ dies on impact with the floor (ie, this isn't the plot I remember - Eds. Actually, CJ lands unharmed and must make his way through four levels of arcade platform action (not unlike Peter Zealand (Zong) in order to return to his beloved family. Level one takes place in France with leaping frogs and French policemen trying to kill you. Level two is in Switzerland, level three sees our hero travelling through fidgets and finally the perils of the African tundra must be negotiated before the task is complete.

The graphics are colourful, cartoonish and follow the theme of each level very well. There are four large and of level guardians and enough obstacles to keep you occupied for weeks. Furthermore there's a simultaneous two player option. It's not a re-release but an original product with the polish and playability normally associated with full price games.

FRAME RATE

Three quid for this is an absolute given away. It's encouraging that a product this good can be released at budget price. I hope CodeMasters make loads of cash out of this, and then plough the money back in to maintaining this standard of budget software.

CJ'S ELEPHANT ANTICS

88%

R-TYPE

Hi Squad, £5.99 cassette

Do I really have to say anything about this game? Those of you who have heard of R-Type (and that should be pretty much everyone) will know that it's one of the all time classic shoot 'em ups. Everything is there: multiple enemy waves, huge end-of-level guardians and more power ups than I've

had hot dinners. So it must be a Barker, right? Wrong, very wrong. Yes all the features are there, and yes the graphics and sound are glorious but really the game is outrageously difficult to play - far more difficult than the coin-op equivalent.

The finer details of the gameplay, such as the amount of enemy bullets on screen or amount of damage inflicted by shots, bear little resemblance to the original which is an absolute crime. Not only that, but the added pain of a randomly deposited and down out leader (three separate leads to get going, and then two re-leads when you die on level seven) makes this definitely one to avoid.

If you like waiting ten minutes while it loads followed by three seconds of play before dying, then give it a go.

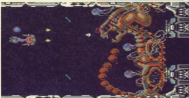


FRAME RATE...

An outrageously cheap leader added and control by decreasingly difficult play means C&H owners have missed out on one of the all time classics.

R-TYPE

40%



The game's first level R-Type quantities. Looks great, but it's unfortunately almost impossible to tell. You should be able to finish him off with your shots, but the C&H boss seems immune...



Poor old CJ comes a cropper up against the first and all level guardians. There's a little a little. Goodness, if Peter's in France, you're dead - Eds

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JACK ATTACK

COMMODORE

Released: May 1985

Availability: Deleted

For as long as he's been a round, ball-shaped thingy, Jack's enjoyed squashing other round ball-shaped things and they've enjoyed squashing him. By tapping about screens upon simple screens of blocks, Jack has to manipulate blocks, jump over ledges and slice with disappearing floors. No sophisticated graphics, no fancy sound, just lashings of addictive gameplay which grows on you: a plain and simple classic.



People have often wondered whether Jack Attack was a dig at Commodore's boss, Jack Tramiel, now Atari's boss. Surely not!

KORONIS RIFT

LUCASFILM/ACTIVISION

Released: December 1985

Availability: Deleted

Koronis isn't the kind of planet you'd pick for your dream holiday. It's ugly, bleak and miserable but it's also covered in spaceships stuffed with valuable techno-waste – the stuff that makes people rich. Equipped with Encyclopaedia Galactica, Surface Rover and Robot-Tech, brood you set out to make your fortune. Will you succeed or will the guardian monsters turn you into tin cans? Brilliantly



Another overwrought sci-fi will go. This robot mines in your orbital spaceways, taking apart the wreckage to use in its warlike

Continuing our drooling delineation of the 100 best and worst games on the good ol' 64, Gordon Houghton secretes slobber over the letters J-P, skipping Q without a care

grim facial landscapes, highly detailed on-board graphics and a whole catalogue of guardian ships enhance Koronis's already complex gameplay with a highly changed atmosphere. If you see it, grab it.



LAST NINJA 2

SYSTEM 3

Released: September 1986

Availability: Deleted. An

enhanced version, Ninja Renji has just been released in £9.99 cassette and £14.99 disk.

Ever fancied wearing black, all over and beating down shades of shogun out of guys called Karate? Well, you've had your chance ever since. The Last Ninja turned out not to have been the last one at all and spawned a sequel. It features highly detailed graphics, a whole selection of attack poses and a host of well-animated action, a fab-combo of arcade-adventure and kung fu.

LEE ENFIELD IN THE TOURNAMENT OF DEATH

INFO-GAMES

Released: June 1987

Availability: Deleted

Lee Enfield may be a title but our hero, a garish stick insect masquerading as a knight, is armed with nothing more substantial than a pair of scowly-looking fists. Moral music, scowly graphics and a display which takes up approximately a quarter of the screen just about wraps this one up. A classic gubbler.

LITTLE COMPUTER PEOPLE DISCOVERY KIT

ACTIVISION

Released: November 1985

Availability: Virgin £2.99

A little computer person is the ideal pet. He wanders around his own little house, plays

words and responds when you tell him water containers, send him records, write him letters or play cards. Little Computer People may not be the greatest thing in long-term entertainment but it is one of the most amusing games you'll ever play.

LORDS OF MIDNIGHT

BEYOND

Released: May 1985

Availability: Deleted

One of the greatest 64 strategy wargames, Lords Of Midnight features no less than 4,000 locations and revolves around the actions of two main characters, Luxor and Morlin, in their quest to defeat the nasty, mustache-twirling Doomdark. At the time, the four main types of command (VIEW, MOVE, TALK, CHOCOLATE) allowed unprecedented strategic flexibility but nowadays they do appear a little limited. For sheer atmosphere, a whole lot of black territories and a feeling of battling against terrible odds, Lords Of Midnight remains unmatched.



MANIAC MANSION

Lucasfilm/US Gold

Released: December 1987

Availability: £14.99 (also only) direct from US Gold, or at selected software shops

A mad scientist, six lost skulls, a radioactive swimming pool and an angry purple tentacle



So, this is Maniac Mansion. Don't know about the name but the folks look more human than they did in Koronis Rift.

made up the first of Lucasfilm's adventure games. The format is now familiar: menu commands in the bottom half of the screen and spelling action sequences in the top half were used to solve puzzles and unravel the mystery of why dastardly Dr Frost captured and imprisoned the poet and poetess Sandy, with three different characters to play, an easy control system and brilliant humor throughout. This is that old cliché — a game that hasn't aged.

MANIC MINER

SOFTWARE PROJECTS

Released: August 1994

Availability: Mastertronic, £2.99

Some people think this is still one of the most botanically-plethora around, some think it's rubbish — either way it's a classic. *Manic Miner* (able to star in *Just for Laughs*) has discovered (until now) its ingenious covers beneath Surface — but there's a catch. All that glitters is guaranteed by a word assortment of subterranean denizens, including the weird Eugene, some flying toads and an upright fish, while this boots down to its 20 levels of single-screen leap and dodge action. Well, isn't the wildest character around, so precise timing and pixel-perfect positioning are needed. It's tough, it's colorful, and it's still worth a gander.

MERCENARY

NOVAGEN

Released: March 1995

Availability: Deleted. Was available in a double pack with *Second City* (the sequel to *Mercenary*).

Like all Paul Winkler games, this was way ahead of its time. Very few products can match the quality of its super-smooth vector graphics or the depth of its gameplay — a huge city packed with buildings and labyrinthine underground complexes. Your ship *Protonium* has crash-landed on Targ, a mostly barren world once inhabited by the Pelyns but now ruled by their enemies, the Geo-robots. Mechanisms. Always one to exploit a conflict, you recognized that there's a deal to be made as a mercenary for both sides. The wealth of detail and rapid pace get you hooked immediately, and there's enough to keep you occupied for weeks — if you see it, buy it.

MICROPROSE SOCCER

MICROPROSE

Released: December 1988

Availability: £14.95 (DOS), £18.95 (Mac)

Still the cold fury game on the 86, this is also the wildest. It is, in fact, not one but two (sort of) 'real' soccer simulators: traditional 'British Midland'-style footy played on a big pitch, and American rules on a side. The two playing fun is viewed from overhead and



Storage rules and a strange game but Microprose Soccer is where it's at if you have fantasies of joining the England squad

the ball sticks to the feet! It can be played as a friendly, a 10-team league or even a World Cup tournament. You can tackle, dribble, volley, do overhead kicks, chips and banana shots — all in a variety of weather conditions. And if the music doesn't tempt you guffawing, God don't give you laughing gas.

MONTEZUMA'S REVENGE

DATARATI

Released: December 1988

Availability: Deleted

Parana Joe, a poor man's Indiana Jones, has discovered nine caverns brimming with gemstones the size of very large gemstones. If he could pick them all up he'd be a very rich, plucky, equal computer character indeed: but he has two hazzards to overcome. First, the caves are full of rolling boulders, skulls, poisonous spiders and other unwholesome underground apes. Worse than this however is the terrain: invisible chain-gates, bridges that disappear, sudden drops, doors that



A brilliant example of how dangerous, Montezuma's Revenge has a fantastic subgame sequence where Monty falls through a massive treasure hoard

need keys to open, and fiery pits. All these obstacles spell death — but the rewards are incredible. Just like this game, it's fast.

MONTY ON THE RUN

GREMLIN

Released: October 1989

Availability: Kixx, £2.99

Who would have guessed that a mere male named Monty would have spawned five games, a possible cartoon series, and a distinct way of communicating out of trouble? This is the second in the series and arguably the best. All screens of platform action with bags of puzzles to solve, tiny traps and some of the weirdest noises you'll find any-

where (alarm clocks with wings?). Gasp at the brilliant Frog Hubbard soundtrack, say 'oooh' to the playability, and groan because of the toughness. Above all, buy it.

MYTH

SYSTEM 3

Released: December 1995

Availability: Eye 3, £9.99 (DOS), £14.99 (Mac)

There is a fifth dimension beyond that which is known to man. Unfortunately your character has just stepped into it. It takes him back to multiple lands of myth and magic from Hades to the Yings — and to get back to terrestrial he has to travel through them all. It's a world of colour, a world of superbly realistic animation and fantastic creatures to combat — and it's a world you should get your hands on.



EBULUS

NEWTON

Released: December 1987

Availability: On the Heat Wave

completions, £12.99 (DOS), £17.99 (Mac)

Pogo is no ordinary Scimitar warrior: he's a slummy little green leprechaun with a good sense of humour. He's also an employee of Destructo



Madness, in all its fiery glory, is only available on a computer now, but it's worth getting hold of for the amazing graphics

Inc, who've just been given a contract to destroy eight towers in the middle of the sea. The only way to dismantle them is by negotiating platforms, lifts, steps and doors — and plenty of creatures. Once a tower is flattened, Pogo goes to the next one in submarine, catching fish for bonus pay. Platform action at its finest, with relational scrolling which has to be seen to be believed.



PARADROID

NEWTON

Released: November 1989

A reliability: The original is now deleted. *Fast Paradroid* was available as a double-pack with *Orion*, *Heavy Metal Paradroid* (the smoothest and most colourful version) is on the Mac-5 label, £2.99

On a fabled trip to Beta City, a fleet of Robot-Fighters was bombarded with radioactive beams. This sent the robots on board haywire: they killed the human crew and are now going the ships into enemy territory. Only a prototype robot Influxor Device can save the day: it's able to control mechanisms for long enough to shut them down, and can use its host's weaponry to destroy other robots. Five words sum it up: smooth, long-lasting and incredibly playable.



GO WILLY!



No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Told and the next I'm having breakfast delousing my armpits. I can't walk a step without tripping over my knuckles and, oh, there's an everchanging rise - time to swing out sister! But my broken heart is going ape. My beloved Wilo (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

The arcade sensation by Fabrick Inc. is now available for your screen.

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COMMODORE CARTRIDGE
ATARI ST . AMIGA

The result of a quick knee-slapper between Satan and Sauron, Aganimator was destined to be evil. After sticking pins in a few old maps to "blessed-to-protect his wicked ways" in Blotter, he did just about the most peaceful thing that ever came to him.

Not even to paint their pieces peacefully, the Balenians replied. Aganimator summoned a gang of demon princes to guard him against future attacks. Long ago, in a game called *Crush!*, those were destroyed by a bold mage-cum-hard man.

Now Aganimator has built a tower with deeper and darker levels, full of monstrous



Beats you're collected all the keys on level one, only gently and skip across the water to the statue leading down to level two.

visions, mazes and puzzles. The aim is still the same: you have to subdue the demon or die in the attempt. Hidden doors, invisible paths, trap doors and poison chests threaten you at every turn, but there are also chests containing powerful magic which you can use against your foe.

Your character is a fat stumpy but his legs can knock up a fair turn of speed — enough to escape most enemies or



This is where the previously collected keys prove their worth. Much of here is a maze containing treasures, weapons and beasts galore.

Each safely behind obstacles, Aganimator's spawn are on the whole a pretty stupid bunch of things that go "wooooo" in the night. They can regenerate and home in on you, but are easily dispatched or avoided.

If the action gets really tough, you've got an effective range of spells (see box), and the ability to regain strength by standing on Energy Carpets (these look like the lightning

WARLOCK

THE A

First there was
Druid. Then came
Enlightenment
(naturally). Now

the blue-robed hero of yore returns to demolish more demons, courtesy of Millennium



The beloved energy pad. Whenever it looks like you're going to come to a sticky end, just sit, stand on it and your energy is replenished.

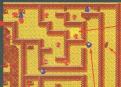


Having just "powered up" the Warlock has rolled a chest and is currently employed in killing a blob with his lightning bolt.

Where am I?

With several towers placed together, you can use for yourself just how big and nasty this second level really is.

This building tower you're extremely cautious. Warlocks can cross it, but at great expense to his energy level.



A treasure chest. To open one Warlock merely has to stand in front of it. All manner of goodies lie inside, but once opened, a chest cannot be plundered again.

Warlock himself, looking decidedly beat and... or... not a little beat.

A sparkling Energy carpet level waiting to revitalize a flapping Warlock. You can sit there as often as you like.

This is an energy system. It looks just like your ordinary chair, but because his advances for they are actual.



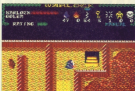
This is what you find inside a chest. It's a lot, isn't it? If not, choose the item which you are about to sit on.



There's loads of booty on level two. There are also loads of monsters on frequent trips to the energy pads are vital.



Since, it's a strategy, it's notched level items. It can be hard before enemies in handy to up in and out of levels and you feel confident enough to progress. Don't hang about for too long though.



Since, it's a strategy, it's notched level items. It can be hard before enemies in handy to up in and out of levels and you feel confident enough to progress. Don't hang about for too long though.

effects. It's a 100 disc. The most unusual spell is the ability to generate and control a clay golem. This creature can be manipulated in solo mode (with limited but adequate command), or by a second human player. This option is what makes the game so much fun to play: with a friend directing your golem, things don't always turn out as they should...
 Doubt and its sequel Brightsword were both excellent games, but are

now a bit long in the tooth - and the third instalment in the series isn't radically different from either. At first it doesn't even look much of an improvement over its predecessors, but as you progress deeper and deeper into the later levels, its qualities become obvious. The range of traps and tricks is hardly devices. The enemies just keep get-

ting tougher, and one false move leads to a wall-bounce - if you can survive level 5 without leaving your hair out, then you certainly deserve a medal.
 If you enjoyed either of the predecessors, you'll love this. It plays like a board game, with more puzzles and unusual traps. Two-player mode is particularly good, but even as a solo player you'll have hours of enjoyment figuring out all the traps and annihilating your enemies. It's challenging, frustrating and a lot of fun.

The aim is still the same, you have to nobble the demon or die in the attempt

WARRIOR AVENGER

That's magic

A druid without spells is like fairy tale Elephant: he might as well just pack his trunk and say goodbye to the world of high adventure. Luckily, our hero in a hat-and is armed to his horse-hair underpants with magic aplenty. Our blue-

robed buddy only has a limited number of each type of spell to start with but, as he checks out the treasure chests the adorn the dungeons, he can find supplies of all the different spells. In fact, he's positively spoiled for choice.



WATER BOLT - The most widespread but weakest spell. Useful against monsters just out of their supplies or outposts.



FIRE BOLT - A medium-strength weapon for medium-strength opponents. Good for warming up most situations.



ELECTRICITY BOLT - The best hand-ventilated spell of the lot, this is also the most limited in supply. So you've either got the power or you haven't.



PARASITE MONSTERS - Momentarily freezes all monsters on screen, allowing you to break their ranks and laugh loudly in their faces.



GOLEM - A clay creature with its own health meter. The Golem is useful for lolly-fencing the bad guys you'd rather not waste your time on.



CHAOS - Destroys all enemies in view for a period of ten seconds and replenishes the druid's energy and destroys demons. It's a slinder

Game	Warlock
Publisher	Millennium
Cassette	£10.99
Disk	£15.99

POWER RATING

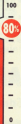
THE DOWNERS...

- Keyboard and joystick isn't ideal
- Screen isn't all that big and the border takes up proportionally

THE UPSERS

- Eight tough levels - some of the latter ones will have you scratching your eyebrows
- A complex world around every corner. The frequency of monsters depends on how you play
- Colorful backgrounds lead a different atmosphere in every level
- Plenty of tricks to keep you scratching your head
- Great two player option
- Opponents are nicely controlled and very tough
- Spells to give the ghastly the willies

...AND THE UPSERS



REASONS TO BE C

Simply irresistible! Not one but two

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GREMLINS 2

Several years have passed since the grimeless last movie shot and Glorco has returned to his old master in *New York's Chromosome*. But the old man dies and Glorco says there is to be a business complex containing offices, shops and such like. Glorco is held prisoner in a lab but his old friend Billy discovers him and puts him safely away in his office drawer. Meanwhile, to day he escapes, accidentally multiplies and kills more grimeless in the lab. As Billy you must rid the complex of creatures before mid night when they can rampage throughout the office of New York City (not such a terrible prospect really - huh).

The game is of the platform type, in which the screen doesn't scroll but flips each time you exit either side or above and below. This may not sound very impressive but each screen has a very tight pattern of enemy attacks and constitutes a unique challenge.

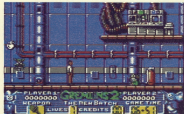
Elite are back with a new batch of troublesome terrors wrought from the fevered mind of a Hollywood film maker. Our furry reviewer is fed after midnight so he can craftily connect this report. No, wait! Don't shed too much light on it -

uh oh...



something that just wouldn't be possible if the system worked.

Billy can crouch, jump, walk right and left and fire. The firing type depends on the weapon you're carrying. There's the Tormenter Shotgun which releases a volley of rather fat but only reaches over a short range. There are four types of torch which range from the easily stolen blow torch to the two-way



There are heads of things going on here. The white tube on the left is a harmonic weapon. It's good for short-range shots but that's about it. The gramin on the left is Pogo. Impossible to avoid so you'll have to shoot him. The one on the right is Buffy. He won't sit still for very long. If you hang about he'll set off a light ball and power towards you with uttering a scream. Get a quickfire combination (it's only the first screen of four) and

Gremlin gizmos

[illegible]

This is the default weapon selection screen from the end of level two. Regardless of which weapons you pick up along the way, when you die you'll always be left with the default weapons. At the start of the game it's the coolest stuff left at this point you can have! However, up a bit. Choosing the telephones at first seems like a good idea as it's vital for the completion of level three and by level four it proves useless. In level of this, it's a waste of time in the Two-Week Game... it's not an effort!



That kitchen (top right) would be useful but still may need to avoid the hooding, gravel

image torch which fires three shots in front and behind. The telephone fires in an arc, so is only good for long-distance shooting. The triadec is a good all rounder, while the boomarang is fast firing, and unobtrusive.

You'll find these weapons clustered around the play area but it's not always what is called them as their are you use them as it may jeopardize your chances of completing a quest later on in the level.

The gumbies' formations are brilliantly done. While they are small they are also minutely detailed and well animated. There are eight types in all each moving and attacking in a different way. Daffy curls into a ball and rolls into it. Montana throws things at you. Electric appears from plug sockets and shocks you. George flops quite path into you from above. Lenny also throws things. Pogo rides a pogo stick and moves very quickly. Skateboard (surfer, surprise) rides a skateboard and runs you over and last but not least is Bungee! (good name) jumps whose powerful bungee knees kill on contact. Because their movements are so erratic and further, because so many appear at once, the action can get massively frantic in some of the screens.

The overall aim is to collect a complete item from each of the five levels. The item appears as an icon with the letter Q on it and is often found in the most inaccessible places. But with the item collected you must make your way to the lift which transports you to the next level.

Other issues are distilled around which the world's major media organizations have gathered:



The gremlin bashed the desk (top left) in George. The flowers indicate as you and more often than not, you are in a room.



points, extra lives, time and Florida-Gismo. The latter is mostly your little furry friend who, in an unlikely combination of bravery, perseverance and self-sacrifice, helps to kill some of the gremlins. Good ol' G, eh?



Occasionally, when you shoot a gremlin, a bubble appears. If you collect it, it acts as a credit for the shop at the end of level two. Immediate jump? No. Leap right now you'll land on a pit which will help you get the moon.



Wiping out for a breath of fresh air cannot be a good idea at the time. Marrying longingly at the moon will achieve nothing but certain death. The bubble is a freshly killed gremlin and, when collected, will furnish you with credits for use in the shop.

Here you can choose your default weapon for the rest of the game. Whenever you get killed this is the item you'll start off with.

Graphically, *Gremlins 2* is a treat. The backgrounds are of a very high standard and largely atmospheric. The sprites are varied, detailed and highly cartoon – except for Billy's sprite. It's bloody and really rather crap. *Gremlins 2* is challenging and there are several puzzles to solve but in the main it's all a little too difficult, frustrating in fact. There's also a lack of variety between levels, making it a bit repetitive.

ANDY



Game	Gremlins 2
Publisher	Elite
Cassette	£9.99
Disk	£12.99

POWER RATING

THE DOWNERS...

- Billy's sprite looks dreadful and lies down the rest of the graphics.
- Not much variety between levels – the repetition gets to you.
- It can get incredibly frustrating, especially when a gremlin kills you right at the edge of the screen.

100

69%

- Atmosphere and nicely drawn backgrounds.
- The gremlin sprites are rich in detail and animated with real class.
- Eight very different gremlin types add to the excitement.
- A puzzle-solving element adds to the overall effort.
- The levels are fairly big and are always very busy.

...AND THE UPPIERS

0

Pulling a few Gs



The G key is the key to level completion. Collecting it prompts this satisfying screen.

It's a still, quiet night at Boddy Manor. Suddenly there's a pinging scream (LAAAAAAAA), a thump (thump), and the sound of running feet (pound, pound, pound). Moments later life (Boddy is found) face down in a pool of blood. Whodunnit? Where? And how?

The classic game *Cluedo* has been a hit since 1949, was turned into a truly awful TV series last year and has already inspired one *Commissioner*. So why, you may ask, are they doing another?

Up to ten players can take part in any mixture of humans and computer. A complete set of notes is automatically kept for each person, with items listed off as they're eliminated. You can look at your cards whenever it's your turn.

There's no denying that *Master Detective* is a fast, slick, and user-friendly conversion but if you're playing with



A cool Agatha Christie would be proud of but there's not a twinkle in sight. From this screen, you may choose who you're going to play. Having ten players taking turns on a computer sounds a bit unexciting though.

CLUEDO MASTER DETECTIVE

cool? The answer is that this is *Cluedo Master Detective*, an enhanced American version that isn't even available over here as a board game. It's got six more rooms, five extra weapons, four extra suspects and a totally different floor-plan (which is a bit difficult to distinguish on screen) but the rest is mostly more of the same: you roll the dice and you make your move. When you enter a room you make a suggestion (Miss Peach, in the Fountain with the Handaxe) and the other players show you their cards. If you land on one of the nine non-Swing spaces you can steal a peek at one of your opponent's cards.

Even with the added bonus of the new layout, the atmosphere isn't the same; it's just not practical to have everybody turning away from the screen when someone wants to look at their cards.

For a solo Sherlock Holmes there's more potential: you can play it whenever you like, your opponents never argue and you'll never lose any of the little plastic bits that end up being recovered after playing the board game. The only trouble with this computerized version is, it's too easy to win. So far I've beaten *Cluedo Master Detective* on the highest difficulty level every single time. That is the truth, sleuth.



Power old detective Mr White has an unnecessary finger pointed in his direction but in this case the evidence isn't strong enough. Back to the drawing board...

Game	Cluedo
Publisher	Virgin
Cassette	£9.99
Disk	£12.99

POWER RATING

THE DOWNSIDES...

- Board graphics are a little difficult to distinguish
- Impacted with more than one player
- Flipping between your cards and the board can be fiddly
- Computer opposition on all three difficulty levels is too easy to beat

KAT

100

—

—

—

68%

- More suspects, rooms and weapons than the original
- Fun for solo players
- The computer works really nicely to show
- Really nice game option
- Microcharts can be printed as required
- Really computer players
- Really smart score came from a computer player

...AND THE UPPIERS

0



The board is considerably expanded and improved in *Cluedo Master Detective* but with ten characters, playing the game on this old board would have led to considerable competition. Unfortunately, the graphics, though colourful, are still fairly and crowded. It would be a real shame if you missed a clue as a result.

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FLIGHT OF FANTASY

Signs of recovery in the corporate sector followed from strengthening demand. Indeed, within a relatively short time, the economy had begun to grow again, and the price level rose. The average rate of inflation was around 10% in 1982, and 15% in 1983. The unemployment rate fell from 10.5% in 1982 to 9.5% in 1983, and the rate of interest fell from 12% to 10%.

100

The high-profile questions regarding the use of the Internet for drug delivery are answered. Issues of security, privacy, access, and regulation are discussed. The author also discusses the potential for the use of the Internet for drug delivery and the challenges that must be overcome.

100

...in several states, such as with state-owned enterprises that cannot be privatised and in the former Soviet Union, where state-owned enterprises are to be sold to private companies. In the United States, the government is not allowed to own any business, and the private sector is not allowed to own any business.

100

[illegible]

100

The education department will also have to get serious with the state's universities, which themselves are increasingly becoming more central in the state's economic future. The state is looking to attract high-tech jobs, and the universities are the primary source of the research and development that will drive that growth.

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[illegible]



Here we are qualifying for that all important French Grand Prix and, would you believe it, the track is as wet as a two-hour old baby's nappy. Never mind, we got the green light and give it everything we've got



Of course, once the weather improves (and Tom Dobb and Ayrton Senna he's a world class formula one driver). These Sunday drivers won't last the distance

SUPER MOND GRAND PRIX

There's more to formula one than polluting the atmosphere and looking cool in a balaclava. You've got to be fast, you've got to be tough and, when it comes down to it, you're really got to be able to drive. If one or all of these sounds just a touch too hard, don't despair — Super Monaco Grand Prix is here.

As a matter of fact the car's already been around for years. What with it being a great big spinning machine, with mega-realistic graphics, shiny pedals, funny dials and a Wham and Dave turn table, it didn't need more than the one Grand Prix circuit. Because the 64 isn't quite capable of the same stunning graphics, the conversion

Another Sega coin op classic gets the US Gold treatment. Our reviewer takes up position on the grid and aims for the chequered flag. But does it end in the pits?

comes with not one, not two, but four brand new tracks. Your reward, if you do well enough in France, Brazil and Spain is a chance to have a go at the Monaco track. And all the courses can be driven in the day or the night.

Transmission is manual or automatic by choice and there's a qualifying stage before each circuit. At this point your main task is to secure a decent starting position for the race itself — anything from pole position, right down to number 11 on the grid is possible —

Prix tax

- Grand Prix races cover a minimum distance of 100 miles and a maximum of 130 miles within a time limit of two hours.
- Formula 1 cars are single-seaters with up to 3000cc or boosted 1500cc engines.
- The petrol tank capacity of a Formula 1 car is limited to 80 gallons.
- Turbo cars were banned from World Championship Grand Prix racing in 1988.
- The fastest overall average speed clocked up in a Grand Prix race is 263.42km/h.
- The fastest qualifying lap was completed in 1 minute 39.56 seconds by Niki Lauda at Silverstone in 1981.
- The closest finish to a Grand Prix race occurred when Ayrton Senna beat Nigel Mansell by 0.014 seconds.
- The man with the most Grand Prix points and the most Grand Prix victories is Ayrton Senna.
- Ferrari have won more Grand Prix World Championships than any other car manufacturer.



Priority also may be for this poor girl looks like she used to work as a crash barrier at Formula 1 races. She's got a few details that could do with knocking out, that's for sure

Turbo-powered super streamlined hard drive's COMMODORE FORMAT 7, April 1991



Only 33-43 seconds into the first lap and we're already reached a 100mph. Oh, and only monospace driving was always like this. Aren't we on a motorway, OK, etc... apparently we're in Brazil!



Brilliant! No problems. One of the best features of Super Monaco Grand Prix is the data that appears in your view as you don't have to glance down the screen. Mind you, that rear view mirror is distracting

MONACO GRAND PRIX

and as there's no real opposition, you should be able to do reasonably well.

The races proper get distinctly tougher as you go. You have to finish in at least 7th place in France, 8th in Brazil and 3rd in Spain, so winning the Monaco diry might take longer than expected! Failure to make

it you're looking for this, forget it. Unlike the coin-up, there's nothing in the way of games to keep you entertained - just racing. The presentation is minimal, the title alone consists of a loop about two bars long, the in-game sound is negligible and the graphics are functional, if a little sparse.

However, if it's saving action you're after Super Monaco Grand Prix does deliver. And if you must buy it, buy it for the speed and the testability, not because you fancy a copy of the coin-up - you'll only be disappointed, especially in the face of competition like Turbo Out Run or Lotus Esprit Turbo Challenge.

RAT



This is what it all comes down to. Play the game a couple of times and you'll be seeing that tenth of a second you missed

the grade in any race and it's right back to qualifying for the very first race.

Amazingly there are no circuit maps to look at either during or before an event but you do get a rear view mirror to keep an eye on what's coming up behind. And boy, do you need it: the only way to stop the opposition from overtaking on the straight is to get in their way! For your part, you can only overtake on bends. Depending on how you look at it this either makes the game play pleasantly hard or plainly difficult. Either way, it's frustrating to have the slowest car on the grid.



As you can see from this control screen, you're not stuck for joystick options when you play Super Monaco Grand Prix. Your every whim is catered for

Game	Super Monaco GP
Publisher	US Gold
Cassette	£18.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Crude background graphics
- Lack of an on-screen course map is a bit disappointing
- A bit tough to see with, and the sudden death system is annoying

100

-

78%

- Tough courses guarantee testability
- Good choice of manual or auto gear systems
- Comprehensive opponents are hard nuts to crack
- Smooth road movement and 3D update provide a novel sensation of speed
- More circuits than the original video
- Rear-view mirror adds atmosphere to the action
- Great sound effect

...AND THE UPPIERS

0

The Mighty Brain

How did the Universe be do TV newsreaders new paper planes out of their end of a bulletin? Th the kinds of questions h minds are not equipped answer, so they ask The Mighty Brain, Commodore 30 Monmouth Street, Bn WARP SPEED AHEAD

Dear Mighty Brain

How about answering my questions mate?

- 1) How do you erase a file from a disk if it was saved using the WARP+DS option on the Action Replay cartridge?
- 2) Was there a mistake in the program sent in by Ian Guffy to help align the astroph heads in the CPM unit?
- 3) Why do 87.4% (I checked) of the people who write, take the midday? I mean, you can't help being a boaster, shiny little brain who constantly swims in Maggard liquid, can you?
- 4) Can you recommend any music making software for the C64?
- 5) Are you related to Michael Prime?

David Lewis, Kent

- 1) The WARP+DS command saves data in a strange format which is not-compatible with the C64's DOS commands, therefore it's impossible to erase a single file from the C64's BASIC screen. However, since it's easier to use WARP files and normal 80 files on the same disk, the easiest way of getting rid of a WARP+DS file is to erase the whole disk by formatting it.
- 2) Err... well - yes. The head alignment program had a memory mislatch. (Line DS should have read C=0) POW! (and I'd TO at last). The dreadful Cymex monster has been severely reprimanded for his foolish error.
- 3) Probably because 87.4% of our readers are hospital food...
- 4) Leaving MCR programs aside, the two to go for are Finbar's Advanced Music Systems



son disk preferably which is bundled with Data's MIDI interface, and Electrowind 60 from Olympus. If you find these going cheap anywhere, buy them - they'll keep you busy for years. And by the way, if the pro-

grammer of Electrowind is out there, get in touch with us...

So OK, excuse me while I laugh myself into a parallel dimension.

TMB

YOU WOULDN'T LET IT LIE...

These idiots in editorial cut me off in the prime of my reply to Scott Leach's Brain Grubler letter last month. Just in case anyone was interested, here's my answer to Scott's criticisms of our reviewing system...

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

The rating system though, 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 screenshots (and you'll be seeing more and more over the coming months) and you can sometimes actually hear music and sound effects on our cover tape demos - we could never do this justice if we just rated them with ink and paper. What we do attempt to do is describe them as accurately as possible.

Rating sound like sound in the rating itself is a different matter. It's such a subjective thing: some people might

think that the soundtrack for Delta is the best thing about Delta, while others think it's as entertaining as almost anything. If we think the soundtrack is outstanding (either outstandingly good or bad) we'll say so. But let's face it, saying decisions should be made on the strength of playability. And that's what our Power Play does: it tells you if the game is worth buying. Any title that gains over 50% 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 multiple reviewers doesn't work.

These points you mention sound like you want us to be the same as a certain other Commodore magazine. Our review system isn't designed to be different - it is designed to be better. If other readers feel strongly about this write in and tell me!

TMB

OCEAN SOFTWARE?

Dear Mighty Brain

Can you answer my three questions please?
1) My friends and I want to form a software company, but we don't know what to call it. We've decided on Atlantic Software, but is there such a company already?

2) Does Roger Frimars appear in his own computer game?

3) How do you program using a joystick?
Garry Gates, Daniel Zaccarelli, & Stephendine, James Halsey
West Yorkshire

1) There's no-one called Atlantic, but there is a budget house called Atlantic and it's owned company with the Atlantic logo, so I'd play it safe and call yourselves Brainsoft or something interesting like that.

2) Mr. Hammer, to show appear on the cover of *Outblaster*? I'll give you that permission of his name and dad. Anyone wanting to write a Roger Frimars budget game should contact his agent. That's his job, by the way.

3) I presume you're having trouble incorporating joystick commands into programs of your own. The C64 has two nine-pin joystick ports, which are connected to the 6526 Complex Interface Adapter (CIA) chip. This chip has 16 registers in memory locations \$B000 to \$B00F (\$B000 to \$B00F). Data for port 2 appears at location \$B001 (\$B001) and data for port 1 at \$B000 (\$B000).

The five joystick switches relate to the five lower bits in the locations \$B000 and \$B001, where bit 0 is triggered for 'up', bit 1 for 'down', bit 2 for 'left', bit 3 for 'right' and bit 4 for 'fire'. Each bit is set to 1 when a switch is pressed and 0 when it is not. So, all you have to do is take a PEEK at the values in locations \$B000 for \$B001 depending which port you've plugged into and use the values to determine where the joystick is pointing. I'll leave the rest up to you!

TMB

POWER PACKED CARTRIDGE

Dear Mighty Brain

I have a few questions to ask you about Action Replay and game carts:

1) If I had an Action Replay cart could I turn off my computer and come back the next day and play a game right away?

2) Can an Action Replay cart be used on multi-load games so that each level will have to be loaded only once?
3) Will the CP PowerPack ever be out so that C64 console owners can play the games as well?

4) Will there ever be budget carts, and if so how much will they cost?

Gwyn O'Sullivan, Ebbwasi

1) Not really. Once you turn off your C64 that's it - game over. What you can do, though, is back up your game at the position



RUPERT THE FRIDGE

Dear Mighty Brain

I'm hoping your knowledge of all things goes back years, for I come to you all these questions in the hope that you can enlighten me.

1) Is there any chance of obtaining a game about four years old called *Invader* about Rupert And The Ice Castle on the C64? I think these are the correct titles, but I don't know the publishers.

2) When will *Murder* be available on the C64?

3) When will *Escape From Coddle* be available on the C64?

4) Have you any hints, tips, cheats or maps for *Egypt*? *The Temple of Apollon* Trilogy, is

THE EUROPEAN

Has Mighty Brain?

Can't I'm feeling rather European today. Here are some questions which comply to European guidelines which came into force in 1989.

1) The end of level 2 on *Alien Dangerous* is getting up my European friend. Avenge us! PEKKE or maps to help?

2) What is the best C64 fight sim available and how many boxes will it cost (in English quid)?

3) Have you shot the artist who made you look like a lout in a jar in *Q*bert*?

4) Are *Hollywood Collection*, *Wheels Of Fire* and *Garry Collection* any good?

5) Have you got a PC68 for *Virgin's Money* (what)?

6) What are those wires which are attached to your person? Are they European by any chance?

Please print this letter, which sets the standards for other European letters, to follow.

St. Mirren, Kent

1) This won't help you get past the end of the level, but trying PLAY0000700 on the high score table allows you to start again from the last level you reached.

2) There are plenty of fight sims avail-

able for the C64, including such notables as *Maneater's* a *Quincy* and *Project Stealth Fighter*, *South Mission* from *Softlogic* and *Digital Integers's* *F-15 Combat Pilot*. As to the quality of each, it really depends whether you want to be scored and look at the scenery (like *Fight Pilot*), or just *Sublogic* or simply what amount of shoot things (or *Space Invaders*), it's all terribly confusing and I think it's time we did a round up of all the available fight sims, don't you?

3) I thought I needed rather stuffy! Just gone to sleep...

4) The *Hollywood Collection* is a stellar thanks to *Batman*, *Indiana Jones* and *The Last Crusade*, *Polserap* and *Glennquers* 5. The *Disco Collection* is at right as long as you like the *Disco* arcade adventure games. *Wheels Of Fire* is the weakest of the lot, with only four alien, changing from the very easy *Turbo Out Run* to the utterly dismal *Hard Drive*.

5) Well, if you want a little bit of help, try typing 00000000 on the high score table to restart the game on the last level reached. If want lots of help just have an Action Replay cart load in our amazing PC68 to boot!

6) Get it? It's this, isn't? Er... no.

TMB

I'm in desperate need of help.

5) Are there any plans for *Risk*, the world conquering board game, to be released on C64 soon?

6) Could you recommend some puzzle games that aren't easy to do, like *Polis*, *Plunder* etc?

Please do your best, as you always do, to answer my questions. One last word! I'd like to say *Risk* isn't utterly brilliant and so original I rate it the best budget game ever. *Murphy's Big, Bogrot*

1) *Rupert And The Ice Castle* was the sequel to *Martin Walker's Rupert And The Toyman's Party*, released on the now-defunct Quicksilver label. It's very old and so very good so I wouldn't worry about it too much. As for *The Hidden World* (which *Wank* possibly?) never heard of it. Not on the planet, anyway. They were a good one.

2) *Murder* appeared in a mainstream 80% in C64 and is already available, but only on disk, if you can't think it doesn't try giving 00 Gold a call on 071 388 3388.

3) *Escape From Coddle* (remember this should be in the shops any week now. I'd spoken to Andy 'Gamebuster' Dyer, but he just stared blankly and carried on eating his fish paste sandwich (is that before he time? I think). If anyone out there has tips on the ancient game, write me!

5) A C64 version of *Risk* was released by Leisure Games early in 1989. Leisure Games are now handled by Virgin Games - give me a call on 071 243 1880.

6) He had a couple of decent puzzle games last issue, in the shape of *Chips Challenge* and *Polis*, and Dyer's recent release *Plunder* is also very good. Several board-

seconds of days gone by include incentive's Confusion, Solo Ben released through Mindscape, US Gold's Starcom's Play, and Bonanza from Image Works. They're all classics, but you might have to hunt long and hard to find them.

TMB

64 + 4 = 0

Dear Mighty Brain:

Can you please advise me if there is any way to load Plus4 tapes into a Disk machine? I have a large number of these gathering cobwebs in a cupboard.

Also, when programming and testing on a tape, I find that any spelling mistakes I put on the screen and subsequently correct just to saving still appear spell incorrectly, on the screen, after running the tape. Is there any foolproof method of correcting these errors prior to saving on tape?

Alce-Arne Fugs, Dumbarton

I'm afraid there are major differences between the Disk and the Plus 4. Games and programs written for one machine simply do not work on the other. Mind you, it's possible you could pick up an extremely cheap Plus 4 by viewing computer small ads pages in magazines like *New Computer Express*.

The way to make sure that your program is saved correctly is to enter the save spelling

or numbers and then press Return on each line which has been entered. Once you have finished the saving, make sure you save out the program with a different name to the one you saved previously. That should do the trick. **TMB**

THE MIGHTY EYEBALL

Dear Mighty Brain:

After only two issues the best mag out must have dozens of readers. Nobody could possibly buy a better mag. Frankly the others are not worth the money anyway — you either get half a mag (the other half is Amiga) or a mag thinner than your paper.

Anyway, if you are so smart, answer these questions please!

1) Since you sprayed an eyeball in CDS, does this mean you shall soon grow ears and a mouth?

2) Which came first,

the chicken or the chicken egg? (Say the egg then also laid it? Say the chicken, what did it hatch from? Gotcha now?)



3) The Amiga is in its fourth year and the CDS is its fifth. How much longer will each last?

4) What are the chances of *Double Double* or *Moby Aids* games on the cover tape?

5) Will there be *Beavis* and *Dandy* computer games coming out?

Stuart Watson, Bishopcleeve

1) Depends how I feel: the eye was more of a fiction statement than a vital physical attachment. I wasn't too keen, to tell you the truth and it's now gathering dust in my wardrobe. 2) Since the desire for survival is stronger than the desire to reproduce, the philosophy of survivalism is that, in a strictly theoretical scenario, the chicken came first. Of

course in reality it was neither: dinosaurs and small lumps of clay came first and they gradually evolved into the chicken species — but that's another story altogether.

3) The Amiga is still an infant in computer terms and will be around for many years to come. The CDS?

Well, people have been predicting the demise

of our favourite machine for years — and it's still the biggest selling computer in Britain. 4) There's a pretty good chance that both of these titles might appear on our cover tape — but not for a long while to come, yet! 5) I've not heard of any such games being announced, but if *Beavis* is successful, we may see a flood of new comic domains. If they are to be released, you'll be the first to know. **TMB**

BARGAIN BASEMENT

Dear Mighty Brain:

Please could you answer these questions.

1) I have seen an advert in a Classified Section for an Action Replay Mk. II cartridge for £10.00. Is it worth it or should I buy a recent model? Does it have all the features of the new one?

2) I have also seen an advert for a 1991 disk drive for £65. Is it a bargain or not?

3) Are the following games any good? *P-47 Thunder Bolt*, *It-Out*, *New Zealand Story*, *Jason Spaced* and *Tamron*. **James Colvins, Tyne & Wear**

1) You'll find that the Action Replay Mk II (which has appeared way back in 1989) is the fir high speed disk-tape loading and as a programming tool, although it doesn't boast any of the game-loading features of the Mk II. Don't be surprised if it can't cope with many of the newer games, this can be several years behind the latest game protection technology. 2) Sounds like a bargain to me — assuming that it works all right.

3) They are, in order, average, good, very good, very good and excellent. Superlatives — don't be just love 'em? I do. **TMB**

PIRATES = IE: PRATS

Dear Mighty Brain:

I am writing to you in the hope that you can offer me some advice or direct me into a course of action which may ease my dilemma.

We bought a second hand Commodore 64 for our seven-year-old son for Christmas. The unit is less than a year old and came with a collection of games. As a supplement to this a friend who has the same system caught a collection of games which look tapes for me. Great stuff, so as I thought, I went at this stage confident. But I know absolutely nothing about computers, but certain things have me totally baffled.

1) Some of the tapes won't load at all (both original and copied tapes).

2) Some are difficult to load, taking two or three attempts.

3) Sometimes certain parts of the graphics are scrambled.

4) Some games load OK sometimes then not at all, whilst others perform correctly all the time.

In my futile attempt to rectify this I have duly succeeded in compromising the machine and totally confused myself.

Some whilst said repaired tape head alignment to me (I wish he hadn't!) I had a go at adjusting the tape head — what a hammer, tapes that didn't work now do (only some) and also games. I can understand this but some games still don't load while others always have.

Please help me before my boss explodes through frustration at the savings of a seven-year-old who is beginning to realise that the one-time Supermarket sale could do just about anything to him.

Joking aside I realise that the major factor here is head alignment. Is there a definite way to achieve optimum settings other than trial and error? **M Allen, Northumberland**

First, let me start by saying that you were following the law by accepting these games from your friend. Making copies of commercial software to offer to friends is not illegal; whether for payment or not — is illegal and liable to prosecution and a hefty fine — at least.

Fixing software in this way is generally a bad thing: it reduces sales of games, reduces a company's profits and can damage investment in future titles. So don't do it!

The loading problems you have encountered are, as you said, to do with the head alignment of the tape. The best way to make sure your head is correctly aligned — on the CDS, of course — is to test out and buy a tape head alignment kit (or stick out the inside into section of CDS).

Now you've managed to set-up your tape head to its optimum setting, any games that still don't load are... well... dead. And if they're pirated versions it serves you right. Stick with original games and your problem will disappear. **TMB**

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HOW TO FIND US.....



Maps showing direct routes from the motorway and A5

BACK TO BASIC

Phil South brings you Part 3 of our programming series for beginners. In this explosive installment,

Phil's BASIC thoughts turn to loops, conditions and data. And this month's type-in program unleashes the 64's ability to sing. A one, a two, a one two three four...

Welcome back to the world of beginner BASIC. In this exciting episode (also known as the back, I'll be asking questions later) I'll be looking at conditional and unconditional loops using GOTO and IF THEN, and the use of the FOR NEXT command. And I'll also be looking at the very useful READ and DATA commands. As usual, just tap in all the examples and change them around to see what happens. You can't break the computer, so just have a go.

GOTO LOOPS

The GOTO command is not a Japanese stringed instrument, but a GO TO command. It tells the computer to go to a certain line number, like so:

```
10 PRINT "COMMUNING FURRO?"
20 GOTO 10
```

In this case the computer is being told to print something over and over until you break the program. This is what is known as an infinite loop, as the computer will keep doing this until doomsday or until someone switches the thing off, whichever is the sooner.

Pressing the RESET/STOP key breaks you out of this loop and returns the control of the computer to you. The computer is told to go back to line 10 and when it gets there it sees a command to PRINT something. Then it goes to the GOTO line and is returned back to line 10 and it prints again. And so on until all of us have grey heads. This is called an

Homework Prob No. 3

And now for this month's program for those of you that like to run ahead of the pack. Simple one this time. We're a program in which at least three loops are nested together. Also for the more adventures, try to re-write our Musical Score program so it uses a more efficient loop.

Your letters

As we've mentioned so much BASIC, in this month's column, there's only room for one letter, and it's from Mr R. Chivers of Abington near Wolverhampton.

"I have just read your Back To Basics section and I thought it was good. I'm looking forward to further issues, as I love to be able to write programs on my 64, but the language baffles me. All the books I've seen seem to dive in the deep end and expect you to know it all. Could you tell me any information which might help me understand a bit more on writing programs? Or can you recommend any books which start from the beginning."

I'm glad you're looking forward to further issues Mr Chivers. You'll find it hard to look back on them, anyway! In answer to your question, the best way to learn BASIC is by following a monthly tutorial, good heavens you have one in your hands! Yes, following Back To Basics every month is a good thing, as I'll be explaining everything very carefully so I go along. I know this is a pain, as most

people want to know everything right now. But the best way to learn is to read, think and try out in that order. So have a table in the little living's I print, and try out some of the mini examples too. Try them in, and try to figure out what the command is doing. You can't hurt the 64 by messing about, you know.

On the question of books, there are some very good ones, although none really cover the subject from scratch. But in a while you may need some kind of a reference book to help you follow what I'm saying.

The title manual that comes with the 64 is very good, considering its apparent lack of thickness, and for a better version of that you'll need the Commodore 64 Programmers Guide also by Commodore. Also I'd recommend what we call the C64 owner's bible, namely Programming The Commodore 64 by Rizzo (John Rizzo of it's still in print that is) from Level Publications. And finally of course there is the brilliant illustrating Basic by some bloke called Abobot, which I think is published by Cambridge Press.

unconditional branch command, and this is so because the computer isn't allowed to choose if it wants to go there. It's just told 'get yourself off to line 10'. But there are conditional loops you can do. One of these is called the IF THEN loop.

IF THEN LOOPS

This is a two pronged command, usually split, and it tests if certain circumstances are correct before branching to another line. In this example program:

```
10 INPUT "PLEASE TYPE A NUMBER AND PRESS RETURN": A
20 IF A=1 THEN GOTO 40
30 GOTO 10
40 PRINT "YOU TYPED A NUMBER 1"
50 GOTO 10
```

The computer asks you for a number, then tests to see if you entered a 1. If you do, it jumps to line 40 and prints the response. If you don't, then it returns the normal prompt. (Note: notice the way I used the semi-colon

{} in line 16. Punctuation is used in BASIC as a separator. The semi-colon is used in BASIC as a neutral separator. We'll talk about separators another time.

As well as equals (=) signs in the IF THEN statement, you can have any mathematical test, like less than (<), greater than (>), greater or less than (<=), less than or equal to (<=), greater than or equal to (>=), and so on. And what you compare the variable to can be either an alphanumeric (letters) or numeric (numbers) variable. For example:

```
10 IF A<="YES" THEN GOO
```

or even

```
20 IF A=15 THEN GOO
```

— and so forth. Notice that variables that represent numbers are just letters on their own, and variables that represent letters are followed by a dollar (\$) sign. This is true for all BASIC programs.

FOR NEXT LOOPS

A more complex looping structure is the FOR NEXT loop. This increments or decrements (adds to or takes away from) a variable repeatedly, until a certain circumstance is true. Like the conditional loops, FOR NEXT loops run a certain amount of time before they stop. For example:

```
10 FOR I=0 TO 10 STEP 2
20 PRINT I
30 NEXT I
```

Line 10 tells the computer that a variable called I is to have one added to it each time

Step by step

This is where we summarize this installment of Back To Basic.

1. The GOTO command is an unconditional branch command, and sends the computer to a specific line elsewhere in a program.

2. IF THEN loops are conditional branches, and they send the computer to a specific line if certain conditions are true.

3. FOR NEXT loops go round and round until a certain number of repetitions are reached. The STEP command can be added to increase or decrease the amount incremented each time. A minus figure in the STEP command causes the instruction to decrease the numbers in the loop.

4. Finally we learned that READ statements take data from DATA statements, and that the DATA lines in a program can be anywhere and are not associated in a program.

A BASIC musical scale

Last month I was a little drowsy, this month's program listing is for sound. The synthesizer inside the C64 is one of the most powerful ever made, even by today's standards.

With it you can synthesize the most complex sounds and even music! This program gives you a demo of how the sounds are processed, and plays a little scale as well.

```
10 REM ***** SCALE IN C# *****
20 REM
30 POKE 54273,0:POKE 54272,0
40 FOR I=0 TO 12
50 POKE 54273,I:POKE 54272,I
60 NEXT I
70 IF 0=1 THEN POKE 54273,0:POKE 54272,0
80 FOR I=0 TO 12
90 POKE 54273,I:POKE 54272,I
100 NEXT I
110 DATA 48,32,48,32,48,32,48,32,48,32,48,32,48,32
120 DATA 48,32,48,32,48,32,48,32,48,32,48,32,48,32
```

The scale of musical notes produced by this program by no means exhausts those available to the C64's sound chip (8192). Try experimenting to get new tones.

Blow by blow

THAT LISTING IN FULL...

Lines 3 and 4 are REM statements, and they are just comments in the program. They don't execute, and are just put into the listings to clarify them.

Line 30 sets the volume at the highest extent, i.e., 15. Volume can be assigned any figure between 0-15.

Line 40 sets the ADSR level. ADSR stands for Attack, Decay, Sustain, and Release, and it shapes the sound of the note. Try changing the value after the comma to 128 (and see how it changes the sound). I'll go into this in more detail in a future installment of Back To Basic.

Line 50 sets the basic waveform of the note. There are four different types of waveforms, set by the values 0, 50, 66 and 128. Try the noise setting of 128 (noise) and run the program again. Once again I'll explain this more in a future issue.

Line 60 uses FOR NEXT as a delay to keep each note sounding for a short while. The computer counts up to 100 and doesn't turn off the note until it is finished.

Line 80 and 90 read the data for the notes in line 110. When 110 is finished, the READ statement looks for the next line with DATA in it, and loads 120.

Line 100 tests 0 to see if it equals -1. If the scale is finished then the last number's gathered using the READ from the DATA line 120 (see below). This marks the scale as finished, so the line turns off the voice channels and ends the program.

Line 60 POKEs the note values into the synthesizer. These notes are READ from the DATA lines, two at a time. Each pair of numbers 0 and 50 equal one note.

Line 50 turns off the note by setting the waveform to 0.

Line 100 sends the computer back to the start to play the new notes it just read in, and starts the loop again.

Lines 110-120 are the DATA statements containing all the note values for the scale, ending in a pair of -1 values to stop the scale when it gets to the end.

the loop goes round. (Line 30 prints the number in the variable I to the screen so you can see what's going on. The NEXT in line 30 tells it to go back to whatever line the loop with I as the variable started from. When the computer gets back to 10, it adds 2 to I (as instructed in the STEP command) and does it all again. When I reaches 10, the program branches. So running the program produces 2 4 6 8 10 — done! the side of the screen. (Note: You can leave the STEP command out if you want the FOR NEXT loop to increment by 1.

If you put a minus number after STEP, then the value of the variable decreases.) FOR NEXT loops are also useful timers. If you need the program to pause for a bit, to allow someone to read some text (for example, get the 64 to count to 9999 or something).

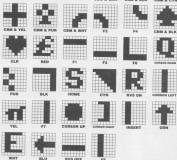
```
10 FOR I=0 TO 5000: NEXT I
```

In this example, the computer is just busy counting for a few seconds, so all other activity ceases while the loop runs.

Control keys

Last month, I explained how to use control keys in print commands to obtain a number of effects, including generating text in different colours.

Unfortunately, there wasn't room to bring you the full list of these control keys, last month but now we can do just that. Check out CPM for full instructions on how to use them.



Did you notice the colon (:) symbol in the last program example. It divides a program

line from another so you can have two lines on the same line. (No, really!) The program

lines on the same line will be executed from left to right. This is a good way of compressing your programs into one line. You can even do what we call nesting loops together. Like so:

```
10 FOR B=0 TO 10
20 FOR A=1 TO 2
30 PRINT A,B
40 NEXT A
```

— where the loops are nested inside one another like Russian dolls. This example shows us two loops, one following the variable B and the other following the variable A. The print statement in the middle prints the state of play as the two loops figure themselves out. The program advances through the numbers, and if you follow how they step through, you will be able to see how the program is working.

READ MY DATA

Lastly a quick look at the READ DATA command. READ is used like so: READ A — where A is any old variable. The computer then looks for any DATA statement in the program, and this can be located anywhere in the listing. DATA lines are like REMs, they aren't executable, so they are invisible to the program until a READ statement is run. Then the first bit of data in the DATA line is read into the variable A.

Check out this month's listing for a demo of how this works. The number of loops in your program must correspond with the amount of data in your DATA lines or you'll get an "out of data" error.

THAT'S ALL FOLKS

Okay, that's all for this month. If you have any questions or hints and tips for BASIC, why not drop me a line. Phil South, Back To BASIC, Commodore Format, 30 Monmouth Street, Bath BA1 1AP.



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We know that one of the Famous Five wasn't Popen but we can't remember which one it was. Was it (a) Terry the dog (b) Barker the stepson (c) Basil the fox

Enid Blyton invented a famous character who drove around in a three-eyed car and wore a blue floppy hat. What was his name?

(a) Charles, from Doctor and the Wheelies (b) Todd, from Wind in the Willows (c) Hooty

And finally, which one of the following children's series was not created by Enid Blyton? (a) Wind in the Willows (b) The Secret Garden (c) The Gollan's Circus



Send your answers on the back of a postcard to: "Back To BASIC", Treasure Island, Commodore Format, 30 Monmouth Street, Bath BA1 1AP.

Good, those entries better reach us by 15th April or they'll be too jelly and late and that's for certain!

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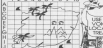
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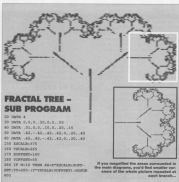
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FRactal Tree - SUB PROGRAM

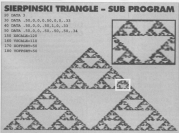
```

20 DATA 4
30 DATA 0,0,0,0,00,0,0,0,00
40 DATA 00,0,0,0,00,0,0,0,0
50 DATA 00,0,0,0,00,0,0,0,0
60 DATA 00,0,0,0,00,0,0,0,0
110 SCREEN=175
120 TROMB=100
170 SCREEN=150
180 TROMB=10
240 IF NOT TROMB=0 THEN TROMB=100-TROMB
250 IF TROMB=100 THEN TROMB=10
260

```

If you magnified the areas surrounded in the main diagram, you'd find smaller versions of the whole picture repeated at each branch.

Like Chris said, to change the type of pattern drawn just change the lines as shown. If you put out there comes up with any other trivial changes to this program, or even a better version, send them in. This excellent example wins Chris this month's prize (25¢ worth of goodies of his choice from the Commodore Format Mail Order Aladdin's Cave) - write in and tell us what you'd like, Chris.



Sierpinski Triangle - SUB PROGRAM

```

20 DATA 3
30 DATA 00,0,0,0,00,0,0,0,00
40 DATA 00,0,0,0,00,0,0,0,00
50 DATA 00,0,0,0,00,0,0,0,00
110 SCREEN=120
120 TROMB=10
170 SCREEN=150
180 TROMB=10

```

...This is why fractals are so interesting. Magnify part of a fractal shape and it repeats itself - forever. Even more interesting: coastlines, snowflakes, clouds, plants - all these phenomena are examples of real fractal objects in nature.

Bits on the side

Quick tips and short programs from a variety of people

SPEED UP BASIC

POKE (255,PEEK(255)) AND 255
This speeds up programs by about 5% by starting the screen in the border colour (on in loading and saving). To return the screen to normal type:
POKE (255,PEEK(255)) OR 15

KEY REPEATS

To enable keys from repeating themselves, simply type:

POKE 850,0

To re-enable, type:

POKE 850,1

To make all keys repeat themselves, type:

POKE 850,150

To repeat to normal, type:

POKE 850,0

A PROTECTED

COPYRIGHT MESSAGE

Type your message after a BASIC statement on line 0.
Then type:

POKE 255,255:POKE 255,255

If you list your program you will see the line number has moved to 255255, well above the highest line number. Carry on with your program and your copyright message is sent out of reach.
Richard Frost, Stoke-On-Trent

OLD NEWS FROM HOLLAND

If you have typed NEW to remove a program from memory then the following can be used to restore it into memory:
POKE 255,255:GOTO 40255 (POKE 40,PEEK(255)-PEEK(75)) GOTO 255

Also interesting is the way to change the cursor colour. Just type:

POKE 846,VALUE OF COLOUR - SEE THE MANUAL.

M Usher Lahti, Amsterdam, Holland



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THE CF COMPENDIUM OF MEAN ...ALIENS

Some games try to bring imagination to what life might be like between planets in the future. Elite featured a galaxy full of interactive species, and Captain Blood created a comprehensive alien communication system. These aren't what we're interested in here; so put on your seat belt, pull down the hatch, and let us up with some slithering, laser death (which is fed away giving merely).

ALIEN

Amalyze is packed so full of mother aliens that you think you've drunk the wrong bottle from Alice in Wonderland. Keep alive by pipes and tubes connected to the biosynthetic landscape; this creature at the end of level one takes so many shots to kill that it's not funny. Its movement is simple enough: it wanders free from its housing, fires two sideways lasers, spews



The standard laser Amalyze (right)

What would you do if a 100-foot slug with flashing lights on its tendrils and a siren on its back landed in your front garden?

Would you calmly analyse the situation, ask it in for a cup of tea and discuss its similarities to other garden invertebrates?

Or would you panic, shriek and go inside to change your trousers?

Gordon Houghton is here with some sound advice

a central laser bolt, gyrates a bit, vomits a massive bullet, then starts all over again. (Well is what it is, Eek).

Location: Amalyze
SLIME FACTOR

Location: Alien Syndrome
SLIME FACTOR



ASOPHY

ough, if this alien was your brother it could easily embarrass you at parties. It takes in a spacial room at the end of the first of seven space ships, and is a mutant combination of spare

human life in different gaudy colours. Here's the good news: it's vulnerable when opening its mouth to chuck death at you; shoot it and it changes colour until its derelict attachment dies off to aggravate somebody else. This leaves behind a noticeable result which does nothing better than sudden startling motions and taking bites out of your skull. Kill it with nuclear laser beams and don't bother to clean up afterwards.



You'll wish you were home in Alien Syndrome

BIO-SHIP

The planet Pterosis is a peaceful place but is constantly harried by evil forces unleashed by the Bacterians. You've been given a hyper-fighter armed with bags of weapons and sent on a mission to slay their evils. They told you about the Easter Island heads, the skulls and the active volcanoes, but no one mentioned this bio-ship. It's several screens long, packed with a lattice-work of deadly alien goo and guarded by a multitude of spinning homing amoeboids. Clear that lot and there's a massive mother amoeba to blast. Just goes to show what a great sense of humour they've got on Pterosis.

Location: Pterosis
SLIME FACTOR



A prime example of hardware score, you'll come across this if you're playing Remade

Ratings

In this alien the kind that you should run away from slithering, "Whide, whide..." or should you eat it on the head and say, "Nice doggie?" Be prepared by following our guide.

SLIME FACTOR

Oh dear. If you have legs, run away. If you haven't, suggest negotiations and offer your head as a bargaining chip. Don't try and kill it: it'll only get angry.

SLIME FACTOR

Do you value your limbs? If so, don't tackle this teeny binner. Stand up and fight and you're likely to come back with grey hair, no arms and a few teeth missing - but you will have won! (Probably.)

SLIME FACTOR

Merely harmless, but with a few nasty tricks up its regenerative sleeves. The alien equivalent of a wackadoodle in disguise: stick at it and you'll come out alive.

SLIME FACTOR

The kind of alienomorph your mother would approve of if it was your girlfriend: feed it a meatball and it's your friend for life. A disablimental feast or two will send it back to alienville.



THE BRAIN

You'd expect something more original than this beyond infinity in the evil galaxy dominated by the Bacterians.

couldn't you? Well, laugh. This poor-reduced brain comes complete with monkey tentacle and revealing eye-rod, if that's not enough, it follows you around the screen trying to peck you and giving you evil looks. And if that's still not enough, you can't

escape its company until you kill it. What is that? Muggle weapons and apple barrels are tops in the getting rid of an unwanted friend department, and will do the job in under 20 seconds. Here, should it be in the eye? Should it be in the eye?

SLIME FACTOR



For a complete green out take a garden of the heart in *Starwinger*.

DUST DRAGON

Dust Dragons? Don't talk to me about Dust Dragons. That Emperor Blue is a right one, inflicting a dem-god like this on an unsuspecting shoot 'em up public. Almost filling the height of the screen, this overgrown lizard's weak spot is its heart. Mainline it moves its head about like something that waves its head about a lot and chews soldiers and long belts of fire at you. Warning: inaccurate kills only make it more annoyed.

Location: *Apogon Milder*

SLIME FACTOR

GIANT FOETUS

The four worlds of it feature some of the nastiest aliens and landscapes around... and the least



Yuh! Yuh this, isn't exciting

effective weapons to deal with them. The mother aliens are no exception, and this big blue baby-like beast field in place by some pretty lucky tendril is one of the worst. There are two parts: first, some spinning balls of death that spin and shoot, second, the creature itself. It's simply a question of dodging, blasting holes and giving it a lower sandwich in the face. Easy, right-or-see? No.

Location: *Jo*

SLIME FACTOR



For taste in gloves, you've got to hand it to *Hammer*.

HAMMER FIST

Mr. Turman has a tough old time of it, doesn't he? This big lord is his first real encounter with a head alien, and a doobie it is not. It appears at the start of level 1-2, wanders about the screen, and hammers so hard on the ground that the screen shakes. Mr. T is not a warrior who enters such contests unprepared: his shield prevents him turning into a puddle of Turman soup, and his lightning weapons allow him to reduce the Fist to component molecules.

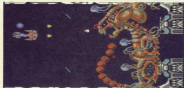
SLIME FACTOR

HEART

Questions don't you feel it odd that the *Myth* Empire should just happen to have an alien shaped exactly like a giant human heart? Not only that, but this pulsing pound of flesh is actually stuffed full of big snakes, which phooty around the screen like a rat out of an aquarium. *Amulet*ers the world over know the best way to kill is plink the Force (that's the delectable drum) on the heart's flashing limb and hide in the bottom left corner of the screen. Wait a few moments and you're laughing.

Location: *A-Type*
SLIME FACTOR:

Still sitting on prime alien, *A-Type* remains many a *Starwinger*'s nemesis. Take this baby home to mamma - if you dare.



MUKOR

Mukor is the apt one of everything xenomorphic: green, spotty, slimy, multi-limbed and big. Surrounded by alienated fields and a defense force of space ships, satellites and



It keeps only away from *Hammer*.

yes, it's hard enough to even get near him, but make you do, the way to his demise is simple. First, pick off those tentacles one by one; second, get a little of *Clashed* and give those babies a good beating.

Location: *Hammer*
SLIME FACTOR:

PINCERS

Trapped in a small room with this slinky mixture of giant beetle and metal, Mr. Turman doesn't try and play charades with it - those clicking pincers and that beady black eye convince him that it's time for a lightning weapon special. However, he soon discovers that this subterranean burrower is no pushover, and takes two choices: die, or turn into a geyser and take a massive amount of shrapnel. Opting for the second choice, he rolls past the beastie, turns round, and loo! it's You're advised to do the same.

Location: *Turman*

SLIME FACTOR



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9 US Galt, Henry Chip the Chipmunk faces a mind-bending challenge. This amazing addition puzzle game is a real test!

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11 Solve the brain-busting puzzle in this mind-bending puzzle game. Beat the clock around the wall to fill the square of the bottom. You can should keep you puzzling away for ages!

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SUPERCARS Commodore

5 Superb racing game with a good dose of strategy thrown in. Select your car (red or light blue) and compete for first and win some cash. Recommended - 8½ in Commodore

Description	Price	Order No.
Supercars Cass	£8.99	CM143
Supercars Disk	£11.99	CM145

SPIDERMAN Com International

6 One of 2D's Powerflex type games, but the web-slinger is at his glory in this game taken from the comic books. Amazing animation to draw the web and defeat enemies to beat the boss!

Description	Price	Order No.
Spiderman Cass	£5.99	CM155
Spiderman Disk	£10.99	CM156

RICK DANGEROUS 2

7 Rick Danger 2 is a Commodore 64 game that is a sequel to the first. It features a superb graphics and sound. Recommended - 8½ in Commodore

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BUNDLES OF

Andy Dyer checks out the release of three new compilations from Virgin, System 3 and US Gold and takes a hard look at what's on offer this Easter

FISTS OF FURY - EDITION 2

Virgin
Disk £14.99
Cassette £14.99

It's that programmer's art often include loads of combat moves, when only one of them is needed to complete the game? I nearly finished this by simply pushing the joystick up and firing repeatedly. Not exactly a stimulating experience. The sprites in this game are blocky and poorly animated, the backgrounds are colourful but boring, and the gameplay absent. It's a slight improvement over DSF, making this just very bad, rather than atrocious.

Shinobi You are Joe Musashi, and using your ninja skills you must defeat the King of Five, a terrorist network controlled by five powerful ninjas. As far as game play and graphics go, turn to our review of Shadow Dancer, skip out the dog, and replace everything else by about a fifth and you've got Shinobi. It's an entertaining, forgettably scrolling oriental shoot 'em up in the same vein as adding this to your collection will do nothing but enhance your street credibility.

Dynamite Dux BERRY! Long the duck has been kidnapped by the evil Achacha (Jesse you). Her friends Ben and Pin are well put out by this and out to save her. Hooray! You control either Ben or Pin. You lead your earphone duck through the streets of a cartoon town, and beat up various opponents ranging from dog heads, to crocodiles and snakes, and finally Achacha himself. You can pick up extra weaponry or your way which should help defeat the end of level guardians.

Colourful and well animated graphics complement the game play as it rolls along at a fairly manageable and enjoyable pace. Not bad at all.

The Ninja Warriors Ninja Warriors is a fairly average horizontally scrolling kick 'em up. Waves after waves of enemy sprites attack as you stroll along seemingly endless levels. The graphics are quite nice but this doesn't make playing it any less of a chore. Good grief we've found a bad Ninja game.

A bit of a motley crew here. Shinobi is the real highlight, followed closely by Dynamite Dux. But that doesn't really justify looking out the money on what is basically a patch-work of games that have already had their day. Time it comes thoughts before you commit yourself.

POWER RATING 55%

THE SYSTEM 3 PREMIER COLLECTION

System 3
Disk £19.99
Cassette £15.99

Bundle of 6
Last Ninja & Last Ninja 2

Unbeatable. The first two games in this series of three, both on one compilation. Use your range of intricate combat moves, progress through an isometric 3D environment solving puzzles and beating people up. In Last Ninja, the other members of your brotherhood have been slaughtered by the evil Shogun Kumboku. You intend to his intent to exact your revenge on the shogun and his followers.

In the second instalment, Kumboku has transported himself to modern day Manhattan, and established a new and evil empire. Facing his power, the gods send the Last Ninja to find himself and the battle starts all over again.

The graphics in both games are excellent. The sequel looks more complex with its faster screens. The same applies to the gameplay. All in all, great stuff.

Myth Leap platforms, collect weapons, fight skeletons, demons, soldiers, Medusa - it's all here. Each level consists of a series of simple puzzles to solve. Kill skeletons, collect sword, kill demon, get trident - that sort of thing. The sprites are excellently animated and the presentation is of a very high standard. A wonderful game in it's own right and as a component of a compilation it really shouldn't be method (groans).

International Karate

It's the classic one- or two-player beat 'em up. No scrolling, no mythological bad guys, just straightforward one-on-one combat. The graphics are crisp and functional and the gameplay is accurate, with a large range of moves and smart animation. It's a dead good and improves an already brilliant compilation.

Dominator Did you hear the one about the vile and hideous monster that evolved over the centuries in space? It went around destroying various galaxies with its devastating power. Not a particularly funny joke but it follows the plot of Dominator exactly. As the plot of a single space war it is your job to beat the galaxy of this monster, thus saving Earth. There are four levels of deep space delights and while this game won't exactly blow your



NINJA WARRIORS



DYNAMITE DUX

FISTS OF FURY - EDITION 2

VIRGIN
DISK £14.99
CASSETTE £14.99



DOUBLE DRAGON

JOY

...scales off, it is remarkably well programmed and fairly attractive visually.

Flimbo's Quest Flimbo's Quest, the story of a mouse in search of warm undergarments (it's *fluffy*, that's *Quest* - *fluffy*). You see Flimbo, a cute little bat with a fluffy baseball cap. All you have to do is jump around the platforms of this gorgeous-looking horizontally scrolling world, collect scraps and deliver them to the friendly wizard. Collect enough and it's on to the next level. There are various beasts and animals which you need to shoot in order to progress. Flimbo's Quest isn't going to win any awards for depth but it remains a rather jolly little heartwarmer for the laid-back gamer.

This is excellent. The worst game here is Dominator and even that is by no means bad. It really is huge value for money, and you know what we say when software is this good, don't you? Oh come on, it begins with C and ends in OMIGOD. What does... it's a C Comment!

POWER RATING 94%

COIN OP HITS II

5 **US Gold**
Disk £19.99
Cassette £15.99
Ghosts and Goblins The classic

Excom sequel to Ghosts and Goblins gets faithfully reproduced on the C64. The soundtrack is gorgeous and the graphics are very ghoulish. Guide your knight past

COIN OP HITS II



DYNASTY WARS



NINJA SPIRIT

a host of hazards including whirlwinds, demons, gullembars and deadly scorpions. The gameplay is pretty much the same as the arcade, except a touch more difficult. A highlyly good game for anyone's collection and that's for sure.

Vigilante We reviewed this in our budget pages last month, but if you really must buy it then get the budget job. I wouldn't buy it anyway 'cos it's a pile of old tech. Yet another last-on-up in which you have to save some whining woman. Graphics, graphics and animation are all dreadful and the game play is an absolute nightmare. For Grand's sake don't buy this compilation on the strength of Vigilante.

Dynasty Wars An odd little game this. You take control of one of four warriors who must progress on horse-

US Gold
Disk £19.99 Cassette £15.99



VIGILANTE



HAMMERFEST

back through legends of other horsemen and infighting before the final showdown with the evil wizard Thing Choo (second cousin to Walnut Whip). The graphics are unattractive and quite well done but the screen can get a bit confusing at times. It's also incredibly difficult, but with the software switched on it can be a galling foot.

Ninja Spirit Here, you take control of Tsukage, a tiny Ninja spirit who plans to kill an evil wizard - once he's fought his way through hordes of enemy Ninjas, mucksters, moles and Samurai.

Flip between four weapons for use in a variety of perilous situations, pick up extra items and collect a spirit Ninja who helps ward off attacks. Graphics are small but well detailed, the soundtrack great and the gameplay fast. Sadly, the end-of-level battles are too difficult to defeat, making an otherwise excellent game.

Hammerfest In Hammerfest you can watch the main character behind the mask Hammerfest who has a fist like a hammer, and his female alter ego, Mistress, who can perform spectacular backflips. Guide this hero(ine) through a series of locations solving puzzles and sluffing up enemies. It takes some time to figure out what exactly is going on, but once you have, there's a host of entertainment to be had.

The middle man of this month's selection. Apart from Vigilante, which is dreadful, the games range from pretty good to excellent. Think carefully about buying it, but if you do splash out, chances are you won't be too disappointed.

POWER RATING 76%

THE SYSTEM 3 PREMIER COLLECTION

SYSTEM 3
DISK £19.99
CASSETTE £15.99



LAST NINJA

It's a corker!



LAST NINJA 2

ONE DAY AT THE MARKET...



LOOK!
COMPUTER GAMES!



HANG ON...
THESE LOOK LIKE COPIES!



AND THIS DEFINITELY IS!



'ERE...
YOU TWO BUY SOMETHING OR
NAFF OFF!!



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IT'S AGAINST THE LAW!

AND I
DON'T LIKE IT!

LATER

HELLO,
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**PIRACY
IS THEFT**



Five laps down, 45 to go... I can barely contain myself. I'm driving like the blue car that's typically useless to be seen.



The track's race is a slight turn for the worse. Its being in bit of a perpendicular fit's off to the left for a quick lap change.



In the pits, there you can save out a multi-tube of about negative real adjustments. Then you can visualize the race and how many.

GRAND PRIX

And it's over to Andy for the start of this epic formula one race. They're lined up on the grid, tension is mounting, and they're off... or are they? Same? In, it's hard to tell. It's actually quiet. Odd isn't it? The crowd doesn't seem to have turned up either.

That's right, technology has come a long way since the screaming, roaring days of formula one to give us the soundless engine. Or so it would seem judging by this latest game from D&H. Still let's not be too harsh. The sound effects may be conspicuous by their absence but that doesn't automatically mean the game's crap.

Grand Prix (as you've probably already gathered) is a formula one management simulation with delicate race sequences to boot. You get to be team manager and, from the outset, must make decisions which will, with luck, get you through the 10 race season and, with even more luck, win you the championship. The main decision menu contains a variety of options. Practice Lap allows you to experiment with



The presentation may be a bit wacky, but from the main menu you can access a variety of options which, if used wisely, should help you survive long enough to win the racing season.

type and fuel combinations in order to get as close to the lap record as possible before the real race begins. Race, as the name suggests, plunges you into the actual competition (more on that later). The next five options serve only to provide you with information. They are Next Race, Pictures, Constructors Table, Drivers League, and Management Status. Using these you can keep tabs on how well your team is doing (your team consists of two drivers). They also help to show the depth of the game which is otherwise

helped by the poor presentation.

Finally you can access Management Options which are: employee pool (for buying new drivers, mechanics and so on), crew (those which you can fire your employees), bank loans, development costs (you can choose to invest more money in your team), bonus pay and facilities with which you can place bets on any driver (including your own) in the championship.

The race itself is the worst aspect of the game. The graphics are crude - a simple overhead view of the start/finish line - and you must sit through the 50 or so laps watching your position (relative to the other cars) change. Sadly there is no way to skip this as it can all become rather tedious.

Grand Prix isn't a bad management game but I can't recommend it with its current limitations, namely high price, poor presentation, slow visuals, lack of sound and noticeably dated gameplay.



ANDY

Game	Grand Prix
Publisher	D&H Games
Cassette	£9.99
Disk	not available

POWER RATING

THE DOWNERS...

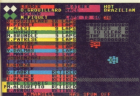
- Absolutely no sound whatsoever
- Boring screen-display (looks like an aged Spectrum game)
- Complex, while complex, is dated and can seriously
- Instructions are woefully inadequate and error is the only way to learn this one
- Lack of 'skip race' option means long and tedious waiting times
- Visual presentation of race is... well... painful
- No joystick control option

40%

Plenty of depth for those prepared to stick with it

- Management decisions have a marked and appropriate effect on race
- Three dependent pit-stops are well implemented

...AND THE UPPIERS



At any time during a race you can open up the Position Menu. This shows how well or how badly you are doing. As you can see, our winner has scooped into an, last and third to last place.

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There are lots of other bits of treasure scattered about, but the only ones that are worth collecting are the bombs, the chests, and the power-ups.

As the game starts, the player must collect a certain number of bombs to be able to open the chest. These are opened simply by jumping on them.

But every device, no matter how dangerous it is, has its uses. The bombs can be used to open the chest, and the chests can be used to open the chest, and so on.

But there's another bit of treasure scattered about, and it's the most valuable of all. It's the key that opens the chest. It's the key that opens the chest. It's the key that opens the chest.



The only way to get to that treasure chest before the time is to get enough Mighty Points so that you need only walk into it.

Jack is back! The youngest of the Bomb brothers has returned to fight the good fight against the evil King Demton Beelzebub (son of Beelzebub and half brother to Beelzebub, presumably).

Merciful King Demton, his Queen and Princess daughter have been captured by Beelzebub and are currently doing time in Beelzebub's pyramid fortress. Exactly why warped old Beelzebub is holding their prisoner is another matter, enough to say that they need rescuing, and pronto.



Watch out for those nasty moving boulders, though. Should B.J. decide to head-butt them, he'll head west, stone dead. So don't!

This task falls to young BombJack. Still as lively as ever, still practicing his rather odd hobby of bomb-collecting, but now how *did* improved, having earned the title 'Mighty' somewhere between BombJack 2 and here.

Anyone who's played the earlier BombJack games will immediately know what to expect. In his previous adventures, Jack leaps and flies around static systems, avoiding monsters and collecting the real bombs. Once he's cleared the current screen of explosives, he moves onto the next.

THE MIGHTY BOMB JACK

Collecting explosive devices is an odd hobby, even for a CF reviewer. But then, any game that lets you bomb around, collect money and get your hands on a couple of chests can't be all bad...



At last! A Mighty Coin just ripe for the collecting. Mind you, B.J.'s already got six!

Just as B.J.'s onto level three - a beautifully scrolling corridor with trees

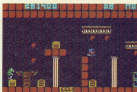


Wow... looks like B.J. took a wrong turn somewhere. How dare old King Demton!

Where trees block the way, B.J. has to open chests from the side using his Mighty powers.

Shouldn't this be...





The delivery in the trailer is the evidence for a successful rescue mission. Toyota says the short waiting for the vehicle has

Field is a worthy successor to the *Blackboard* line. It has taken the already addictive gameplay and added several new dimensions to it. It's more like an arcade machine's game, more of an arcade shooter. The large icons, moderate screens and hinder a year with this line the big *Blackboard*.



EIGHTY-ONE

It's a corker!

OMB JACK

Cash gifts

Circle Jack has a wave of coins protruding top left of the earwing for one inch. When in the a degree of Malignance, both the first feather down and Jack changed colour to black. His new found skills.



If Jack shakes up Mighty Casey (you're in for a treat) without using them is destined for the torture room. Here, Jack has to avoid teachers until the timer runs out, dodging a vicious life in the process.

Game	The Mighty Bomb Jack
Publisher	EMI
Cassette	£9.99
Disk	£14.99

POWER RATING

THE POSITION

1000

91

- Blooming together, beautifully married and nicely contrasted
- Effects, even in the same quantity controls – therefore is highly maneuverable
- Huge vertical and horizontal study helps to explore
- Harvest loops and harmonies connect that there is always something new to the mix
- Overall array of green-ups and colorful blossoms
- Increasing level of difficulty is nicely graded
- There are many styles of grass – chosen to explore, play for points, or just survive!
- Plenty of variety in the style, colors, problems and patterns

WHAT THE WEATHER

(In everything
this week,
Buckley says)
during the
Maya (Pacheco)
quest and just
before the his
mission.
There are
levels around
all 11 corners
all joined
together.

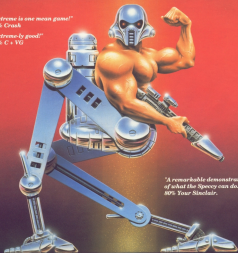
EXTREME

"Extreme is one mean game!"

80% Crash

"Extreme-ly good!"

80% C + VG



*"A remarkable demonstration
of what the Speedy 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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