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**8**

GET A C64? \* THEN GET THIS!

# Commodore

FORMAT



Win with the latest C64 ever  
...and more... and more... and more... and more...

## KILLER ON THE LOOSE

### POWERTESTED

**C64**

**MORE  
REVIEWS  
THAN  
ANY  
OTHER  
MAG!**

**Predator 2  
Viz  
Elvira  
Narco Police  
Moonshadow  
Skull &  
Crossbones  
Hell Hole**

**PLUS LOADS MORE...**

### Predator 2 unleashed

- Exclusive review! - Page 14
- Playable level one demo!
- Win a Predator! - Page 16

### Commodore

**CF TAPE NUMBER 7**

**FULL GAME**

**MEAN STREAK**

**TOP DUCK**

## POWER PACK

**DEMOS**

**PREDATOR 2**

**ELVIRA**

Of course this shouldn't be able to say this message - it can only mean that your PowerPack tape and demo have gone wrong. But your magazine's here, and don't go home without it!

**Future**  
PUBLICATIONS  
the gateway of color



**DIY MUSIC - INSIDE INFO • DIY GRAPHICS - BACK TO BASIC**

# GOING OVER



**NARC** The arcade action thriller with the BIG finish, introduces the criminal under-world - your mission is to seek out and destroy the king pin of the **MEGACORPORATION** - if you get that far.

You'll have to subvert his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine puppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the pin guzzling Cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing loud. It's not all bad... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR. BIG!



The Arcade thriller takes you from the bright lights of Paris to the fogged terrors of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals.

It's **FASTER** - explosive power sends you hurtling through various terrains - hold the line or plough the fields! It's **TOUCHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... It's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

## FOR THE BEST IN S



AVAILABLE FOR YOUR : SPECTRUM . AMSTRAD  
COMMODORE . AMIGA . ATARI ST



# ER THE TOP



## TOTAL RECALL

As things could you have been haunted by recurring dreams of another life on Mars. You are brought to Total Incorporated, a unique travel service specialising in implanting fantasies into the minds of those who desire to turn their dreams into

reality. THE OGA TOP OF A LIFETIME.

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assassins. You discover the surreal truth - You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange contacts, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that complements the success of the year's top movie.

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

The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!

ROBOCOP

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil underworld and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together! HE'S BACK... TO PROTECT THE INNOCENT

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# SOFTWARE ACTION



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# EXTREME

*"Extreme is one mean game!"*

80% *Crash*

*"Extreme-ly good!"*

80% *C + VG*



*"A remarkable demonstration  
of what the Spacey can do."*  
80% *Your Sinclair.*



**URGENT MESSAGE**...Life sustaining power  
out and self-destruct sequence started!  
Save your planet will be destroyed.  
Time is running out - **HURRY!**



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There's a strong European flavour to CF this month, with games from Spain, Germany and Italy getting...

8

MAY 1991

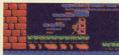
# POWERTESTED!



**14 PREDATOR 2**  
MIRROSOFT  
1987 and Drug Barons wage war on the streets. What's worse, an alien hunter stalks the streets of Los Angeles intent on mass murder and a high body count. CF shows to kill in this exclusive PowerTest



**72 ATOMINO PSYCHOSIS**  
Build yourself some molecules in this German coded puzzle game. It's got plenty of bonding and gratuitous violence. Confused? Whizz on over to page 72 and all will be revealed!



**ELVIRA MISTRESS OF THE DARK**

**36 FLAIR**  
What's cookin'? Just when it looked like Elvira wouldn't surface on the 64, Flair find her stirring things up in the kitchen



**VIZ THE GAME**

**32 VIRGIN**  
The cult comic comes to life on the 64. On the side it jokingly says, "You'll never play a bigger load of crap". Unfortunately, our reviewer isn't laughing...



**NARCO POLICE 76**  
DYNAMIC

The Spanish software house break their own mould with this strategic 3D arcade blaster. Just how does this 16-bit game fare on our less-slight machine?



**POWER 8 PACK**

**PREDATOR 2**  
MIRROSOFT  
Guess who's in town with a couple of days to kill? We've secured a huge slice of this blaster for your pleasure  
**TOP DUCK**  
MIRROSOFT  
If you're feeling down in the mouth, remove that duck and get on with playing this exclusive platform number



Flash backs with your ball and bludgeon those baddies! Outlets? You will be!  
**ELVIRA FLAIR**  
The horror hostess with the et... enormous... er... potential finally gets her pixels out for the lady. (Garry about that, grrrr...) Scan these graphics from the game first, then check out the PowerScan later on.

**MEAN STREAK**

MIRROSOFT  
Zaxxon meets Enduro Racer in this diagonally scrolling motorbike burn 'n' blast 'em up set on London's futuristic Motorway.



**GAMES**

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CF takes a long hard look at new up-and-coming titles including The Famous Five On Treasure Island
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Be the envy of your mates with a life-size Predator mask! This special, limited edition latex disguise is a real scream
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Give yourself some sleepless nights with the Predator looming down at you!
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CF's compendium of amazing 64 space-going vessels sorts out the 64's from the 64's.

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Congratulations and all that

**Side 4**

## WIN STREAK

There's some rubber in this  
mess about around the  
Merry old the nation. Climb  
your motorcycle through  
all manner of hazards,  
survive over top of the  
thunderbolt and you get  
to ride the superbike.  
Bingo! Bango!



**EWU**  
**EWU**

**PROPAGATOR 3 DEMO**

These sideways-travelling City Sightseeing buses have loads of legroom and a high body count, where an L&N police-deep-freezing operation means a low-temperature ride on a frosty highway.



## SIDE 3

## THE POINT

Wynne and Ryan tested out-of-pocket insurance payments, type of health insurance and other relevant factors. The



**EWING**

## FLYING

**ONE**

Many new graphic elements: Effect: Shadow (2) The new 3D objects and the rendered 3D



## POWERPACK PROBLEMS

Address: Double House, Monmouth, Marlborough  
 Wiltshire, Wiltshire, Wiltshire NN7 4DP

Go for a blast on a motorbike, steer your duck around a maze, shoot some drug-pushers (being careful to avoid the alien man-killer) and feast your peepers on some of Elvira's visual treats... Ooh yes, missus, it's the tape to beat them all!

# MEAN STREAK



Has ever camp led to the latest cultural fad? When you do, you protect the culture from a quick death – not from the laughing plays, while therapy is its miserable accident.

Ordinary methods of travel have long since died and gone to meet their God. "Now people. And yet that great British institution, the *lorry* (their bus), has survived. Having moved on from hills & valleys, it has now spread around London's M25 orbital motorway zone (called the *Hammerhead*) on a looped-up mega-circuit in the vast hope that they might complete one circuit and win the legendary high performance bike known as 'Mean Street'.

## MICROSOFT

Place your handbellars in pool 2,  
which is your friend's in pool 1!

## THE STORY SO FAR...

It is the 21st Century. Buck Rogers won't wake up for another ten hundred years, and it goes to show. Society of today is a wreck. Technological advances mean that people never have to leave their houses. They go shopping online, communicate face-to-face on virtual reality ob-

**MEAN STREAK** – a look at the old scoreboard



**ELVIRA DEMO**  
**FLAIR**

**Bitte beachten:** – **Hand mit Bleistift und  
Rechner...**

**Flairy Flies!** *Madness Of The Dark* game promises heaps and heaps of lovely graphics. But then you don't have to take our word for it: just load up this specially written slideshow for a sneak peek at the visuals. All you have to do is load it up - it's that easy!



cycle through the pictures automatically. It's... that's it. But if this little show of Elton's has whetted your appetite, turn to page 38.



Here, our mean hero takes to slay a wall by jumping over it. The explosion moments later.

## OPTIONS

You can either play on your own (if you've got no friends like old Ed) or with another player in a one-on-one death death war.

Once Mean Alvin has loaded a nice 300-screen appears containing a wealth of available options:

- Key 1 — One player game
- Key 2 — Two player game
- Key 3 — Joystick control, player one (not 2)
- Key 4 — Keyboard control on player one
- Key 5 — Joystick control on player 2 (not 1)
- F1 — Plays the soundtrack, when...
- F3 — Gives you sound FX only

## JOYSTICK CONTROLS

Without fire button pressed

- UP — Accelerate
- LEFT — Steer left
- RIGHT — Steer right
- DOWN — Decelerate
- FIRE — Activate machine gun

With fire button pressed

- UP — Fire rocket
- ANY DIAGONAL — Dump oil
- DOWN — Do a wheeze

## HINTS 'N' TIPS

Obviously in the London of the future no one is short of cash as they seem to have left extra fuel, oil and even missiles up all over the Blacktrack. Run into them to collect them or shoot them to mass up your game completely. Destroying enemy blips on the one player game should furnish you with much-needed extra time.

As in real life, oil and ice on the track make you slip, while other obstacles rip the meat out of your tyres. The edge of the track does you damage but can be used to good effect if you hugge your opponents only it. Walls are really bad news, avoid them or die.

## TOP DUCK

### MICROVALUE

Show your waterfowl wagger in hole number two

In this platform puzzle, your task is to guide our waddling wanderer round a series of platforms and obstacles. It's doable, you might suspect — apart from the multitude of mischievous monsters who are out to turn our courageous quacker into something hot that glows with missiles. Any contact — however slight — costs our feathered friend one of his meagre three lives.

Our ducky-hero is not totally without defence though. To kill the baddies you must lure them under a platform and then

## PREDATOR 2 MIRROSOFT DEMO

Sit your alien killer in the second hole

Now that you've finished drooling over the gorgeous Predator on the cover (what a strange taste in women you have — Ed), you can get straight into our equally gorgeous Predator 2 fully playable, all-singing, all-dancing, juggling, marvellous plotless ghastly-slaying demo. Red content with an exclusive review, we've managed to secure you a huge slice of level 4. Boom-ash!

That green outline on screen is none other than detective Lieutenant Mike Harrigan of the Los Angeles police department. Harrigan is in charge of a drug-fighting operation in LA six years from now, where rival Colombian and Jamaican drug lords are pretty much at war. In the midst of this fevered battle, Harrigan enters the Predator — a relative of the tall 'n' slony

bird-cropper that stuffed Jamie up a tree in the original movie. Suddenly, the streets become a dangerous place for cops and hoodlums alike.

In this demo of the first level, Harrigan is trying to machine-gun his way to the first drug-baron's hideout. Basically, the



Predator 2's ringing pistol indicates (from left to right) your bullets and ammo clips remaining, Harrigan's climbing life force and the type of weapon currently in use.

involves shooting everything that moves (well, apart from the menacing grannies and the fat-dog sidekick).

As the third scene unfolds into view, start's appear. Start these to replenish your ammo, detonate explosives (clearing the whole screen of baddies) and collect a more substantial weapon. When the Predator appears on screen — signalled by a fast outline of the creature — try not to hit him, otherwise he gets miffed and hurls one of his flying disk weapons at you. You only have a split-second to shoot it before it finds its target and detonates a big chunk off your life meter.

The demo ends just prior to the end-of-level shoot out with the drug baron (they didn't want to give anything away) but even so, it's still pretty tricky to finish. Once Harrigan's life force has been completely depleted, you have to try again from the beginning of the demo.



Need for the falling blocks platform early on to complete level 3. It's a killer.

press the to peek one of the blocks above. The block falls (temporarily) creating the path below.

Be careful, because a block removed in this way leaves a hole through which your Duck will fall. When the enemy captures fall it, they can squish their way out leaving another block in their place. However, in the

Power and steady battles merge on the first level



for some unexplained reason there are some green blocks to defeat on level 4

time it takes for them to get out, you can always waddle off to the platform above and drop a block on them. Gosh, all?

You'll notice different types of block, too. The ones bearing egg shapes can be destroyed for a bonus. Once you've peaked (or should that be tilted?) all the egg blocks, you should make your way to the floating stone thing at the top of the screen to add a mega score to your total.

The blocks with lightning symbols on them are used to destroy whole platforms at a time. Peak either block (there's one at each end) and all the blocks in between fall off. This kills any baddies on the platform at the time, or leaves any nested bundling around beneath. Huz, but

# THE CHARTS

## FULL PRICE GAMES



GOING  
UP



GOING  
DOWN



STAYING  
STILL

|    |                                       |   |
|----|---------------------------------------|---|
| 1  | <b>TEENAGE TURTLES</b> Mirrosoft      | The green machines trouble us, staying at number one. The game looks bad, but plays well so goes 100%                         |
| 2  | <b>TURRICAN 2</b> Rainbow Arts        | Well, it had to happen, didn't it? With a shocking 90% and 77% a perfect? Easy! Pure nonsense right in at number 10 <b>NE</b> |
| 3  | <b>DIZZY COLLECTION</b> Code Masters  | Five of the Dizzy's many games can't really go wrong here. The only fly in the ointment is the slow Fast Food                 |
| 4  | <b>BIG BOY</b> Beau Jelly             | There's really no arguing with Beau Jelly's simplicity. And this one's heading back up the charts again!                      |
| 5  | <b>CREATURES</b> Thalamus             | Full Evils with a startling 67%, Clyde and battles still couldn't hit the top slot, now they're downed hard!                  |
| 6  | <b>TOTAL RECALL</b> Ocean             | Big Arnie earned himself 77% for his troubles in this arcade platform shoot 'em up. Good but not brilliant                    |
| 7  | <b>HOLLYWOOD COLLECTION</b> Ocean     | Jeffrey Jones, Backstop, Ghostbusters II and Batman go storming up the charts in this decent compilation                      |
| 8  | <b>GOLDEN AXE</b> Virgin              | The amazing Sega coliseum expanded into a 64! And got 68%, reaching pole position but is now on the slide                     |
| 9  | <b>ROBOCOP 2</b> Ocean                | This barking mad game got 90% and is an absolute stealer. It's climbed to 5, but deserves better                              |
| 10 | <b>F16 COMBAT PILOT</b> Digital Int'n | This smart flight combat simulator just can't do anything, floored by 67, but recommended nonetheless                         |
| 11 | <b>GAZZA 2</b> Empire                 | Gazza 2 showed promise but delivered none. It scored a deserved 58%, and is now on a slither...                               |
| 12 | <b>WHEELS OF FIRE</b> Demark          | Turns Out Run, Chase 60 and Power 60% are worth playing. More Drive! is only worth looking at                                 |
| 13 | <b>CHIP'S CHALLENGE</b> Epyx/US Gold  | We didn't expect this 90% promise to appear so quickly but it has, entering at number 13. Lucky for us, and <b>NE</b>         |
| 14 | <b>FISTS OF FURY 2</b> Virgin         | Not another compilation, this time a beat 'em up special. Well, not that special really - only 68% worth <b>NE</b>            |
| 15 | <b>KICK OFF 2</b> Amco                | Kick Off 2 looks like it could be in the charts forever. Much better than Kick Off, it's the footy game to go for             |
| 16 | <b>MARC</b> Ocean                     | Back to the running after a fatal failure. Doctor's made about 'em support for 64% in C&P and is, well, all right <b>RE</b>   |
| 17 | <b>E HUGHES' SOCCER</b> Audiogenic    | It looks like Crazy Horse is finally on the slide, dropping from 10 to 17. We'll see next month, eh?                          |
| 18 | <b>SHADOW WARRIORS</b> Ocean          | The Warriors have had a long stay (40% of it at No. 1), and are clinging to the 18 slot before going forever                  |
| 19 | <b>PREMIER COLLECTION</b> System 3    | Another looking collection from System 3, waiting in at number 19 and 64% in C&P. Six of the best from 64! <b>NE</b>          |
| 20 | <b>SHADOW OF THE BEAST</b> Ocean      | At last, Ocean's shooting cart (see game 6) 90% average into the 20th slot, proving that you do have some talent <b>NE</b>    |

## BUDGET GAMES

|   |                                       |  |   |   |           |
|---|---------------------------------------|--|---|---|-----------|
| 1 | <b>PEPPERBOY</b> Encore               |  | 1 | <b>OPERATION WOLF</b> 4th Squad         |           |
| 2 | <b>DOUBLE DRAGON</b> Mastertronic     |  | 2 | <b>LE'S SUPHANT ANTICS</b> Code Masters | <b>NE</b> |
| 3 | <b>AFTER BURNER</b> 4th Squad         |  | 3 | <b>REAL GONQUESTERS</b> 4th Squad       |           |
| 4 | <b>GRATING ADVENTURE</b> Code Masters |  | 4 | <b>RAWIE SNAX</b> Code Masters          | <b>NE</b> |
| 5 | <b>GET RUN</b> Encore                 |  | 5 | <b>MAGN LANE DIZZY</b> Code Masters     |           |

# PREDATOR 2™



... HE'S IN TOWN WITH A FEW DAYS TO KILL

AVAILABLE ON:

AMIGA, ATARI ST, COMMODORE 64/128,  
SPECTRUM, AMSTRAD CPC, IBM PC & COMPATIBLES

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T H E S Y S

# PREMIUM

Commodore

C64

COLLECTION

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**A**s Europe's most innovative C64 games publisher, System 3 are now pleased to present this, our first compilation: **THE SYSTEM 3 PREMIUM COLLECTION**.

Forget about 4 product compilations, the official System 3 PREMIUM COLLECTION has 8 amazing games! This "box-pack" is full to the brim with varied gameplay, astonishing graphics and undoubtedly, the best ever formula for arcade adventure games. These titles have all in the past received some of the best reviews, always rated in the 90's from leading magazines such as "Drap", "Commodore Format", "Your Commodore", and "Computes and Video Games".

**MYTA:** "voted 'game of the year' and 'best 8-bit graphics' pure class - not to be missed.  
**LAST NINJA:** The 'Last Ninja' series of games have quite simply become the most successful and most talked about games on the C64. Winning awards worldwide, 'Last Ninja' set new standards for C64 games and laid the foundations for the 'greatest trilogy of games ever to reach the C64'.



Myta C64 version



Fumboy's Quest C64 version



Myta C64 version



Fumboy's Quest C64 version



Myta C64 version



Fumboy's Quest C64 version

SYSTEM 3

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S T E M 3

# MIAMI

SECTION

## ix Pack

Commodore

C64

ette). £19.99 (Disk).

**WARRIOR 2:** A sequel to the world famous "Last Ninja" proved to be one of the best original games ever on the C64.

**FLYING'S GROUND:** The top selling title on the C64 last Summer, Florida provides humour and mass appeal in both posing and old in this "pick up and play" rule platform game.

**SHOOTING STAR:** Computer and Video Games said, "Whatever format.... if you're a hardened shoot 'em up veteran, Dominator is a game to scout the shelves for".

**WICK GAMES:** The first ever British game to get number one in the American charts. Experience a multitude of various fantasy worlds in one PREMIER PACK compilation. Take a trip into the System 3 experience.

The journey is magical, the result, real value for money.



Right: The scene



Right: The scene



Right: The scene



Right: The scene



I was way back in the very first. Of that we brought you news of US Gold's second Gauntlet sequel. Back then it was called Gauntlet 3D. For those of you who missed that story, one of US Gold's most successful-over 64 games and its sequel, Gauntlet II, it was being followed up by a long delayed third installment in which the graphics perspective would be changed into something like an isometric 3D effect (hence the 3D in the working title). We brought you the first screen shots in issue four.

Four adventures can be controlled by up to two players and, unlike the games' predecessors, there are eight fantastic characters to choose from. In addition to the warrior, valkyrie, wizard and elf you can now play a skeleton (a bit like Gorb, presumably), a Ghoullman, an ogreman (read as Neptule the merman). Characters have different strengths and weaknesses but they're balanced overall.

Because of the new approach to the graphics, Gauntlet II contains eight scrolling domains which you have to explore in your attempt to slay the evil Ghoullman from despoiling the land, a quest which involves some puzzle solving. That is quite unlike the original Gauntlet, in which you had to make your way down 100 levels of deadly dungeons.



**Case your  
Commodore  
in lead, paint  
yourself  
white and  
stay in your  
sealed  
room.**

**Some bright  
blips are  
showing up  
on our radar  
and that can  
only mean  
one thing -  
INCOMING!**



# GAUNTLET III

Among the bad guys who are going to try to stop you are some old favourites and a couple of new nasties. Orps, return, complete with their energy draining abilities but as much of a threat as they are viles. Rock Wre is even more of a threat (and skin). Orps and Wre do beat - they furnish you with furnace breath. Snake-men have particularly sharp

sets of chopppers, which you'd expect them to have with a name like that. And if you still decide to go for a game, you'd better be ready to do some swift jettisoning because those Orps can burn-through armour and they have a habit of landing in packs. On top of all this, you've got to remember that all the badies have ranged weapons of some sort,

magical abilities and armour. Things have moved on a bit since our first report and the game is now called simply, Gauntlet III.

By the time you read this, Gauntlet III will finally be finished, so look out for our full and in-depth review next issue. Until then, feast your eyes on the pictures we've got for you this month.



As old friends arrive, will you get caught by ghosts in a graveyard, or just have an eagle (any)? Below the game in role.



## HYDRA

If you've ever wondered what reporters have to go through as a bad guy, keep your eyes peeled for Denmark's forthcoming cool-as conversion, Hydra. When a top secret package absolutely, positively has to get there, Hydra is the only one with the skill to deliver the goods.

There are nine missions to complete in the game. Success depends on how soon you master the art of piloting your Hydranaut - a vehicle complete with super-charged speed and path-finding foreman. You have to run gauntlets of boats, jetskis, submarines, choppers, fighters and hovercraft. All the action takes

place over the top of digitised landscapes. Could be painful. The game is due out this summer.



How many cooler vehicles can you think of who employ carbon dioxide and drag gears the best? Exactly...

## Not short of an Idea

A new Italian software house called Idea is developing a number of games for the 64. We've already got hold of Moonshadow, their first release (check out the PowerTest on page 106). Also on their way are *Swamp Pond* and *F1 GP Circuit*.

*Swamp Pond* is an art package for the 64 which can be either mouse or joystick controlled. It uses pull-down menus and two enlargement options to make pixel painting easier. It also claims compatibility with most other art utilities for the 64.

*F1 GP Circuit* is another formula one racing effort featuring nine circuits, championship racing, choice of driver, racing stats and car, custom features, detailed pits, 19 tough opponents and even (thankfully) a practice mode. This game was due in March but has been delayed (presumably by Moonshadow). It should be here soon.

Working graphics from the Alpha version of *F1 GP Circuit*, packed with detail we think you'll agree. More than I could say...



# THE FAMOUS FIVE ON A TREASURE ISLAND

Doyle Lashings of old fashioned adventure are served up in Enigma's occasional adaptation of Enid Blyton's Famous Five in a Treasure Island. The game recreates most of the locations in the book of the same name and in it, you can take on the role of Julian, George or Gertie, Dick and Anne, wrapping themselves as you try to uncover a spelling mystery whilst on holiday with your Aunt Nancy (Missie's mum) in the seaside village of Kimer. The area surrounding the village is full of places to explore and investigate. Especially tempting must be the ruined castle on an island lying out beyond the beach. Posing loads are covered artistically nearby.

The game, designed using Enigma's Workspace system, comes in classic graphics.



YOU ARE TRAVELLING THROUGH AN ADVENTURE



YOU ARE TRAVELLING THROUGH AN ADVENTURE

Putting that adventure games never die, *The Famous Five* on a Treasure Island begins with a visit to the castle.

Speaking of atmosphere, there are plenty of graphics to add to the atmosphere, too.

Speaking of atmosphere, the game is written in a style close to that of the original author's. Basically, this means there'll be a fair amount of "Jolly good... goosh... really?" to plough through as you play. At least it'll probably make you laugh. You can expect a full review next issue.

Until then, tip up these intriguing adventures games pages.

Could I wonder if any browser are there? Under that line, read George, "You're not passing, etc.", replied Anne, "What for the castle?"



IT SHOWS THE GREAT FIVE AND ADVENTURE

## SNIPPETS

### FOREVER WARS

The Software Business are looking into gear for the summer with a series of games, known as First Star creations of Boulderbrook, called *Millemium Warriors*. In each game the player and an opponent (live or computer controlled) fight through five different time periods. The first game in the series is called *Crusades*. We'll bring you more on this when we've got it.

### BASEBALLS

Baseball games are the best. You don't see any for ages then three come along at once. Currently in development are *Donnan's All-Stars*, *Championship Baseball* and *Lineal's Over The Hill*. All 3 push you in the manager's shoes. You get a line-up of starters and subs and can substitute from the bench. The game contains details of 99 Pro teams, each with a roster of 24 real players complete with 1989 statistics. Keep your eye on *GP* for more on all of these games.

### WILLIS RETURNS

Don't want the last game to feature the exploits of Bruce Willis. The next will be *Madison Hawks*. Bruce's own story about a cat-burglar trying to get straight who's taken into doing one last job - stealing Leonardo da Vinci's plans for an atomic machine. The game is being programmed for the 64 by Donnan's in-house programmer Bing Bann and it's unlikely to appear before the very end of the year.

### JUDGEMENT DAY

Don't keep their eyes on the box office when it comes to deciding which games they'll like to do next. Two licenses have definitely been acquired since we last went to print. First of these is *Terminator 2: Judgement Day*, based on the sequel to the major successful *Mad Max* movie 1989 film. It's certain to be a blockbuster effort.

By contrast, The Adams Family is based on the forthcoming film of the same name, based on the classic series comedy series. The film has an all-star cast including Christopher Lloyd of *Back To The Future* fame.

### CODE SCUBA

In *Thunder Jaws*, a one- or two-player shoot 'em-up being developed for Denmark, cybernetic sharks and mutant mermaids guard an underwater lab. You scuba over them to rescue beautiful scientists who are being transferred by the lab into land monsters. Hazards involve squids and underwater volcanic eruptions. Available summer.

# PREDATOR 2

**O**kay, so the film's not out yet, but many of you will already know the basic plot of this particular sci-fi sequel. The year is 1997, and Los Angeles is at the mercy of its criminal population, led by competing drug barons. Things are getting out of control.

Mina Hargan, a police officer in the LAPD (Los Angeles Police Department) is out to break the many-drug rings but discovers to her — and everybody else's — astonishment, that the criminal element in the city is not entirely of earthly origin. It is that a race against time and FBI Agent Kayce (who is Hargan's rival and wants to take the aliens alive) to find (and) eliminate the monsters from outer space. The difference between this and other alien invasion plots is that the Predators are not after world domination or anything out like that. They are purely human-like looking for otherworldly trophies to take home.

Right, plenty of scope there for an all action game but how exactly do you implement it? Well the guys at Microsoft have plumped quite simply for a sort of Operation Desert Storm, though to be honest it contains far more features and playability than that game. There are four levels in all and, glory

**First time around it was left to Arnold Schwarzenegger to repel the almost invisible alien-cum-moulinex person peeler. But not to be out-done by a few hundred pounds of interstellar aggro, our reviewer takes a peep at the sequel from Microsoft and cops for some decapitation in the process**



Hargan does what her girls paid to do and what let's be honest is doing — blasting the bad guys. This also shows that the alien going up in smoke as the alien hunting trap's shots hit a missile launcher.

So, it's all loaded in in one go. No horrendous multi loads here. It's then you realise (at least the programmers have been in for able to fit it all in.

The gameplay is very straightforward indeed. Hargan is displayed as a wire frame drawing at the bottom of the screen. Using joystick or keys you have to move the on-screen character around, taking potshots at anything that looks vaguely hazardous to your health. Your energy is represented at the bottom of the screen by a row of bolts. When they're all gone, you're gone... well not so much gone as fallen in a lifeless heap on the floor. There is also an indication of



the level too. Don't shoot the guy in the wheelchair. It's sticky and does your reputation no good at all.

While all hell breaks loose on level one, would you believe a regular take for



interview you? Well, you're not allowed to pump this lovely ball of road!

The first street scene reveals tonnes of futuristic weaponry, your chosen ammunition, as for the big guy in the foreground, well he has to answer for that and then answer the big button to punch his rights out!



At you hit the punk on the motorbike, you're treated to seeing the cycle wheel cut from underneath him. Service this right for being a moving target really.



The end of level three: the guy in the centre is the drop lord, being protected by his lackeys (who you have to shoot in a particular order). Once they're dead, shoot down the main-line marauder



Down in the subway on level three, the Predator finally reveals himself as he stands through the gun battle, headshots flowing

It, however, you shoot the lift button before the doors open, this prevents them appearing the hardest time only in your number one OP. This sort of level take-off takes place in your laboratory's penthouse apartment. There's no ultimate aim on this, but other than staying alive until your bit sends you to level three.

After seeing two of his colleagues murdered by the Predator, Harrigan decides to track down the beast in the subway and this is what level three is all about. Again, backgrounds appear in the background, mid-screen and foreground. The Predator has become visible and proceeds to rip the heads off the odd badde here and there. The difficulty on this level lies in hitting the enemies before they become obscured by speeding subway trains which appear with alarming regularity. There is a way of making it easier but all I'll say at this time is don't be afraid of the dark (pre-release hints and tips courtesy of Commodore Forum).

## POWERTEST 15



All of a sudden a subway train whizzes through the scene. This still proves doesn't really do justice to this impressive shoot

by a jingly melody over the top. So why should you buy it? In a word, gameplay. It takes an old formula, builds on it, builds on it a bit more, then adds a coat of varnish and voila - you have a fast, polished talent that'll have you screaming with anger but loving every minute of it.

ANDY



The end of level two, and the game's all-time best: the maggoty thing on fire is actually a massive body bag - shoot it and it swells

|                  |                   |
|------------------|-------------------|
| <b>Game</b>      | <b>Predator 2</b> |
| <b>Publisher</b> | <b>Miramax</b>    |
| <b>Cassette</b>  | <b>£9.99</b>      |
| <b>Disk</b>      | <b>£14.99</b>     |

## POWER RATING

### THE DOWNERS...

- The backgrounds are nice but the sprites are decidedly blocky
- Gameplay doesn't really change

100

80%

- Sound effects are pretty fat. The machine gun is extremely vibrant
- There are plenty of opponents each with a different level of resistance
- Levels are so funny, some platforms shake. The get a little bit further every time you play
- Each level has a different theme and requires a different approach to finish it
- Shortage of ammo adds a slight tactical element
- Numerous features like the fat ladies add to the fun

...AND THE UPPIERS

0



Oh, well it's the fat blagg it... wrong wrong. Don't shoot the middle-aged hunchback in Harrigan's badge-on-motor drops and early retirement from the force is imminent



Harrigan is busy reloading the drop lord's penthouse suite with his lackeys' brains. About the little things to find secret caches of ammo. (Well, they were secret...)

**I've seen level four, it's great, and be prepared for the fright of your life**

And so to the final challenge. If you're wondering what's happened to the screen shots of this level, don't. The pale face of the matter is that the programmers are being cagey about the whole affair. In level four Harrigan has managed to track down the fat Predator in its hideout with the intention of giving him a good looking... I've seen it, it's great, and be prepared for the fright of your life.

So then, has Predator 2 got brilliant graphics? Not really. They're not bad and there's loads going on but it's not the prettiest game in the world. Then the sound must be stunning, right? No, not really - again, a good soundtrack and excellent FX are a good start.

## WIN

## A PRED' HEAD!

STALK THE STREET WITH  
THIS AMAZING  
PREDATOR DISGUISE!  
10 COPIES OF THE GAME  
UP FOR GRABS!

## Question 1

Laughably simple  
What has dreadlocks, pure white  
teeth, attitude and isn't called Rex?  
a) Bob Marley  
b) A robot poodle  
c) The Predator

## Question 2

Sorting out the binks from the jerks  
What is the name of the main police  
character in the first Predator (it  
is Miss Harrison)  
a) Harry Harrison  
b) Nicky Maghinaggy

## Question 3

Smugger than old books  
What is the name of the older who  
played the Predator in both the  
films?  
a) Keith Chegwin  
b) Maggie Philbin  
c) Sorry guys you're on your own, if  
they were all multiple choice ques-  
tions it would be just too easy

When The Ex is attacked by a Predator  
right here in the CV Official Store, these  
things are supposed to be made history!



When a Predator is seen with the  
Ex, it's a real thing! And that's the only  
thing that's real!



When a Predator is seen with the  
Ex, it's a real thing! And that's the only  
thing that's real!

**W**as I thought, 'We've got it on the cover, it's on  
the tape, it's on the faces. Let's not a camp  
then we needed to think of a prize. It had to  
be relevant to the film. Here about a day out  
consuming sales murder? Too illegal. A weekend away with  
an alien life form? Too risky, and besides, Steve Jansell was  
busy for the weekend. Well we were in a right old lull and  
right!

Suddenly we received a call from Cathy Campion at  
Mirrorsoft and it was the subject of our prayers. She offered us  
not time, not fee, not even where but a prize prize.

'Eh, said we. Is it any good?' Needless to say it is a stunner  
of a prize. It consists of a huge rubber mask and gloves  
mounted and painted in the delightful image of the Predator.  
It's got fangs, dreadlocks, claws the lot. Marjory that but it

was shipped over from America and is therefore one of only a  
few in the whole of the country. Look at the prices to see just  
how impressive it is (go on). Those 50p your answers to our  
questions are a postcard (or the back of an envelope) and send  
them to:

**I'm exactly and small of robber Competition**  
Commodore Format,  
Barnford Court,  
39 Mansworth Street,  
Bath, BA1 2BW.

All the usual rules apply. People from outer space are free to  
apply. The closing date for this event is a lifetime opportunity  
to dress to kill is that they so chop, chop.

# REAL HATRED IS TIMELESS

## L A S T NINJA 3

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



With a massive introduction sequence, incredibly detailed 3D background graphics and a more than generous helping of all-out action, Ninja 3 displays a degree of excellence never before experienced by even the most seasoned Ninja fan. Ninja 3 - A game of real proportions.



And that's not all. Ninja 3 is also the first game to feature a fully 3D character model, giving the player a sense of being in the game, not just watching it. The game's graphics are so detailed that you can see the character's face, even when they are in the middle of a fight. The game's sound is also top-notch, with a variety of voices and sound effects that make the game feel like a real experience.



Actual Col 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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# GameBusters

There really is a case of so much stuff and so little space this month. We continue with the "Creatures players' guide," give you the complete low-down on *Last Ninja 2* and the solution to *Mighty Blade*. All that plus Samantha's Corner — with tips for *Spellbound* and into *The Eagle's Nest* — and the first 80 codes for *Chip's Challenge*. But first some cheat listings for a few cassette games. As always, type in the listing, RUN it, then LOAD your game with the requisite cheat installed. Beware.



Help your SPELLbinding escapades with a hefty dose of POKERing. I'm not too sure what the listing does, but you can bet sure it'll help. I think...

## ESWAT

```

ESWAT CHEAT BY M PUCH 1991
FOR X=320 TO 350:READY=C+C*Y:POKE X,Y:M
NEXT Y
IF C=4204 THEN POKE 157,128:SYS320
PRINT "DATA ERROR"
DATA 32,86,245,169,78,141,97,3,238,98,
DATA 72,77,89,1,169,173,141,53,29,141,77,
DATA 141,118,
DATA 32,208,229,94,206,180,46,286,218,
DATA 78,13,8
  
```

## UN Squadron

```

UN SQUADRON CHEAT BY M PUCH 1991
FOR X=525 TO 567:READY=C+C*Y:POKE X,Y:M
NEXT Y
IF C=3963 THEN POKE 157,128:SYS525
PRINT "DATA ERROR"
DATA 32,86,245,169,24,141,86,9,169,78,
DATA 88,9,76,16,8,72,77,89,169,32,141,
DATA 43,7,169,49,141,46,7,169,3,141,47
DATA 7,238,32,288,169,6,141,122,181,96
  
```

## POWER PACK

Wow, we've gotten a lot behind with our PowerPack cheats haven't we? Well, in future we'll POKER our cover game series each following month. These POKERS cover the games from CP's 6 and 8 and provide you with the following bonuses:

*Rider* (infinite lives) and *Chameleon* (infinite lives and energy). Yvho.



## Shockway Rider

```

SHOCKWAY RIDER CHEAT BY M PUCH 1991
FOR X=320 TO 350:READY=C+C*Y:POKE X,Y:M
NEXT Y
IF C=2010 THEN POKE 157,128:SYS320
PRINT "DATA ERROR"
DATA 32,86,245,169,86,141,2
DATA 141,118,13,8,72,77,89,169,173,141,14
DATA 78,13,8
  
```

## Chameleon

```

CHAMELEON CHEAT BY M PUCH 1991
FOR X=517 TO 567:READY=C+C*Y:POKE X,Y:M
NEXT Y
IF C=5776 THEN POKE 157,128:SYS517
PRINT "DATA ERROR"
DATA 169,39,142,48,9,169,2,146,46,3,96
DATA 245,169,32,141,178,2,169,2,146,17
DATA 72,77,89,169,32,141,222,3,169,86,
DATA 3,169,2,141,224,3,32,89,9,96,869,
DATA 141,96,13,141,58,38,141,71,70,146
DATA 141,238,47,238,32,288,96
  
```

## Sunstar

```

SUNSTAR CHEAT BY M PUCH 1991
FOR X=517 TO 567:READY=C+C*Y:POKE X,Y:M
NEXT Y
IF C=6776 THEN POKE 157,128:SYS517
PRINT "DATA ERROR"
DATA 169,39,142,48,9,169,2,146,46,3,96
DATA 245,169,32,141,178,2,169,2,146,17
DATA 72,77,89,169,32,141,222,3,169,86,
DATA 3,169,2,141,224,3,32,89,9,96,169,
DATA 141,169,38,141,162,42,141,164,29,
DATA 141,238,47,238,32,288,96
  
```

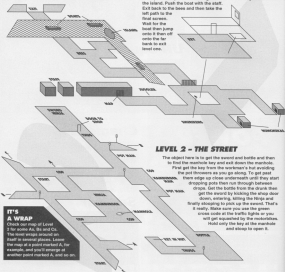
# LAST NINJA II

If last month's multitude of martial artwork wasn't enough (we brought you the full solution to *The Last Ninja*), we decided to stick to the oriental orientation and so - here's the solution to *System 3's* stunning sequel

## LEVEL 1 - CENTRAL PARK

You start on the stage of the theatre. Go backstage and dispose of the bodies. Hit the yellow button on the wall and go back to the stage. Open down the now open trap door. Crawl down, get the key and go outside. Get the shutters and the two pieces of muschuko from the fence side of the icicles. Go left and somersault past the juggler or he will get you with his pins. Get the map and then climb the trellis (make sure you are using nothing or you won't get up). Somersault over the gaps and get the staff. Return to the gate outside the theatre. Hold the key and sleep to open the gate. Move on to the river and wait for the boat. Somersault onto it then off onto the other bank. Avoid the bees and take the right hand path. Jump off from the right hand corner and you should land on the island. Push the boat with the staff.

Exit back to the bees and then take the left path to the final screen. Wait for the boat then jump onto it then off onto the far bank to exit level one.



## LEVEL 2 - THE STREET

The object here is to get the sword and bottle and then

to find the manhole key and exit down the manhole. First get the key from the workman's hut avoiding the pot throwers as you go along. To get past them edge up close underneath until they start dropping pots then run through between drops. Get the bottle from the drink then get the sword by kicking the shop door down, entering, killing the Ninja and finally stopping to pick up the sword. That's a really. Make sure you use the green cross code at the traffic lights or you will get squashed by the motorbikes. Hold onto the key at the manhole and sleep to open it.

### IT'S A WRAP

Check our map of Level 2 for points Aa, Bb and Cc. The road winds around on itself in several places. Label the map at a point marked A, for example, and you'll emerge at another point marked A, and so on.

## LEVEL 3 - THE SEWERS

From the start walk right, kill the thug and go through the door on the left. On the next screen take the door to the right and get the key to the manhole. Return to the ledge with the gap, jump this and on the next screen jump the gap again then walk forward slowly. Wait for a splter to fall and quickly follow it off the screen or his friend behind will follow and kill you (the Ninja I think). Next, open the grate with the key and drop down. Walk right and then take the middle door of three. Walk to the next three doors and take the farthest one.

Now don't use any of the next two doors. Jump the rats and exit quickly. Keep

going to two more doors and exit by the one nearest to you. After killing the girl (you can't) hold the bottle to the torch on the wall and the stick should turn red. Move forward and holding

only the bottle wait for the alligator to appear and lob the bottle at him until he turns. Then exit to the next level (you are allowed more than one go so don't panic).

## LEVEL 4 - THE BASEMENT

First get through the boxes by keeping to the wall and then advance round and through the two big boxes. Get past library then hold nothing, climb the ladder, kill the hacker to the left and pick up the credit card. Now walk right all the way round until the

Ninja comes to a door. Enter and pick up the food. Now go back to the ladder and climb down. Follow the path round to the rail cars, pick your moment and run across. Somersault over the next set of train lines (these are electrified).

Get the hamburger then it's onto the crates. Here we go. Walk onto the nearest crate then jump onto the next one forward. Pass left and jump

onto the left box. Now face right and get onto the little box then onto the far side. It takes a few goes so be patient. Go into the bottle room and kill blues. Then, on the next screen, look for the flashing box. Hold the chicken and pick up the box. This poisons the

chicken. Go back to the bottle room then go right and you should be with the pussy cat. Hold the chicken and walk slowly forward until he sits up. Use the pick up action to feed the panther and watch him die (no, he, he). Go past library for the next screen and use the credit card to enter

the lift and exit.

## LEVEL 5 - THE OFFICE

Get off the first screen and then take the next blue door on the right. Touch the computer on the right and note down the code. The code changes from time to time. Come out again and go round to the right to the screen with the two doors. Take the top door and, inside, touch the pen holder on the table under the paintings. A secret door next to the table opens. Go through and up the ladder. Then go through the door and into the room. Now enter the fan room to the left and stand as in the diagram (backwards to the line of travel). Edge backwards until you reach the far wall (the Ninja will edge over to the drop but if you are careful he will make it). Open the grating using the pick up action. Go out onto the ledge and round to the left (this right). Jump the gap then go up the ladder. Kill the hacker then get to the last screen. This can be hard or easy. Run to the helicopter and try to get into the skid or simply wait for the chopper to leave and somersault off the screen after it. The next level should load.

# LAST (NINJA) LEVELS



## LEVEL 6 - THE MANSION

If you are using infinite lives, pause the game as soon as you start. Enter the display monitor and install the chest. Restart and, using the guide on the map, get onto the roof ridge. Move carefully to the right until you are next to the skylight and then get into the mansion. Again trial and error is necessary. Go to the next screen and enter the room on the left (Ninja's right). Get the rope and then go back to the first screen you were in. Go left into the room with the dumb waiter. Hold nothing but the rope and descend into the kitchen (don't use the stairs as electric eyes set off all the alarms). Leave the kitchen and enter the study to turn off the alarm. Come out and go through the door behind the bush. Once down the steps punch the six switches on the wall to turn the lights on in the next room (the door will turn grey). Go through what is supposed to be a maze into the steam boiler room. Punch the switch on the right (not the six little ones) to redirect the steam so that you can exit the level.



**A SECRET LEVEL SEVEN TIP:** When trying to light the candles, kill Kuroki. Then, just as he comes back to life, light one of the candles. This should now remain lit so that when you next defeat the bad guy you only have four candles left to light. This makes it possible for the most inexperienced Ninja to triumph.

## LEVEL 7 - THE FINAL BATTLE

First, kill the guard. Then enter the final screen. Lift up the tapestry to reveal the safe. Touch the safe to bring up the number display. Use the joystick to enter the correct code. (You did remember to get it from the computer didn't you?) The joystick action is just the same as when you input high scores. Take the orb out of the safe and of course-gals appears. Kill him so that he falls within the pentacle. Now light the candles before he makes up. Put the orb back in the safe and the game is over.



## Cart blanche

Still alive? The POKE's below can be used with the Expert Cart and must be entered at the start of each level. They'll also work with the Action Replay Cart but unrelably. The first POKE is for infinite lives and the second, infinite slunkums.

|                |   |
|----------------|---|
| LEVEL ONE      | LEVEL TWO   |
| POKE 07496,175 | POKE 00000,175  |
| POKE 40094,175 | POKE 00378,175  |
| LEVEL THREE    | LEVEL FOUR  |
| POKE 01882,175 | POKE 00481,175  |
| POKE 40750,175 | POKE 40020,175  |
| LEVEL FIVE     | LEVEL SIX   |
| POKE 00771,175 | POKE 00070,175  |
| POKE 40100,175 | POKE 00786,175  |
| LEVEL SEVEN    | Keep yer eyes peeled for the complete guide to Last Ninja 3, coming soon. |
| POKE 00440,175 |   |
| POKE 00048,175 |   |



# NIGHTBREED

## THE MUTATED SOLUTION

*If you've given up hope with the antics of Boone and are in need of some assistance, then dig into this: the complete solution, plus a few general tips. Anyone with an IQ less than... er... well, less than mine might like to know that L=left, R=right, U=up and D=down. Here goes...*

### THE PASS KEYS

UPPER  
MIDIAN



THE  
BOPE  
BRIDGES



THE  
BAPTISM



FREEE  
THE  
BREED



Boone starts his key-collecting quest in the graveyard of Necropolis. Only once he has the key in his grasp can he enter Midian...



to 'A'

## THE NECROPOLIS

### START TO FINISH

From the start position in the Necropolis, go L, get gun, R, R, R, D, D, L, get key 1, R, D, L, L, D, R, D, L, L, go through the door. You should now be at position G on the upper Midian map. Go L, D, R, D, L, R through door, get key 2, D, R, U, R, R, tell D, R, U, D ladder, R, D, R, tell D.

With any luck, you'll arrive at position E on the rope bridge level. From here go D, L, L, L, L, L, U, R, D. The Mask will appear here. Kick his teeth in three collect key three. You must now go to be baptized, so go D, L, D, R, R, D, R, D, R, R, R, then go through the door to meet with Baptism.

After the inevitable go L, L, then walk into the door to free the berserkers. Then go L, L, D, L, U, L, D, L, L, and go through the door. You're now at position F (upper Midian level). Go R, L, U, R, U, L, U, and through the door. Well done, you've freed the breed. You are now shuttled back to position G on the upper Midian level. From here go L, D, R, R, R, tell

D, R, D, U, D ladder, R, D, R, tell D. You are again at position G on the rope bridge level. Go D, L, L, L, U. You will again be confronted by The Mask (let's assume Boone). It's advisable to have a friend tapping away on the F1 key as it is essential to be in Casual mode when tackling The Mask this time. Having defeated him Lori will appear in a heart (assault!) - collect her. Then go U, L, U, R, and go through the door. Nearly there.

You are now back at position G on the Upper Midian level. Go U, L, L, U, R, R, L, U, and go through the door to finish the game. Congratulations! All you have to do now is watch the cocky-breast and sequence - puh!

### COMBAT TIPPETTES

**BIG PLY** - Stay crouched down, then sit when he settles above you.

**PET MAN** - If he's in your way, wait for him to move (he will). Otherwise avoid him.

**SHAKEMAN** - It is unwise to fight him. If you have to though, kick him like crazy.

**FLYING TEETH** - Simply crouch as they whizz overhead, then RUP!

**HEAD MONSTER** - Punch the body repeatedly and ducking to avoid the head.

**HOPPER** - Duck when he jumps, run when he lands.

**SCORPION** - A pain in the butt, basically. Punch repeatedly, and jump if he strikes out.

**EYEBALL** - Simply turn away from it and run (although he will subsequently move again so that he faces you).





"Yes, I see 'Breed' Boone' (with active lipsticks). Sounds up the signs of aging to give you that freshly de-aged look the girls go mad for!"

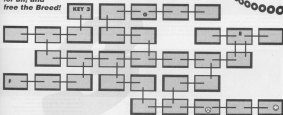
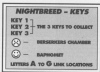
## UPPER MIDIAN

Entering the underground lair of the Breed signals Boone's first battle with The Mask...



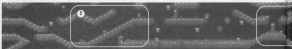
## ROPE BRIDGES

Boone is re-born during his initiating baptism into the ranks of the Breed. Only in his new form can he defeat The Mask once and for all, and free the Breed!



# MORE GREAT

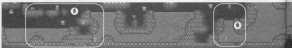
## LEVEL 2.1A



1. Jump the rope at the bottom as he's completely indestructible. Then when you reach the cylinder beast shoot him twice and he should rise up into the roof allowing you to pass.

2. Shoot the tree, then shoot the ball but don't get too close as it expands to double its size. Next use double fire on the bottom beast and then smash the wire on the platform.

## LEVEL 2.1B



3. As you've reached the first of the water sections, it can be a bit tricky but having said that, there are no specific tips we can give you. Remember, if your oxygen gets low, touch the bubbles on the floor to replenish it. Also collect any creatures that crop up along the way.

4. The cylinder becomes left and right and guess what? It's indestructible. Wait on the left hand side until when he becomes away from you, drop down into the water.

## LEVEL 2.2A



5. Oh Lordy, more sub-aquatic sections. Again, replenish oxygen with the bubbles and swim like that, you're on your own now.

10. That wasn't so bad, was it now? That look blocking the wall cannot be killed by firing at it. Drop down that dry wall (left) and fire through the cylinder through the wall. The blocker will then disappear allowing you to get back onto dry land.

## LEVEL 2.2B



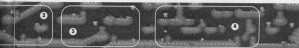
14. The tree with the face gets free of you. Build his and configurations then run past. Fire through the walking trees as before. Then wait out for the wall on the second step up, it shoots fire. Thing get well serious now. The enemy cylinders are formidable and can only be dodged by trial and error.

15. This walking tree is harder to kill than any of the previous ones. Persevere with your ray beam and he will die... eventually. Then shoot the birds for extra creatures.



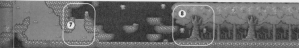
# CREATURES

*Clyde's back for the second part of our complete solution to Creatures. But before you rush blindly on, be sure to buy an upwardly firing missile at the mid-level shop or the game is impossible to complete! Then, at the end of the level, buy the fireball weapon*



1. The head up top is indestructible so jump him, collect the creature and then jump back. The worm on the middle platform forms into a ball never to shoot him, drop down left, then jump and the beetle to kill him

2. The bird up the top is fast and indestructible so avoid him carefully, get the creature then get the ball out again. Flame breath the two worms but be sure to keep your distance



3. If you're reading this you should have managed the making bit. Jump left out of the water, flame breath the head on the right and voila, you're free to go on

4. Don't waste your time trying to shoot the bird, he's indestructible. He is the floating cylinder. Again choose your moment then use the you've got a belly full of larvae and three miles between you and the nearest tree



5. Flypel indestructible bird alert

6. Beware the cotton fluff. The thing flies moves toward you with speed but one well timed flame breath should reduce it to ash. The double sized creature give you the speedable creature rather than the usual one

7. You can pretty much ignore the birds in this stretch, just concentrate on the ground-based enemies. Most of them can be jumped easily enough. That bird on the right though, can be shot to death an extra creature



8. There are actually three trees here, one of which is indestructible. Kill the other two, one when the tough one sticks into the ground, jump over it

9. This is it folks! Walk past the tree (I won't have you... yet), use your breath on the blob while avoiding it's firepower and that of the winged beast above. When the blob is dead, select your upward firing weapon and kill the winged beast. Easy? Not

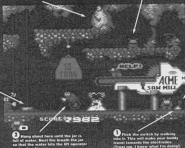
# MORE CREATURES

## How to survive torture screen two

1 Press left in between. Select your fireball weapon and whenever possible, shoot the most at the far tower. Try and cover it in case it loses the attack pattern of the far one.

6 Break the top of each that the far one was attacking. The little towers will then charge through the rope, increasing the weight and saving your blood.

4 Arms will be left and the operator should start pulling you up to the top.



2 Jump about here until the far is full of water. Next the switch the far so that the water fills the left operator and makes him up.

1 Pick the switch by walking into it. This will make your family leave towards the other tower (I know, I know what I'm doing).

3 Jump back to the top and look it so that your friend starts moving towards the area. Now you have the main time possible to save your blood.

Well that was a Dodge worth it! But it doesn't take time as you will know. Next screen we'll be going level three, much the same treatment, except next time we'll be including a wedge of other stuff. But first the video from cheat mode and POK's and tips on how to obtain vast amounts of creatures for use in the ship. In fact we'll be providing the whole game's delivery for those who will

find problems finding it. Just wonder Andy - Ed. That just leaves me to say a few thank you's. Cheers to Andy Roberts for his invaluable tips and every solution, even on as hard as Martin Pugh whose online POK's we couldn't be without and finally thanks to all of you who sent stuff in, even if we didn't have space to print it. Nevertheless, keep it coming, you know where to go.

# CHIP'S CHALLENGE

It isn't a horrible gap at the bottom of the page, it goes I'll better bring something in. Battle, props, search. As last The first 50 codes for US Gold's man-villainous Chip's Challenge... (Pheh)

## CHIP'S CHALLENGE CODES

### The first 50 levels

- |        |         |
|--------|---------|
| 1 BDHP | 6 WNLPL |
| 2 JXNU | 7 FXOD  |
| 3 ECBO | 8 NHAG  |
| 4 YMCJ | 9 KQRE  |
| 5 TQKB | 10 YUWS |

- |         |
|---------|
| 11 CNPE |
| 12 WWHI |
| 13 OCKS |
| 14 BTDY |
| 15 COZO |
| 16 SKKK |
| 17 AJMG |
| 18 HMAJ |
| 19 MHRH |
| 20 KGFP |
| 21 UGRW |

- |         |
|---------|
| 22 WZIN |
| 23 HUVE |
| 24 UNIZ |
| 25 PQGZ |
| 26 YVYJ |
| 27 IGGZ |
| 28 UJDD |
| 29 GGOL |
| 30 BGZP |
| 31 RYMB |
| 32 PEFS |

- |         |
|---------|
| 33 BGSN |
| 34 NQFI |
| 35 VDTM |
| 36 NXIS |
| 37 VQNK |
| 38 BIFA |
| 39 ICXY |
| 40 YWFH |
| 41 UJDL |
| 42 TXHL |
| 43 CVPZ |

- |         |
|---------|
| 44 HQJ  |
| 45 LXPP |
| 46 JYSP |
| 47 PPQ  |
| 48 QBDH |

That worked as well as I'm going to print another 50 next month, then the first 50 the month after plus additional tips. ...See ya next month guys!





# REVIEWS AND REVIEWERS

Who are they? Where did they come from?

## How our reviews work...

### The powermeter

We rate games out of 100%. We reduce any game over 50% to worth looking at. If a game gets over 90% then out this people. It's a power!

The Powermeter on the left of the final 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 great about the game in the red area. Then we measure the rating from the point at which the white and red areas meet. Brrrr!

## Icons



**FACE** - The more heads you see, the more play you can join in.



**T-SHIRT** - A quality's shirt means you can save your game position to tape or disk.



**JOYSTICK** - You need to use a joystick to play the game if you can do this anywhere.



**KEYBOARD** - You have to use the keyboard to play.



**PAUSE** - We put codes of three in if the game has a pause code (press).



**BLOCKS** - You can place your name in the high score table.



**MOUNTAINS** - Peaks mean you can choose how difficult the game is.



**OCTOPUS** - This means the game is light up like life, which lead to some bugs or disk.



**CART GAME** - We put one of these on if a game is 50 compatible.



What on earth do they do? These are questions many have asked of the CF team. Madmen, the asylum and as little as humanly possible are the plain and simple answers.

**F**ortunately in their own office the team decided to visit the local park for creative inspiration. But this was to be no ordinary day out, for the heavens were in alignment, the spring equinox was moments away and, most disturbing of all, supernatural forces were at work. Uh-oh...

### STEVE

On approaching the obstacle in the park, the first obstacle from Steve J. there he stood transfixed - hey, perfect - and unable to speak. There's a change came over him. He closed all the movement and uttered the sinister words, 'Steve, I'm ready for you.' What did this mean? Either he had the game (Steve) or he got terribly confused and thought she was The Madman Of The Park.

### SEAN

Our Oap Ed didn't have much better. When he drew near to the stone and saw his eyes popped mysteriously out of his head, his lips quivered forward in how he quickly said it a fashion, and the muscles in his neck coaxed to form for causing his head to flip backwards to one side. He remained in this position for twelve days, after which he returned back into the office as if nothing had happened. 'What did you like this month (Sean)?' we asked. 'Dark-furred people cannot digest people,' he said up with a knowing smile. This confirmed our suspicions... He had been completely unaffected by the strange experience.

### ANDY

As Andy approached the skewed thinking pillar, the gravitational pull of the Earth no longer had any effect. Andy floated gently upwards into the clouds and was gone. The team later found him on the roof of the CF office. When asked about his weird experience and further if the games he had this month, his eyes closed over and he whispered, 'The Madman has many talents but over-dressing isn't one of them.' Goodness.

### RAT

Watching the strange behaviour of the fellow reviewers with keen interest, the Madman watched

seemed unaffected by this unpleasant phenomenon. Then suddenly she dashed herself around the middle, bounced over and fell to the ground, laughing. Flaccidating slightly, the poor girl managed to scramble to her knees and slumped

away, rearing from the towering obstacle and murmuring something about the mystical healing powers of a local watering hole. As you can guess, she was later found propping up the bar in the local facility located out of her tiny skull on Parnes and suffering from what Doc/Doc, Helen, phone, maybe, shunty.

### GORDON

Our resident back prize broke definitely towards the obstacle. But then, the pillar began to glow. The translucent light formed into a large sphere and, on its slowly, shifted towards Gordon. As Houghton had two fingers stiff and crunched, BOO CHIT!

So angry enough the glowing sphere promptly did just

that. What usefully took away at work? He will never know (but thank for Houghton anyway).



Sean Brown in the obstacle using a Kyrin song (but Rat and Gordon are disappointed)

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We — the second level pack, a hell of a way with lots of enemies all pointed together



Time to choose your character. It really depends on whether you want to be a brawler, pump or fight your way through the race...

**R**ight, before we start, I have to tell you that this game is only for sale to adults and very tall kids. (If you're under 18 [or aidget], you'd better not read this review.) You can't buy the game anyway. Virgin's game of the comic (created by Probe) stars those infamous characters.

# VIZ THE

Johnny Funpapa, Buster Gonard and Billa Bacon in a race through Funchester. At the start of the game you get to choose your representative for the race, when you're stuck with until you get bored and re-race the game. This three-horse race takes place across five stages. Starting in the country, it moves into the town, across the beach and ending up at the Disco.



Before the race starts and in between stages, your character indulges in some odd pastimes in order to earn tokens — more on those later. There are two bonus stages for each character, which alternate throughout the game. For instance, Johnny uses his prowess with bottom buds to inflate balloons (the more inflated, the more tokens); and

## Now there's a bonus!

In between the racing stages, there are bonus rounds where your character gets the chance to earn tokens. These are then

wrapped for special powers in the races themselves. Billa goes into a bager frenzy, killing everything in his path; Johnny goes

on a slightly gull to propel himself over hazards; and Buster bounces along using plum powers. Well, at least it's different...



**Billa Bonus 1** — Billa is charged with the task of drinking huge amounts of beer — a drinking law that still exists today in the sleepy town of Funchester. Billa has to follow the advice of the judge. Then the next job along the line automatically



**Billa Bonus 2** — Outside, some ancient money is lurking (thanks to Mr Bacon Jr). You have to punch the joystick up, across and down to beat off thugs, make up two levels. Miss one, and Billa goes washed — on his happened home...



**Johnny Bonus 1** — The last with gull power is to blow up balloons to earn tokens. It's a simple game, but it's wrapped in various chuffs and inflates the balloons. And don't let them go long otherwise your token goes too...



**Johnny Bonus 2** — Here small snakes as Johnny attempts to propel himself upwards using only the power of his pump. Again, more money (which you'll get) is hidden in the Funchester mine. The longer for good, the more tokens he gets



**Buster Bonus 1** — Similar to Mr Funpapa, Buster Gonard uses the same old money properties of his power to get himself (and his money) up. Simple that which to get more height, but what does height matter? Tokens!



**Buster Bonus 2** — Mr Gonard employs his weighty appendages to flatten dough into pancake shapes. There's a prize on offer to anyone who can give a coin count matching this one (which it involves the joystick and an eating arm)



# THE GAME



to levitate himself as high as possible (the higher he goes, the greater the token reward). These tokens are stored up and swapped for a special power during the race. By holding the fire button down for a second, the three characters can utilise a special power. Blitz thinks someone's spilled his pint and goes into a lager frenzy. Johnny uses golf power to propel himself along and Buster speeds up by bouncing along on his snor-moose... er... pants. Ahem.

Once Roger Milla has introduced the contestants, Puggy (interviewer wannabe) an, and with a wink of his fish, they're off!

To move your character just push right on the joystick and he thristles along. Slow Blitz, Johnny or Buster around obstacles by pushing up-or down, but be careful: moving out of lane incurs the wrath of Roadway Wix, who lobs bricks at your character.

Falling does hurt, bumping into obstacles, getting passed on by Milla (Blitz's carrrrrt, being center up by The Puggy, tripping over Milla Brady's shopping or getting run over by Adbidge. Prior's motor scooter all prove

**The game is utterly crippled by the worst multiload I've seen in ages**

harmful to your contestant. Every hit sends them flying, whereupon the dazed characters sit on the ground, wasting precious seconds before rejoining the race. Worse still, they gain a 'shame' token; three tokens and you're out of the race.

Milla's visuals are brilliant. The inhabitants of Puchester are wonderfully drawn and animated, and the bonus sections are gorgeous. All this is accompanied by a number of funny sound effects and some very jolly tunes.

Gameplay is a bit dull, with the only variety coming in the different characters and the bonus rounds - but even these grow dull quickly. Worst of all, the game is utterly crippled by the worst multiload I've seen in ages. You load in

the character select screen and choose who you want to be. Then you load the first bonus game (these are on a second tape). Play the bonus round, then load in the first race. If you don't qualify for the second race (which you probably won't), you get to run in it again - once you've done the other bonus round, so you load in the big side of tape 2, play the second bonus round and then rewind the main



Shady shows his particularly on-funny stuff while Blitz tells that of Roadway Wix's tricks. (We couldn't get past this point since a bug prevented Blitz from leaving his lane. Gah, huh?)

tape to load in the first race again. And so on. No way can I recommend tape users to buy Wix - the multiload renders it unplayable and the action isn't exciting enough to warrant the wait. Like it says in the intro: "What have I thought that eleven years later, at the end of a decade of phenomenal success. We would end up trying to flag a mediocre computer game in a desperate bid to make a few bob." Blarg on, guys.

BTW

|           |              |
|-----------|--------------|
| Game      | Wix The Game |
| Publisher | Virgin       |
| Cassette  | £9.99        |
| Disk      | £14.99       |

## POWER RATING

### THE DOWNERS...

- Horrible multiload appals what-if-a multiloader value there is
- Gameplay is lame: it only takes a few goes to drain all the enjoyment
- Turnout is limited to clockwork running in speed/obstacle
- Better speed advantage/obstacle speed/turnout/turnout

100

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Watch out for the multiloader! It'll ruin your game, so make sure you've got it all right before you start a new game.



In the third level, Blitz's car comes piling through. It's a real test of skill and it's a real test of skill.



Watch out for the multiloader! It'll ruin your game, so make sure you've got it all right before you start a new game.

...AND THE UPPERS

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## More bite bytes on their way

Work has already started on *Elvira 2* at Poir's Newsworld headquarters. *Elvira 2* is a direct descendant of this game and has nothing to do with Moreworld's forthcoming *Elvira* movie game except that it features Elvira.

How the story continues isn't clear but *Elvira's* next adventure takes place in Hollywood, and this time with and the surrounding Californian desert. You're accompanied not of your new adventure by an unseen online American who can enter the help of spirits. It's hard to know you'll be getting help but it's disconcerting to hear that the evil that glows when he goes into action.

death to Elvira. In fact Elvira has more in common with old adventure games than most modern copycat games as far as puzzles go. But that hasn't done it any harm.

An uncommon amount of work and intelligence have gone into the game, with the aim of making it give you the best run for your money. That it does too, but at a price. For this, the player has to try everything he can think of to discover the game's secrets.

They kind of challenge doesn't appeal to everybody. But some people find this sort of computer puzzle game and will spend weeks practically living it. For them, *Elvira* will be one of their toughest challenges.

JEAN



Yes, he, but a bedroom at last. For some reason, Elvira doesn't show up in this job. The secrets kept by the keep's bedrooms are more than most in the game and you have to keep your eyes peeled. It would be unfortunate were you to accidentally make something... something that drinks them, that's bad.

**Game  
Publisher  
Cassette  
Disk**

**Elvira  
Flair  
not available  
£24.99**

## POWER RATING

### THE DOWNERS...

- Too hard to recommend to beginners
- Inevitably slow and dull only

100

**84%**

- Easy to use interface. Once you've mastered it, you can do things very quickly
- Really well worked out puzzles for you to figure out
- Excellent graphics packed over three on disk 3D
- Cinematic animation sequences
- A massive game to explore highly original plot
- Excellent programming keeps disk access down to a minimum
- Graily sense of humour - should appeal to mature horror fans everywhere

### ...AND THE UPPIERS

0

## Vamp vanquishing - a quick guide

Actions are carried out via a joystick which simply works in a point-and-click manner. To search a room, for example, by moving the cursor over the display of the room and pressing the fire button over the object you wish to examine. It couldn't be easier to use. The game beeps and highlights any applicable menu functions if you find anything. In conjunction with the menu, you can

even look inside objects that might contain other items, place objects inside other objects, remove them again and so on. Screens are updated as you take objects from them. Knowing what to take and what to do with the items is another matter altogether.

This panel displays the directions of all the available exits from any given point. You only ever move forward. Other arrows point you in that direction.

Through this central viewing window, you watch as the adventure unfolds before your character's eyes.

Your character's status is shown with a rough idea of the health and fitness of your character.



This dual-purpose window displays all the objects in your inventory. The window's secondary function is to convey text messages to your character.

This is the menu of actions available to your character. Just click on one, then click on an object or part of the screen and see what happens.



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# ROGER FRAMES

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## Budget Games



Being a great TV star doesn't mean you can be a great game star. In my opinion, Huxley here better not give up his day job.

### HUXLEY PIG

Alternative £2.99

Am I out of touch or what? I've never even heard of Huxley Pig yet here I find a game based on the porcine TV personality.

From the photo of his show on the packaging it's apparent that this porker is a youngster's favourite so I was expecting too-der too-der. However, *Alternative* have managed to get it completely wrong. HP is a very simplistic and unexciting platform game. And, sadly, so incredibly difficult that you're destined to switch off your C64 in a fit of rage.

It's a bit of a shame really because after level one there are three extra sub-games to get your mind into. These are based on plots from the TV programme, namely Huxley the pilot, Huxley the sailor, Huxley the thief and Huxley the Sunday lunch. You can save about that last one - £16. But the person that stays interested long enough to reach there is a better man than I.



What another disastrous month! If, like me, you take an avid interest in the Budget you'll no doubt be flabbergasted by the increase in VAT. 17.5%!? It's an outrage! Naturally the extra expenditure on games has to come from somewhere, so I decided to take myself and my dog, Debit, off to the high street for a money-making venture. Spare a copper guy? Uh-oh, talking of Coppers...

### FRAME RATE...

Could have been a kid's favourite like the TV prog but it's too difficult, it's possible to die only seconds after starting. Don't bother.

### HUXLEY PIG

40%

### RAMBO III

The Hit Squad £3.99

Take the role of John Rambo again and back in (or that would be 'out'). Paper - £16. Level one of this loop around 'TV shoot 'em up' is a visual feast above many others you must shoot opponents, collect objects, solve simple puzzles and save Colonel Trautman from his Alghazarian captors. Level two is the

escape from the fort and the journey around through enemy territory. Prime the bombs to blow up the fort then make your escape by helicopter. The third and final level places you in command of a tank. Using an on-screen crosshair you must clear the screen of opposition as you funnel your way to freedom and victory.

Rambo III is a smart looking game, but might prove a little dull, even for the bandanna and rocket launcher brigade.

'Then the government budget and all 'n' the forces, nothing more staying... Oh, except Roger and his dog, Debit, who were obviously watching themselves about the 17.5% increase in VAT'



Rambo's on-screen war rolls on. There's a fresh supply of good graphics in Rambo III but the gameplay is a bit on the stale side...

### FRAME RATE

The graphics are fine and the game play is sound but there's nothing really new exciting here. There are much better games of similar ilk.

### RAMBO III

57%

### TECHNO COP

Kick £3.99

Techno Cop? Worth a try, more like. What could be a more enjoyable job than cruising after dangerous criminals in your gleaming red sports car and blasting them to kingdom come? Not only that but at the end of each chase sequence you get to stroll through the baddest headquarters taking joyful little pot-shots at anything that comes your way. When you've located the big bad guy himself all you need to do is kill him and the whole delightful process starts all over again.

# 40 BUDGET GAMES

The graphics aren't brilliant but they do the job well enough with a *SimCity*-style scrolling road and pleasing landscapes. The game is also fairly simple to play but at the same time strangely entertaining, especially on the platform title. A full price would be good for budget release.



Techno Cop's crime-busting activities are fun pursuing badfellas on the road to Rapt. That cloud of dust is a standard road-war!

## FRAME RATE

You won't exactly swoon over the technical brilliance of this cross between Chase R&D and Impossible Mission, but it's sufficiently playable to justify spending the cash on this neat little drive 'n' shoot.

## TECHNO COP

70%

## PASSING SHOT

Review C3.99

Goal: your ball (quest) - Hit and your pack (goal) - Hit and get on the pitch (goal). Player: usual. You're not really the most sportsy chap on the planet are you? - Hit. It's tennis season again, or at least it is on your 64. Encore has released previous ball-piercing Passing Shot on budget and it's a gem.

You get to play either singles or doubles on a variety of surfaces through four different tournaments. There are a number of difficulty levels from easy (soonest to practice on) to hard (practised for making a noise of yourself w). During a service the ball is seen from behind your player but as soon as you've hit the ball it changes to a post view with the ball zooming large out of the screen when the ball is hit high. It's not the best of the kind around but as a budget title it's fast, unfussy and fun.

How balls please. It would appear that this one is an it's way to Jupiter. Actually that's a lie, but it's high valley is well hard to return



Ready for the guy? What guy? The guy is the last stop appearing the considerably older guy. This is a good idea, if you really must buy might we suggest you employ the help of a slightly less well-dressed dog. That one looks like it's about to drop a letter of about 26!

## FRAME RATE

Not bad as tennis games go. There are minor ripples, like the way you can't see your player when the ball's in your opponent's half, making positioning for the return even trickier. That aside it's playable, looks good, and is above all cheap... damn, damn, damn.

## PASSING SHOT

82%

## POPEYE 2

Alternative C3.99

Olly so she's fairly sexy, and she's got a voice like fingernails on a blackboard, but Olive Oyl must have something going for her or else why would Popeye risk his neck trying to save her from the evil advances of Brutus? (COP that's a complete tank? - Hit)

Popeye II is a platform game along very similar lines to those old classic Kong games. All you have to do is move upwards through the level, jumping the gaps, collecting the burpees (to get past Winky), eating spinach to increase your strength and ultimately giving Brutus a good slapping, thus saving Olive in the process. Then it's onto the next level for more of the same.

The graphics are large and suitably cartoony. It's also very playable. The only problem is that some of the hazards are totally unmovable (like the exploding barrels) which can get a bit frustrating. Still, with large, well animated sprites, good sound and plenty of gamplay this move than lives up to its budget price tag.



Up is a day's work. Popeye risks pain and death at your command. This is a minimal amount of colourful graphics and silly sound

## FRAME RATE

Big colourful means, a good sound-track and plenty of playability makes Popeye 2 an all round feast.

## POPEYE 2

77%

## SUPER SCRAMBLE SIMULATOR

Review C3.99

How stressful, a game that simulates motor cycle soundings. If there was ever a minute of time and money it's possible round on a machine, reading petrol and trying to get over obstacles that you'll never encounter in a million years of road use.



Once you get the hang of the controls this is dead good fun. LIFT the front wheel, bumping the back wheel than in the tree

There are 15 tracks to be completed against the clock, split into five sets of three. You can change up and down gears on your bike as well as performing front and rear wheel stunts. Using these moves you must conquer hills, ditches, rocks, stepping stones, even cars. It's more of a trial bike sim than a scramble one but there you go.

Track number one is a doozy but after that it gets incredibly difficult to gauge the correct speed to approach an obstacle. After the unpleasant "You want to test and test off message, things can get a bit frustrating.

For the "hard" games there's enough playability and polish here to make you glad you spent those few pounds. Mind you, if you're really keen on a Scramble old timer



game by tracking down *Kit*. Start on *Kit*, start on the Masteronic budget label, you might be glad you did!

### FRAME RATE...

Not for the faint-hearted. The graphics are big and well defined and the different courses provide huge variety. I suspect it's just too floppy hard for the majority of gamers to, though.

**SUPER  
SCRAMBLE  
SIMULATOR**

**78%**

### DRILLER

The Hit Squad £2.99

*Driller* was the first game to feature the FreeSpace system of creating solid 3D-game environments. Here, one of the moons orbiting the planet Earth is rapidly filling with gas which will soon cause it to explode. When it does, Earth will be thrown out of orbit killing its population. You must explore the moon's 15 sectors to find the gas canisters, and set up drilling rigs to release the dangerous gas.

The 3D runs fairly slowly, but if you can live with this problem (and you do get used to it) there's a wealth of excellent features and stunning visuals to get to grips with.



It's no more to that about things. Then one, try that one. It's, ah, perhaps that platform might... Oh, boy it and sort it out yourself!

### FRAME RATE

These FreeSpace games are not every-one's cup of tea but to my Masteronic Editor, 'One man's meat is another man's poisoning... or something like that. It's slow but then it still waters run deep and there's certainly enough 3D: here to turn you into a scuba diver.

**DRILLER**

**85%**

### THE REAL GHOSTBUSTERS

The Hit Squad £2.99

The game of the cartoon has finally filtered through to the budget market and is, all told, not bad. The play area is viewed from above at a sort of skewed 45 degree angle. You can either play alone or simultaneously with a friend and must guide your 'buster' around the scrolling screen, capturing ghosts. You do

this by first shooting them. Then when they turn into grey shadows of their former selves keep the fire button pressed to pull them in on your tractor beam.

There are various hazards around it (a magnet) and an extra large end-of-level space to dispatch. At the end of each level it's up to the spectre store to deposit your captives then gaining bonus points. Other than three quills' worth of harmless fun there's not a lot more to say.



**Yelped** Watch where you're putting that ion stream. Big-screening simultaneous two-player action in *The Real Ghostbusters*

### FRAME RATE

The graphics are messy in places but work fairly well overall. Sound is good and as for playability, there's plenty for the solo player and loads for a team of two. Worth a look.

**THE REAL  
GHOST-  
BUSTERS**

**72%**

Having learnt nothing from his last agent in the mind, young Ray once again offers the sharp end of a Rembrandt Pango's butt. That one doesn't cut it (but he will not be used to know it, should we pay RT America for the usual address. If enough of you say 'no' our pessimistic get stays firmly in place). Hurrah



Welcome to the actual Mario (Dancing) Gameplay Book featuring Mario's 'The min-or' Gumballs and Mario's 'The min-or' Gumballs.

### GREAT GURIANOS

Score 82%

My mind Good Lord! Great Gurianos in the Tale (oh yes) conversion it is you who play the strangely named Great Gurianos. Armed with a razor-sharp sword and tapping carbon - chrome (oh yes) you must stroll across the rocky lands avoiding flying weapons and doing battle with your enemies.

Using a sword and finger keys you can raise and lower both your sword and sword. When finished, break and suck the fly towards you, find them off with your sword. At the end of each stage a warrior not unlike yourself appears who you must hit, employing your sword's attack and using your shield to block his blows.

The action is huge and the sound forgettable but there's enough playability in this simple reaction tester to make it worth your while.

### FRAME RATE

Incredible great action and varied backgrounds are instantly pleasing. Gameplay though is dead simple so if you're a bit of a buffon think twice.

**GREAT  
GURIANOS**

**58%**

COMMODORE  
**Commodore**

KILLER ON THE LOOSE • PREDATOR 2







# FISTS OF FURY



EDITION 2

...the ultimate compilation!

DYNAMITE  
**DUX**



When little boys are taken by the terrible old witch, you can save them and win lots of money! When they land a punch, BOMB! No one stands up.

Available on Spectrum, Amiga, Atari ST, Commodore 64, and Amstrad CPC. Price £19.95. (Spectrum version only £14.95.)

**SHINOBI**



Each frame, ground action in this King of the Hill game. Search for kidnapped children and dispose of marauding thugs with those footless, fish and shuriken claws. Classic Sega samurai style!

Available on Spectrum, Amiga, Atari ST, Commodore 64, and Amstrad CPC. Price £19.95. (Spectrum version only £14.95.)

**NINJA WARRIORS**



You are NINJA, pal... and the only rule is: you must win! You can build 2 assassination machines... The King Ninjas... and attempt to defeat the evil Master-god, BORGES.

Available on Spectrum, Amiga, Atari ST, Commodore 64, and Amstrad CPC. Price £19.95. (Spectrum version only £14.95.)

**DOUBLE DRAGON**  
*The Revenge*

The Double Dragons, Billy and Jimmy, seek to avenge the death of their father and to bring justice to the evil Master-god, BORGES.



Available on Spectrum, Amiga, Atari ST, Commodore 64, and Amstrad CPC. Price £19.95. (Spectrum version only £14.95.)



Available for:  
SPECTRUM  
C64  
AMSTRAD  
ATARI ST  
AMIGA

# COMMODORE FORMAT **A TO Z** OF CLASSIC GAMES



## ARALLAX OCEAN

Released: October 1989

**Availability:** The Hit Squad, £2.99  
This was Sensible Software's first full-priced game. As you'd expect, it's got a silly sound-bark and some very weird gameplay elements: you have to escape from five levels of an alien world about to destroy the Earth. This involves gaining access codes from



Right was scuffling, gorgeous laser-aided and a plot as silly as Andy Beyer's ludicrous movie *Pavlovian* on all time science computers in each world. To gain these magic codes you need cards from scientists, but you also need an extra scientist to enter the code in the computer. The scientist won't cooperate unless you drug him... Confused? It's not as complicated as it sounds. *Pavlovian* is basically an eight-way scrolling shoot 'em up with some wackily designed bugs and astonishingly tight manoeuvres. A must for all test fans.

## PARK PATROL ACTIVISION

Released: April 1984 (in America)

**Availability:** Deleted, but was available on the *Firebird* budget label, and on the 3D Chart Burners compilation

People are a parker's nightmare: they drop it in everywhere, and it's more than his job's



Play is a thrilling parker in this old Activision shoot along and 'tilly' 'em up. Park up! Bikes, road snakes and rescue on flaming scooters

**Back in the days when men were men and women were trees with rubber arms, many of the following classics were tickling the joysticks of C64 gamers worldwide. This month's instalment offers you the chance to share that tickling sensation in some small measure, as Gordon Houghton minds his Ps and Qs. R, he does that too**

worth to leave a scrap of refuse lying about. If this was the only problem, life would be easy - but the park also contains mutant snakes and turtles, and people who jump into the lake only to discover they can't swim. Fabulous graphics, a fantastic options screen, great tunes and five funky levels of arcade-quality gameplay mean addiction from start to finish. They don't make 'em like they used to (anymore).

## PITSTOP II EPYXUS GOLD

Released: June 1985

**Availability:** Kixx, £2.99 and was also on the *Epyxus* tapes compilation

Five years old and there is still no better two-player race game than this. Its beauty lies in simplicity: basic joystick controls for accelerating and braking (no gears to mess about with), a variable number of laps (from three to nine) and a selection of world circuits to race on. If you drive

loosely or collide with other cars, your tyres suffer, until eventually you're forced into the pits for a tyre-change. The 3D is very fast and smooth, the cars nicely drawn and the sound effects spot-on. Say 'woon' as you buy it, and your pleasure will be enhanced no end.



The first casualty of film tie-ins is the game... usually. *Ocean* broke tradition with this one though to give us a thoroughly splendid shoot

finally, an escape back through the jungle. The atmosphere is superb because scrolling is over-the-top-of sensationalism; just superb graphics and four different soundtracks.



The original (full-priced) game even came with a joystick and an audio tape of (Smiley) Paterson's 'Tracks Of My Tears!' Even now, the budget price makes this a game you must add to your collection.

## POWERPLAY

AFRICANA

Released: October 1989

**Availability:** Deleted, but was re-released on the *Playpays* budget label

A rash of *Ninja* / *Runes*-style games three years ago produced this little gem. Loosely based on mythical characters from gods to miscreants, it plays a bit like *Daughters*. However, to capture a square occupied by an opponent you have to answer a multiple choice question correctly - only when all enemies are removed can you claim victory. ▶

Featuring lush animation and loads of options, it was held played with more than one player. A very strange game indeed, with a lovely trend to keep your attention. 'Tie' balls will save it.

## PROJECT STEALTH FIGHTER

MICROPHONE

Released: March 1989

Availability: Microprose (\$14.95 new, \$19.95 disc)

The Lookford F-16 represents state-of-the-art flight technology. It has been designed to give the fastest possible raster profile whilst being capable of high-speed, low-level flight. This simulation features it in four scenarios (the Gulf, Libya, Central Europe and the North Cape), each with a wide variety of ground strike and air-to-air missions. The depth is incredible, with over 30 weapons and anti-weapon systems, an equally high number of enemy fighters and ground-based weapons and superbly realistic terrain, its realism is beyond doubt. Realism isn't always what games players want (see *Secret Wars* for example) but flying this bird is an acquired skill you'll be proud of.

Despite its mildly jingoistic tone, you won't find a better flight simulator than this. Check it out and earn yourself a pair of 21st century pilot's wings.

coloured backdrops, boring gameplay and blackboard-scraping music are weighted against the game's good point — a jolly cassette shell. Otherwise, it's as plain as your nose. (The joke starts.



## UEDEX

THALAMUS

Released: November 1987

Availability: Kixx, £2.99 and on Thames' The Hits compilation (with Delta, Senator, Hunter's Moon, Hawkseye and Annals) £14.99 cassette, £17.99 disc

Programmed by Simon Pincus (who also wrote Delta), Uedex has had more a jolly stick (after checking his television through the window). It features ten levels of frustration as Simon takes you through all eight directions plus the fire button in an attempt to solve puzzles, escape from invisible mazes, avoid acid pools and leap from one precarious platform to another. Oh — and there's a time limit as well. If you manage to get hold of a copy, addiction awaits.



## ACING DESTRUCTION SET

APOLLOBOAT

Released: October 1983

Availability: Deleted  
Still one of the most egregious scams around, ACDS was really two games in one. First there were 50 split-screen two-player levels to choose from (on disk). 18 based on scenarios from around the world and 31 originals. If you got bored with these, you could then make use of the second part of the program — building your own track. This gave you extensive control over the design, with several kinds of slope, rise, dip, gravity effects, obstacles, jumps and loads of different vehicles — and it was all very easy to put together (if a tad slow at

times). Scarcely aficionados anywhere loved it — and if you can find a copy looking around, you will too.

## RAINBOW ISLANDS

OCEAN

Released: April 1988

Availability: Ocean, £9.95, £14.99

This little gem is based on the con-op of the same name. Featuring those aqua cuties Bub and Bob (you know after their aristocratic adventures in Bubble Bobble), it's a platform game set in a 'rainbow' island, each with a theme such as toys, monsters, insects and dragons. Your aim is to reach the end of each by scaling platforms until you



come face-to-face with a giant guardian. Along the way you find bags of surprises, such as treasure goodies, magic, 11 objects and monsters.

It's a near arcade-perfect conversion, with loads of colour, all the con-op's secret rooms, and end-of-world battles.

## RED LED STARLIGHT

Released: October 1987

Availability: Deleted

There are only a couple of brilliant Master Mystery-style games: *Starlight* is one, and this is the other. It consists of five levels, each with 37 inter-connected rooms (30 landscapes). Each landscape contains four energy pods: collect the quietest and you can access the next stage. The task is filled with danger and puzzles.

You get to choose one of three druids to accomplish the mission. Each druid has unique capabilities, such as the ability to slide over acid lakes or hang onto slopes — but lives and time are limited. The 150 superbly designed levels are just lying on the data



Over 180 levels of 80 whip-sliding action meant immediate obscurity, but this rock-solid superbly designed Master Mystery play-alike. It's gone, but not forgotten.

## RESCUE ON FRACTALUS

LUCASFILM ACTIVISION

Released: September 1985

Availability: Deleted, but appeared on Qwertle's Star Games One compilation  
The first of Lucasfilm's line of 3D-based graphics arcade adventures, *Fractalus* plots you squarely in a search and rescue situation. Your mother-in-law has picked up distress signals from the barren planet Tapal Vial. Herpetologist (meaning 'world without the quarrel' because?). It turns out that several stupid pilots have crash landed right in the middle of a gang of J Haggard Kachutis — and the only thing worse than that is a night out with wild dogs.

You pilot the rescue ship on the planet surface, leaving missiles, putting up shields when necessary and picking up last-minute before the Gyantite and all-around gets them. Great graphics and a nice twist of humour make this one to watch out for.



If sophisticated flight sim want operating, then don't come much more sophisticated than *Project Stealth Fighter*. Feed your eyes on this wonderful display.

## PINK PANTHER

QWERTLE

Released: November 1988

Availability: Deleted

Pink is dead, so he's decided to become a better. Not being an honest video-disk panther, he decides to fill any voids by game games when the owner is asleep. It's a tight-fingered enough, he can afford a holiday in the sun. It would be hard to find a better cartoon licence than this: the terrible control method, guesswork



— a platform game set in a 'rainbow' island, each with a theme such as toys, monsters, insects and dragons. Your aim is to reach the end of each by scaling platforms until you



ONE DAY AT THE MARKET...



444  
STEFAN LUTHE

HELLO  
IS THAT FAST?

# E1000 REWARD

FOR INFORMATION  
LEADING TO A  
PROSECUTION  
& CONVICTION

**Table 1**

E L S P A



**ANY INFORMATION ON PIRACY SHOULD  
BE PASSED TO F.A.S.T. (THE FEDERATION  
AGAINST SOFTWARE THEFT)**

**TELEPHONE 0386 833501**



Here we've stuck two Spanish screens together for a panoramic view of the action. After beating dirty Rodriguez, the five slides down the wire to his next appointment with danger!



# SKULL AND CROSSBONES



The final level is on board ship, where our One Eye battles his own crew (well that's what it looks like). Here, an opposing heading has just exploded. Er...?

**A**fter his ship mates! Avail ye landlubbers! Pieces of eight 'n' Spanish Conquistadors! We set sail tonight for a tropical island on the way we shall drink large fagons of the finest ale, talk in a gruff and ludicrous manner and strike worthy poses aptly.

Just when we thought software couldn't get any more ridiculous we've given this murdering pirate simulator two Downes, where you play either One Eye or Paul Beard (original, huh?)

Anyway, having paid your savagery and taken your choice it's off to level one. By moving your mouse mass of movement (I think he means joystick - Ed) in various directions and pressing the fire button you can access a number of moves. You can walk back and forth, turn around, cut and thrust your cutlass and pump to fend off the threat of your opponents.

You start each level aboard your ship 'The Jolly Yulger' or some such piratey name and have to kill off a few opponents before swimming 'land ho!' and leaping onto the dockside. From here it's more of the same: killing, collecting and overcoming hazards.

In places there are little crosses on the ground. Press the while standing on them and a small mound of gold is dug up for bonus points. Also each time you kill an opponent a gold coin appears (well, gold squares, again collectible for extra points).

At certain stages throughout each level all of the enemies must be killed before progression to the next stage is permitted. Care must be taken to wipe out all opposition or else the exit to the next stage scrolls off screen and there's no way of continuing. A crappy design feature if ever I saw one.

When you reach the end of the level a slightly larger-than-normal opponent appears who requires

slightly more-than-normal hits to defeat than it's on to the next phase.

Each level has a specific theme. Level one contains Spanish Conquistadors replete in armour but fatter than your average darts player; level two features pirates, pirates and more pirates; level three is the Ninja level (Y) and so on. Graphically, *Skull And Crossbones* is a bit of a mixed bag. While the visuals are colourful and the sprites well drawn the animation is poor. The pirate backdrops are very cartoonish which, given the

nature of the game (a sort of poor man's Golden Axe), seems all wrong.

The game is fairly playable but too simplistic. It's simply not sophisticated enough for your average games player.

Given the choice between playing this for long periods of time and walking the plank into shark infested waters it would have to be 'helpy life and Mrs Hammerhead'.

JAMIT



|           |                             |
|-----------|-----------------------------|
| Game      | <b>Skull And Crossbones</b> |
| Publisher | <b>Domark</b>               |
| Cassette  | <b>£9.99</b>                |
| Disk      | <b>£14.99</b>               |

## POWER RATING

### THE DOWNERS...

- The graphics, while colourful, lack detail and the sprite animation is poor
- Joystick controls are unsteady and frustratingly unresponsive
- Poor game design means it's all too easy for progression to repeat
- Gameplay is simplistic and repetitive. Real 'y's stuff
- Screens and levels are inappropriate sound-effects for a pirate game

100

—  
—  
—  
—

52%

- First few levels are easy to get to grips with - good for the novices
- Nicely detailed wealthy sprites
- Several nice touches enhance the piracy, overwhelming however
- The main soundtrack is a pleasant surprise
- The backdrops are colourful, cartoonish and very pretty - Roger

### ...AND THE UPPIERS



Bob-Apate! There is a dusky mutation (well, no pleasure) (lololol that bloody in grey officers are like officers of pirate meat)



Forecast: If you see one of these tentacles looting things in front of you, hit the brakes.



The boat in the corner is useful later in the game for opening the door into the castle.



Heard? This pile of skulls can only be destroyed with the bomb-in-a-bomb...



...and would you believe it? There is that very same nuzzle in a hole!



Look to you and one of Moonshine's winged monsters eating a vampire rug.

*The Spring equinox being what it is, our reviewer comes over all sidereal as he checks out a new platform offering from an equally new Italian software house. His investigations reveal a snake (that's no fake) threatening to destroy his planet, dammit!*

# MOONSHINE

**T**here's no time to daydream when your planet needs you, and in Moonshine, you can take it as well for starters. But your planet needs you. The action takes place both on and under the surface of your home world, which it would appear has no name (would that be the place where the clouds have no name then? — E). The two moons, orbiting this mighty globe, though, do have names. Pluto is the lovely little sphere that keeps the planet alive with magical energies. Neptune on the other hand is the black moon and will, before long, eclipse Pluto, thereby cutting off its magical protection. Big deal? So what?

The problem is there's a huge snake waiting in the darkest recesses of the planet and, when the eclipse occurs, it will be free to carry out a variety of nefarious activities, of which most probably involve death on a large scale.

The game looks much like an unscrupulously black Tiger with thick screens rather than a smooth scroll. At first sight this makes a look unimpressive. But, as you find after a few games, its merits are in the gameplay. The playing area is a large maze made up of platforms, stairs, rivers, doors and so on. By

leaving around and collecting a number of useful items (more on those later) you can access more and more of the planet which is spread over three distinct sections.

No arcade adventure would be complete without a substantial helping of beauty types. Moonshine delivers in this area too. While the number of opponents is limited, all have very distinct movement and attack patterns and are placed in such a way that you hope to form a well-defined strategy if you hope to get anywhere. You also need to practice your shooting skills during your first few games, otherwise battles make mincemeat out of you.

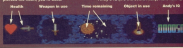
The weakness of your loss is the pathetic bird. Birds tend to hover around before diving at speed towards you. One well aimed shot is enough to kill them though. Tentacles rise from beneath the ground now and then. These can give you quite a paralyzing. The trick is to remember approximately where they are and edge towards them. Then wait until they sink back into the ground. Fire spinning and gargoyles are also worthy opponents. Either avoid them or employ knives of steel tactics and follow them away. The toughest beast by far are the leaping sprigs (you don't really know what they are,

*There's a snake waiting in the recesses and, when the eclipse occurs, it will be free*

## Total eclipse of the heart

Okay, every now and then it's worth your while keeping an eye on the control panel just to make sure it ain't quite the end of the world. On the left of the display, a dagger and heart appear together. When you're hit, the dagger moves toward the heart. If it pierces the heart, you're dead.

Next to the health meter is a similar indicating your chosen weapon (is this one a dagger). The time remaining is indicated by the two moons which move closer to eclipse as you play. The next section displays any selected object. Finally, the game gives you Andy's IQ (it's the score really, Andy's IQ is 5).







The hopping gargoyles make terrible insects, twisted, stunted mini. Then, when it leaps towards your head, fire at it twice.

I don't fancy mine much. The birds in this game are a bit rough, but fun to obtain. Luckily, they're like this, straight paths.



Bashing your head against a brick wall is like - so, bashing your head against a brick wall. You'll be dead, dummy.



# SHADOW



Remember the tower? This is the door to open. Use it and the castle is yours!



Collecting the treasures allows you to access a map of ground already covered.

|           |            |
|-----------|------------|
| Game      | Moonshadow |
| Publisher | Idea       |
| Cassette  | £10.99     |
| Disk      | £14.99     |

## POWER RATING

### THE DOWNERS...

- Slightly buggy. Plot and again, all Moon-gals stick and don't move... but it rarely happens.
- Screen flip instead of scrolling.
- Graphics are slightly repetitive.

100

76%

- Large play area should take years to explore.
- Graphics are well drawn and nicely animated.
- Backgrounds are atmospheric and colourful.
- Your character is highly manoeuvrable.
- It's nicely structured: the puzzles are neat, the adventures well placed.
- An addictive platform game with a difference.
- Precise control method.

### ...AND THE UPPIERS

do you Andy? - Ed. If you try to out-manoeuvre them, you'll die sure as eggs is eggs. Stand your ground and live a lot.

The good thing about all of the nasties in Moonshadow is that they always appear in the same screens and form the same patterns. When you've cleared a screen, they never reappear so retracing your steps is previously unexplored sections is not the impossible task it could have been.

Moving quickly on now to the faults of your labours, namely the collectibles. Across the top of the screen is your inventory bar. By using the cursor keys, you can access an empty space there when you next find an item it will automatically appear in the gap. By selecting the item you wish to use, pressing RETURN will implement your choice. Items can be found lying around the play area but are usually protected by a levy of insects. Keys open doors, potions replenish your energy and map items allow you to display a map of the rooms you've already visited. Those are the

**You soon get gripped by the gameplay and can't tear yourself away**

self-explanatory ones.

There are also other neat and wonderful items that are for use in specific sections of the game. The horn lets you enter a castle lot and the stick with a stall on it allows you to tell a pile of floating skulls that black another part of the adventure later on. All are simple puzzles like this, but are sufficiently well structured to make solving them tricky but highly enjoyable as well.

On first playing Moonshadow it all appears fairly unimpeachable. However, ignoring the run-of-the-mill graphics (and they're by no means

poor) you don't get gripped by the gameplay and can't tear yourself away. I imagine there are very few 16-bit games out there who would walk away after trying a few plays. Good visuals, good sound and incredibly gripping gameplay make Moonshadow worth taking in.

ANDY



All that stands between you and that key is the dreaded labyrinth of doom. Don't try ground by the game. Just wait for it to sink back into the ground like belly-o. Then wait! And again. Try to remember where the treasures were or they'll get you on the way back.

...with the possible exception of COMMODORE FORMAT 8, June 1991

# THE CF COMPENDIUM OF MEAN ...SPACE SHIPS

**C**hoosing the leanest and meanest space craft in the entire known universe is about as easy as finding an international hotliker in Halifax. You have to take into account qualities such as design, aerodynamic sleekness, colour and engine capabilities.

The availability of weapons counts for a lot, too: if you have to go groping for the keyboard every time you want to let loose a laser beam, you might as well stay home. Not that good ships are always the ones with the biggest weapons: a craft that can't negotiate narrow corners or whose control response is sluggish is about as useful as a glass hammer. Finally, technical factors to consider: some games forget that planets have gravity, or disregard deceleration and inertia. The best ships are often the realistic ones.

## Mean measurements

The dinky little symbols of the end of each space craft description are designed to help you sort the Moritz Motors from the Millennium Falcons. They reflect not only the power of a ship's weapon systems (which don't have to be huge to be effective), but also the craft's manoeuvrability and speed, the way it looks, and any special tricks it can perform. Is it the machine you'll still be drooling over in five years' time? Is it a homing device or a sleek locomotive?

### GOLDEN FURRY DICE

The ultimate in space craft design represented by the ultimate in weapon accessories. The more eyes of one of these ships turns alien fires to jelly, and alien jelly is a pretty good substitute for the poison.



### THREE GO-FASTER STRIPES

A highly manoeuvrable and heavily armed beast that packs a punch and sends it

straight down to all alien scum. Not recommended for children, pregnant women or people with a heart condition.



### TWO GO-FASTER STRIPES

Many a commander chuckles when this craft zings around the corner. This is a mistake. It may not move like a greased ferret, it may not have the hottest engines, but it can still fly any torpedo too at forty paces (as long as the battery hasn't gone totally flat).



### ONE GO-FASTER STRIPE

A Lada driver's dream ship (in a good way), lightly armed but completely snip. It relies on pilot strategy rather than in-built power, and also doubles as a fence.



**Guru of games gizmos Gordon Houghton builds up enough momentum to launch an investigation of the best space ships you can fly. The only question is, 'What's yours called?'**

### CYBERNOID

The Cybernoid's main features are its multi-sectional movement and heavy armament: a standard laser and five special weapons. Its bombs can destroy large defence emplacements, impact mines are used to halt alien craft, a shield provides temporary invincibility, bounce bombs only detonate on contact with enemies, and seekers actively track down their quarry. The ship can only carry limited stocks of all these weapons, but has facilities to utilize the contents of containers deposited by its victims.



**LOCATION:** Cybernoid, Cybernoid 2 (with two extra weapons)

**HARDNESS:**



The current model Cybernoid (one it boasts retailing multiples, head or not)

### GILBY FIGHTER

An energy storage and transfer device with wings on, the Gilby is actually two ships in two alternate realities, able to transfer between them both using a really focus. If the Gilby is left abandoned for too long, it destabilises and explodes. This isn't the only problem: the Gilby gains energy by destroying enemies, if it's not transferred to the planetary core, or is lost via enemy attacks, the ship explodes. Recommended only for devoted doggers with substantial life insurance or a very hard helmet.

**LOCATION:** title Alpha

**HARDNESS:**



The Gilby capable of splitting in two places at the same time, but prone to oversteering

### HUNTER

Probably the sleekest-looking ship in existence, this is a one-man craft designed for suited manoeuvres in confined spaces - it's trapped inside 128 frames filled with self-replicating cells emitting deadly spores. These cells guard vital elements which the ship can process to reveal coordinates to the next move - and so, eventually, escape the entire system. Its weaponry is limited to one laser capable of continuous forward fire, but this is enough to defeat most aliens. It also comes in four different colours (silver, red, gold and purple) and can be fitted with one of

**MEAN**  
 ...NEXT MONTH  
 we set out to see the secret - data - not  
 just the obvious alien surface



Three juicy engines. Puma's joint steps when thrust is halted. Cruise (slow, continual forward movement). An optional Puma-armed guards it from space missiles and keeps the pilot's underparts dry.

**LOCATION:** Aster's Moon  
**HARDNESS:**



The Hunter comes with special anti-irradiation paint. All you have to do is change the paint job to tag a mutant!

## IBIS

This craft is capable of carrying five people - which is fortunate, since its pilot and four onboard chums have just discovered that they are trapped on a Deathstar about to destroy



into smooth ocean, good looking, crop companion

the Earth. The Ibis is equipped with life support systems (for reconnaissance on the planetary surface), shields, lasers, and immediate turning capability. A special attitude controller also means that it can fly above or below the landscape. However, it isn't a strong craft: the landing gear and engines are particularly subject to damage, and though these systems are self-repairing, a sustained attack leads to quick demise. Keep a parachute handy.

**LOCATION:** Puma's  
**HARDNESS:**

## INFLUENCE DEVICE

One part remote-control space craft and two parts robotic brainwasher, this one-metre-high device is the only recognised means of

interfacing with a variety of robot designs. In addition it can easily gain access to ship-control systems, allowing it to glean data about other robots and their layouts. It has no drive system of its own and no integral brain, being operated from a remote keyboard; it's armed with two power

laser beams, but automatically recognises superior weapons in its robot host, and makes use of it. A major disadvantage is its limited energy capacity: this is weak against higher class robots, but can be recharged by an Energizer.

**LOCATION:** Puma's  
**HARDNESS:**

## JET BIKE

Moving with the speed of a turbo-charged 20CV, Dan Davis's jet bike is machinery at its most basic. Fitted with anti-gravity hover jets which allow it to float a metre above any surface and cushion the blow of any fall, it is also armed with lasers capable of dispatching big bugs to little Mutans.

**LOCATION:** Dan Davis's  
**HARDNESS:**



Don Davis to be seen on what looks like a Super-hyped Bull. Bone Staff's love...

## MANTA CLASS FIGHTER

Any enemy Super-Dreadnought caught stealing minerals from friendly planets deserves a good thrashing - and that's what the Manta was designed for. Ideal for low-level strafing runs, it's capable of landing at short notice, and has a couple of nifty flight tricks up its sleeve. First there's its turning ability: as craft velocity decreases, the fighter performs a half-loop followed by a half-roll, switching direction. Then there's its 180 degree roll, allowing it to negotiate tight spaces and corners on the Dreadnought surface. With all

that manoeuvrability, there has to be a drawback, and this is it: the Manta is extremely vulnerable to enemy fire and ground obstacles, and is easily destroyed. Bonitas.

**LOCATION:** Manta  
**HARDNESS:**



The Manta flies like a dream, but could do with Yeh's bumper and a shock absorber

## SCOUTCRAFT

In the year 2248, the Scoutcraft is essential hardware for techno-scouting. All of their dream of discovering the legendary planet of Horos, in whose rifts the Ancients abandoned failed space hulks, packed with unsupervised weapons and technology. The Scoutcraft is a layer's dream: it's equipped

with a Paga-Tech robot to collect the loot, and a Surface Rover for planetary reconnaissance. This nippy buggy is armed with laser-fire and can enhance its power by interfacing with any technology you find. The Scoutcraft also carries

Psychic, a science droid which controls the ship while the planet is looted and evaluates any treasure. All you need supply is a garnet and wooden log.

**LOCATION:** Horos Pit  
**HARDNESS:**

**LOCATION:** Horos Pit  
**HARDNESS:**

## THRUSTER

Deep within the abandoned carbon mines of Gargos lie energy sources vital to the survival of the planet. A custom-designed ship, known as the Thruster, has been built to exploit this. It isn't a craft that pilots take to easily, but once mastered it proves the most manoeuvrable ship around. It can spin through 360 degrees and thrust in all directions, but is subject to planetary forces and its centre of gravity changes whenever it picks up an object. It is also armed with a limited force-field, fuel supplies, a laser-weak for grabbing surface objects and loading onto them, and forward cannon.

**LOCATION:** Thrust  
**HARDNESS:**

It may not look impressive, but this baby really flies

**NEW**

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# The Mighty Brain

**Many apologies, but The Mighty Brain can't send personal replies - so save those stamped addressed envelopes. Brain gets loads of letters, so if your questions aren't answered this month - try again! The address is: The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath BA1 2BW**

## TURRICAN TRADE-IN

Dear Mighty Brain

Just a word to pass on some info for Gerald Baker from Worcester, re: Turrican.

Gerald, the 4.1 level is missing and you have got to send the game back to Soligah, 7-8 Burnham Trading Estate, Lawton Road, Dartford, Kent, DA11 5BH, and they'll send you a complete one by return. At least they did for me. Joe Cartwright, West Yorkshire

Yes, that's what I was going to say...  
TMB

## BIRDS OF A FEATHER

Dear Mighty Brain

I am currently involved in re-activation of the HMS Dynasty Computer Club. We have a good selection of hardware but nothing else. The range covers CBM64, Amiga, Amstrad 484 and 5128, the Sinclair QL and Acorn Electron. If anyone has any kind of queries, please don't hesitate to contact me on 02055 620011 extension 3425.

M J Haddon, Dorset

## ALIENS R U.S.?

Dear Mighty Brain

I've had every CF since issue 1 and I always read your page first so I think it's time I asked these questions...



Anderson's version of Aliens, with digitised pictures from the movie and different game styles in a multistep format. See ALIENS R U.S.?

- 1) Are there one or two versions of Aliens like you said in CF4? I have the one by Electric Dreams which is rubbish and I want to know if you can get a version like the Arcade.
- 2) My machine has a green power light. My friend has a red power light on his. Does this make any difference to loading?
- 3) What can I do if a game I've had for a couple of months suddenly stops loading

and I haven't got a shop receipt, as Barbarian and Shogun both no longer load? I only bought them in January and am a bit fed up as I feel both of them.

4) I own the wrecked Cheatah Annihilator (yay) which have just clipped out. I have saved up £15 for new joystick but can't decide whether to get a Competition Pro or a Powerplay Cruiser. What do you suggest?

Yours well 'nilly,  
Stuart Holmes, Lancashire

5) Yes, there was another Alien, the CF version released by Anderson. The following sequences from the movie more closely than the Electric Dreams' Aliens, but was a mish-mash of varied game styles. Since Anderson has just about shut down his UK operation, I'm afraid you'll have to scour the small ads or mail order companies to find it.

- 2) The green light on your machine means that it runs on unregulated electricity. (Sorry, that's a rather crap Dyer 'joke'). Seriously, different lights make absolutely no difference to the workings of either machine.
- 3) Unless you accidentally dropped your tapes in a vat of acid, they should continue to load. It sounds like your tape head armature needs aligning. I'll be covering this again in the next issue, but if you can't wait until then, try getting hold of a copy of CF1, where Inside Info has a full explanation of the technique.
- 4) Mind, the CF veggies favour the Cruiser, but that's mainly because their Competition Pro doesn't work any more and they're too busy to get a replacement. The best thing is to ask the nice shop-

**If you've got something to say, read COMMODORE FORMAT 8, May 1991**

keeper if you could try both disks before buying one. Good software shops should let you do this.  
**TMB**

## THE PONDERER

Dear Mighty Brain

I have some questions to ask you. They are driving me potty because no-one else can answer them. It will show how Mighty you really are. (I already know - JMB)

- 1) What is the best American football game available for the C64? Will Electronic Arts produce John Madden's American Football on the C64?
- 2) Where can I get hold of a copy of Tag Team Wrestling and WWF Wrestling?
- 3) Will Lemmings appear on the C64? It is a shame, will you put a playable demo of it on the coverpage?
- 4) Five three tape recorders for my computer. One is brand new, the second is a bit rusty and the third is falling to bits. The third tape recorder loads all of my 288 games. The second only loads my BASIC programs and most of my games. The first one loads some games. Is this normal?
- 5) I have a disk drive. My brother loves playing the disk games, but recently he has wiped a game off a disk. Is there anything that will stop games being erased from disks?

Please could you print this letter in your brilliant mag as I feel it will fit perfectly.  
Yours gratefully,  
Paul Barrett, Surrey

- 1) it depends: if you've only got a tape deck, go for 4th & 5th inches which was released through US Gold (021 356 3366). Alternatively, if you have a disk drive and don't mind a bit of multiloading, try Tag Sports Football from Micropro (071 829 1454). They're both very good, although I prefer 4th & 5th inches, because it's less fussy and a bit faster.

- 2) I have no plans to convert John Madden's Football (currently available only on the Mega Mega Drive) to the 64.
- 3) Try US Gold again for Tag Team Wrestling (although I wouldn't if I were you - it's not up to much). I think you're getting WWF Wrestling mixed up with Micro League Wrestling which features WWF stars like Hulk Hogan. This is better (but only slightly) and you might be able to get a copy through Micropro (0696 504329).
- 3) It's possible that either Gouzen or Granlin might publish a C64 version of Lemmings for Progress. At the moment they're trying to see how many lemmings they can squeeze into the C64 (yuck), if they succeed who knows, maybe they'll give us a demo on the front cover!
- 4) Yes, I'm afraid that tape decks, especially the dreaded C29, are incredibly unreliable - especially the newer ones which are very poor.

## C64 V CPC

Dear Mighty Brain

Since purchasing my Commodore at Christmas, I've had many arguments with my mate (the) Sam about Commodore and Amstrad (Gough! Hoot! Booi! Crap!).

He reckons Amstrads can get 16 colours on screen compared to Commodore's eight. He reckons the sound is better, and every time I say that Commodore's got a SID chip, he says that it doesn't make any difference. And (here's more) he says the scrolling and speed are superior to a C64. Please, tell me who's right and who's wrong about all this stuff, because I think C64s are better. From a confused eight-bit owner.  
**Nathan Moorby, Lancs**

Well, I'm glad to say that your so-called mate is horrible, utterly wrong. For a start, the C64 has 16 colours, not eight, the same as the Amstrad. The Amstrad has a pretty VC sound chip, which is the

same as the Spectrum 128 and older Acorn J To. The 41 is a SID chip is far superior to the VC any day. The C64 has hardware scrolling which allows full colour (and multi-layered parallax with a few tweaks) vertically, horizontally and diagonally. The Amstrad sort of fiddles along at best as it can.

As regards speed, the Amstrad's Z80A runs along at 4MHz, while the poor old C64's 6502 manages a feeble 1MHz. However, the 6502 is far more efficient at processing certain instructions than the Z80 and the Amstrad's screen memory is a whopping 16K so it takes ages to redraw the screen. This is why some Amstrad games have really tiny playing areas. Also, the C64 has eight hardware sprites unlike the Amstrad which has to spend time creating sprites using software which slows it down more.

All in all, the Amstrad is a very worthwhile machine. But when it comes to games, you just can't beat a 64.  
**TMB**

- 5) Yes, if you want to protect a disk put tape over the notches on the side. This stops the drive from writing on the disk and effectively erasing the game which was originally there.

**TMB**

**BRAIN WAVE** If you have questions about POKEs or cheats for games, don't write to me. Write to Thicko Dyer at GamesBusiness. He'll do his minuscule best to help.

## MORE REVIEWS PLEASE

Dear Mighty Brain

Your magazine, on the whole, is an excellent achievement, but I think you should be careful of having too many 'reviews' such as Back To Basic. While these are necessary, there is the danger of leaving out review space, which I think should be your main objective. I regret to say that I think your 'Classic A to Z' is a total waste of time and money. It looks suspiciously akin to page padding, when insufficient material could be gathered at the drop of a hat.

I wish to disagree with Scott Leach, who wrote in with a brain complaint (CF 6). The average age of computer magazine readers generally is about 13. This 'Mighty Brain' idea is something that appeals to the younger individual, because of its novelty value. No other magazine has such a letter answer. Since the 'Brain' boasts 'an IQ are less

than infinity', it means that sensible letters get answered sensibly, and ridiculous letters don't get answered at all.  
**Jonathan Toolan, London**

The reason for features such as Back To Basic and the Classic A to Z is to inform. There's more to C64 life than reviews alone, and the CF teamates (long though they are) do their single-rolled best to provide a balanced diet of all things 64-bit.

In the case of the Classic A to Z, this has been done to provide new C64 owners with the chance to track down classic games of the last few years. If you've only had a 64 for a few months, you may miss out of heart of superb games like Koronis Rift, Mercenary, Nebulus, Ruggie Boy... the list just goes on and on.

If we dropped these items, you wouldn't have more reviews. Commodore Format PowerTests just about every 64 title it can during the month. We don't need more review space, we need more games!  
**TMB**

## POWERPACK POWERTEST?

Dear Mighty Brain

First I would like to say how pleased I am that there is now a decent mag for C64. However, it is not perfect and I hope I will not trouble your slightly IQ if I give you some tips on how to improve your mag.

I think your tape pages which review the cover tape are unfair, they say how good the game is and give you the controls, but they don't give you an overall fair review of the game at all, so when you get Star Star on PowerPack 5, no-one in the



1998-1999  
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**Abstract**

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**FOOTNOTES**

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# BACK TO BASIC

Phil South's series on programming the BASIC language for beginners. This month he asks for some **INPUT** and

**shows you how to program a number-guessing game. And the prog prof has some advice for apprentice programmers**

**W**elcome back to the difficult but rewarding task of teaching yourself the BASIC language. I warn you now that some of the material in this issue is a bit harder to grasp than previous issues, but I've broken it down into easy-to-digest pieces, so just take it one whump at a time and you'll be all right. This month I'll be looking at character graphics, and how to use **INPUT** statements.

## CHARACTER GRAPHICS

One of the most frequently used forms of graphics on the Commodore is the character graphics which are shown on the key fonts of your keyboard. These graphics are just characters on your screen, just like the letters and numbers, but made so that they can be put together into shapes. All you do is insert them into **PRINT** statements. So to draw a box around

some text all you have to do is follow this simple routine:

■ **PRINT** a corner piece, followed by enough line pieces to get to the other side of the text, followed by another corner piece.

■ **PRINT** an upright line, followed by a line of spaces equal to the amount of characters in the first line, followed by an upright line.

■ **PRINT** an upright line, followed by enough spaces either side of your text to centre it in the box, followed by another upright line.

■ **PRINT** an upright line, followed by a line of spaces equal to the amount of characters in the first line, followed by an upright line.

■ And finally **PRINT** a corner piece this time the other way up, followed by enough line pieces to get to the other side of the text, followed by another corner piece.

And that's it. Nobody can really teach you how to use character graphics, as the best way to learn is to tinker around with them. (This also adds so much to your programs, though, it is very useful to employ them when over time.)

## RANDOM NUMBERS

Once upon a time, in the dark past of computers, some bright spark realised that if you wanted to get a computer to play games for you that it was no good if you already knew where all the numbers were, what they were and what the computer was thinking. Programs like our number game this month would have been impossible to write unless the computer had a method of generating randomly chosen numbers.

The computer thinks of a random number every time you employ the **RND()** com-

mand, where *n* is the seed value. If the seed value is 1 or any positive number then the random number will always be different. If the value is zero then the random number will always be the same. There are reasons for this, but for the time being always use 1. The number generated is always between 0 and 1, expressed as a decimal.

## Step By Step

Here's what we'll learn at school today...

1. Character graphics are input from the keyboard like letters or numbers.
2. You can bolt them together in **PRINT** statements to make boxes, lines and other shapes on the screen.
3. Random numbers can be generated by the use of the **RND()** statement.
4. Numbers generated by **RND()** are between 0 and 1.
5. In order to make them whole numbers, just multiply them by the biggest number you want and then chop off the decimal places by using **INT**.
6. **INPUT** takes a number from the user and stores it in a variable.
7. The input from a user can be used in a program to add something to a program that the user knows but you may not, like his name, age, telephone number, or the number of toes on his leg.

## Program listing

This month's program is, more than a dodo, it's actually a game. The game is that of number guessing, and it works like this: the computer tells you it's going to think of a number from 1 to any number you tell it. So you type in a '10' and the computer will think of a number between 1 and 10, right? If your guess is way off the mark it will tell you if it was too small or too large, and hopefully you can guess right after as few goes as possible. The computer keeps track of how you do, and if your performance deteriorates, it will tell you how far off you should have done. Obviously the bigger the number you give it, the harder the game. It's a fun little game, and one which could easily use a little bit of customisation. See *Network's* First Number 4 for details.

So if you type

```
PRINT RAND(1)
```

you get a number like this:

```
4.70909847
```

To make the number a whole number you have to multiply it by whatever the largest number you want it to generate (9), and then chop off the bit after the decimal point. The chopping is done by the `INT (x)` command, meaning "make the number *x* an integer", where *x* is your random number. To get the computer to think of numbers in a certain range the formula is:

```
number=INT((upper limit-RAND(1)+1)/lower limit
```

— so to get a number between 1 and 10 you have to say:

```
PRINT INT((10-RAND(1)+1)/1)
```

You can test this with this program:

```
10 PRINT INT(10-RAND(1)+1)
20 PRINT INT((10-RAND(1)+1)/1)
30 NEXT N
```

This will print a row of 5 random numbers between 1 and 10. This means you can simulate a dice by making the lower limit 1 and upper limit 6, a percentage by making the lower limit 0 and the upper limit 100, or a pack of cards by making the lower limit 1 and the upper limit 52 (3 suits from you specify the cards in your program).

## INPUT

If you want the computer to get some input from you, say a number or letter for use in a program, you have to ask for `INPUT`. `INPUT` is used in two ways — in its own like so:

```
INPUT N
```

or with a bit of text asking for whatever:

```
INPUT "WHAT IS THE NUMBER?" N
```

The semi-colon after the quotes means that the prompt for your input will be buried right up against the question. Semi-colons always divide stuff that you want to have close by. In `PRINT` statements, you can insert a figure that changes each time by typing it like so:

```
PRINT "I'm excited on for 100 minutes."
```

How can try this out the first:

```
10 INPUT "How many pounds do you have in your pocket?" P
20 PRINT "You have" P "pounds in your pocket"
30 GOTO 10
```

Anyway, back to `INPUT`. There are two types of variables that `INPUT` will take, alphanumeric (letters) and numeric (figures). As is the rest of BASIC, variables which represent

letters have a Z sign after them. So to input a yes or no from someone, you can do this:

```
10 INPUT "Do you like chips  
(y/n)" A$
20 IF A$="Y" OR A$="Y" THEN GOTO 30
30 IF A$="N" OR A$="N" THEN GOTO 40
40 PRINT "Too complex, try a Y or an N": GOTO 10
50 PRINT "Well, you are unusual": STOP
60 PRINT "Good, so do it": STOP
```

Using `INPUT` means that your programs can take data from the user, and you can also get the computer to talk to the user by itself, simply by putting a

```
INPUT "What is your name, please?" N$
```

at the beginning of your program. Then every time you want to talk to the user you print their name back at them! Simple really, but very effective at the same.

## GOSUB/RETURN

In this month's program we have a taste of `GOSUB` and `RETURN` statements. They work together and how they work is one of those things you really have to understand before you can write effective BASIC programs. Don't worry, they're easy to understand. Listen.

`GOSUB` stands for GO to Subroutine. A subroutine is a little program contained within a larger program and it takes care of one particular task. When a subroutine is called by a program (using the `GOSUB` command), the little program contained in the subroutine is RUN. The last command in a subroutine is always `RETURN`. This ends the subroutine and returns to the command in the main program that directly follows the original `GOSUB` command. The program then simply does what it ought to do next.

The subroutine is actually part of the main program, of course. But you write it in such a way that it can't be got to from anywhere else but by `GOSUB`ing to it. That usually means it goes at the end of the program, outside the normal editing. Have a look at the below program containing three subroutines.

Done that? Good. Now you might think, "Hey, wait a minute here! I could just write the program without all the `GOSUB`s and `RETURN`s and still get it to give the same result." Well, you'd be right but this is only a small example. It's a good idea to keep your programs easy to read and make them above all, easy to change. If you use subroutines, you'll find that your programs are easier to

# Homework Prob No. 4

For those of you who like to run ahead of everyone, here is some stuff for you to be going on with. The number guess program is fine as it is, but there are some ways it could be improved. Graphics are not nice, for example. Using the character graphics I spoke about earlier, show a few around the title on the first screen.

And how about making the program so that it doesn't wind up all the time? Make it so the title bar with its box around it stays in the same place, and perhaps put another box at the bottom to display all your guesses. I'll give you a hint — in order to update something on the screen, you have to `PRINT` over it, so that some parts stay the same. Also, try putting in a line which asks the user if they want to try again. If they do go back to the beginning, and if they don't end the program. Finally, huh? Think you can do it? Of course you can.

Read and modify. It isn't as important for short programs but when your code gets more than 300 lines long, it becomes a good practice.

Also helps you plan your programs, too. If you break down on a piece of paper what it is you're trying to do, and then write a subroutine for each bit the program has to do, you can test bits of the program at a time, and just test the bits together by writing a main program that calls up all the subroutines in the right order.

For example, say you're writing a game. You'd need a subroutine for the "movement of aliens", a routine for a hi-score table, a routine that prints instructions on the screen at the start of each game, and so on. This is an example of good programming practice and you'd do well to listen if if you want to go on to write bigger and better programs. As we continue the Basic in Basic notes, we'll be seeing more of `GOSUB/RETURN`.

# Subroutines in a program

```
10 REM **MAIN PROGRAM**
20 GOSUB 100
30 GOSUB 200
40 GOSUB 300
50 END
100 REM ** SUBROUTINE 1 **
110 PRINT "HI. I'M SUBROUTINE 1"
120 RETURN
200 REM ** SUBROUTINE 2 **
210 PRINT "HI. I'M SUBROUTINE 2"
220 RETURN
300 REM ** SUBROUTINE 3 **
310 PRINT "HI. I'M SUBROUTINE 3"
320 RETURN
```

# Blow by blow: that listing in full

Line 18 prints the CLIMDOME control character, clearing the screen and sending the cursor to the top-left corner. Then the colour for the screen and border are POKED to variables 0000 and 0001. In this case colour 2, red.

Lines 20-23 prints up the title, using the TAB function. This acts like a typewriter TAB key, moving the cursor the number of spaces you mention in the brackets.

Line 40 prints three cursor down control keys. These send the cursor down three lines before it starts printing the next line.

Lines 43-45 prints the title message, and this tells you in an what's expected in the game.

Line 60 gets your input for what number the computer is guessing from 1 up to 10.

Line 100 is a very subtle piece of mathematical artificial intelligence, which uses logarithms to calculate the average number of guesses you should have to make to guess the right number. If your amount of guesses proves over the value of 1.1, then the computer will cheat you.

Lines 110-122 tell you that the computer has thought of a number, although it hasn't until line 160, and starts to add one to the amount of goes you have had, in the variable G.

Lines 140-160 asks you to guess the number the computer is thinking of, calculates a random number between 1 and the number you mentioned in line 60, and then asks you to input your guess, which it stores in variable H.

Line 170 tests your guess to see if it is greater than zero. And if it is then it sends the computer off to line 200.

Line 180 sends the computer off to the subroutines at line 300.

Line 190 sends the computer off to line 40 of the program, back in the beginning in other words.

Line 200 checks the number you guessed to see if it equals the number the computer thought of. If it is the same, then the computer goes off to line 250.

Line 210 increments your amount of guesses by one. Why? If you didn't get the number in the last line, then you just lost one of your guesses, so this line adds one to the variable G, right?

Lines 220-240 governs guesses that you make which are bigger or smaller than the number that the computer has generated randomly. Line 230 checks the number you put in, H, to see if it is greater than the computer's number, G. If it is greater, then the computer prints up the text at line 250. If it isn't greater, then it must be smaller, so if the test on line 250 is false, then the computer simply moves on to line 230 and prints the text about the number being too small. After the two text messages giving you clues, both send you back to line 180 which again asks you to guess and the whole process starts again.

```

10 PRINT "CLIMDOME"
20 PRINT "WELCOME TO THE CLIMDOME GUESSING GAME"
30 PRINT "THIS IS A GAME OF GUESSING NUMBERS"
40 PRINT "I'LL THINK OF A NUMBER BETWEEN 1 AND 10"
50 PRINT "ANY NUMBER YOU SAY, THEN YOU GUESS"
60 PRINT "GUESS WHAT IT IS."
70 INPUT "WHAT NUMBER DO YOU WANT",L
80 L=L-INT(L/10)*10+INT(L/10)
90 PRINT "I'M THINKING OF A NUMBER BETWEEN 1 AND 10"
100 PRINT "I AND "L
110 GOTO 140
120 PRINT "NOW YOU TRY GUESSING MY NUMBER"
130 PRINT "WHAT NUMBER DO YOU GUESS",H
140 IF H=0 THEN GOTO 190
150 GOTO 160
160 IF H=H THEN GOTO 210
170 IF H>H THEN GOTO 210
180 PRINT "TOO LOW! THINK BIGGER."
190 GOTO 140
200 PRINT "TOO HIGH! THINK SMALLER."
210 GOTO 140
220 PRINT "THAT'S MY NUMBER! YOU GOT IT"
230 PRINT "GUESS"
240 IF H=H THEN GOTO 210
250 IF H<H THEN GOTO 210
260 PRINT "YOU SHOULD HAVE GOT IT IN "L"
270 PRINT "GUESSES"
280 PRINT "GUESS"
290 GOTO 140
300 PRINT "HIT TO 5"
310 PRINT
320 GOTO 40
330 END
340 END

```

Line 170 tells you that you've guessed the number, and sends the variable G into the test to print your number of attempts.

Lines 250-260 refer back to the LOG calculator which estimates how many attempts it should take you to guess the number. If it is less than 1.1, then you go to line 210 which prints up the word "Very", and if you equaled the computer's estimation of how many it would take, it goes to line 230, which prints the word "Good". So if you get it right in a few goes, it says "Very Good" and if you do it in a few more goes, it just says "Good" Clever, eh?

Line 260 is very useful if you don't make the computer's target for how many guesses you should have taken to get the number. If it falls through the tests on lines 250-260, then you must have taken more guesses, it prints up on screen that you should have got it in L goes. To be.

Line 270 sends you over the "very good" print command (because you didn't get it right quickly) to 340, which sends you back to the subroutines at line 300.

Lines 220-230 print up the "very" and

"very good" messages, depending on which line you start.

Line 240 GOTOs you to the subroutines at the bottom of the program. This prints a lot of lines to make the discovery of the number more dramatic.

Line 250 sends you back to line 110, which starts the process again.

Line 260-260 is the subroutines which prints up five lines or so and then RETURNS to the line it was sent from.

Line 400 is the END command, but don't actually need this, but it's a good practice to include it in a program, just in case any of your procedures fall through and the program dribbles off the end.

There you have it - instant game. Well, isn't it? Try it, save it, and then mess around with it just like the Homebrew 30.

## That's it!

That's all we have for you tonight, just one last time for more BASIC and more fun. If you have any questions about BASIC language programming, then why not drop me a line at: Back To Back, Commodore Format, 41 Moorbank Street, Bath, Avon, BA1 2AP.





```

154 FOR C=4 TO 8
148 FOR L=5:POKE B+L,44+C*84
154 FOR T=1 TO 30:NEXT
160 NEXT C
170 POKE B+1,128
180 GOTO 180

```

Press **RUN/STOP** or **RESET** to escape from the program.

## SOUND INTERRUPTS

As the adverb says, "Why can't everything in life be as reliable as a Volkswagen?" In the techy section here at CP, I never saw anything I can rely upon as is a monthly letter from the extremely prolific **Andrew Gals of Worcester, super-More**. Useful as ever, they by explain how to write music into your **6450** programs that run in the background without being slowed or affected by anything you may do on the screen. This month is fast. Andrew Gals is even more reliable than a Volkswagen (mine's just broken down, too).

Dear Paul,

Here is another program that may be of interest to you. The program will play music in the background while you are running or typing in a BASIC program. This sort of effect is sometimes found in arcade games. You will notice the program has two main blocks of data, the first block is the machine code and should be entered as shown. If you type it in with an error in it, the program will warn you of this. The second block of data contains the numbers needed to make the music. You may become tired of the music I've included, so you can quite easily type in your own. The music data is laid in the following format (frequency low byte), (frequency high byte), (duration).

The frequency, low and high bytes can be looked up in the back of the C64 manual. The duration of each note is given in fifths (a fifth is a 50% of a second). To obtain a pause in the music, you should have both frequency bytes at 0. It may be unnecessary to have a short pause between some notes. The maximum number of notes is approximately 250, and the last three bytes of data should always be -1,-1,-1.

To start the music running type **575** **49152**. To stop it, type **575** **49042**, or hit the **RUN/STOP** and **RESET** keys. **Andrew Gals, Worcester-super-More**

```

5 REM ** SOUNDING MUSIC **
10 REM ** BY ANDREW GALS **
20 CALL FOR T=1:GOTO 49152
30 REM AS:POKE T,A+C*84:NEXT T
40 IF C<15:GOTO 49042:PRINT:GOTO 49152:END
50 DATA 248,248,248,248,248,248,
60 DATA 248,248,248,248,248,248,
70 DATA 248,248,248,248,248,248,
80 DATA
90 DATA 21,2,84,84,84,248,248,248,
100 DATA 248,248,248,248,248,248,
110 DATA 248,248,248,248,248,248,
120 DATA 248,248,248,248,248,248,
130 DATA 248,248,248,248,248,248,
140 DATA 248,248,248,248,248,248,
150 DATA 248,248,248,248,248,248,
160 DATA 248,248,248,248,248,248,
170 DATA 248,248,248,248,248,248,
180 DATA 248,248,248,248,248,248,
190 DATA 248,248,248,248,248,248,
200 DATA 248,248,248,248,248,248,
210 DATA 248,248,248,248,248,248,
220 DATA 248,248,248,248,248,248,
230 DATA 248,248,248,248,248,248,
240 DATA 248,248,248,248,248,248,
250 DATA 248,248,248,248,248,248,
260 DATA 248,248,248,248,248,248,
270 DATA 248,248,248,248,248,248,
280 DATA 248,248,248,248,248,248,
290 DATA 248,248,248,248,248,248,
300 DATA 248,248,248,248,248,248,
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390 DATA 248,248,248,248,248,248,
400 DATA 248,248,248,248,248,248,
410 DATA 248,248,248,248,248,248,
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430 DATA 248,248,248,248,248,248,
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490 DATA 248,248,248,248,248,248,
500 DATA 248,248,248,248,248,248,
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690 DATA 248,248,248,248,248,248,
700 DATA 248,248,248,248,248,248,
710 DATA 248,248,248,248,248,248,
720 DATA 248,248,248,248,248,248,
730 DATA 248,248,248,248,248,248,
740 DATA 248,248,248,248,248,248,
750 DATA 248,248,248,248,248,248,
760 DATA 248,248,248,248,248,248,
770 DATA 248,248,248,248,248,248,
780 DATA 248,248,248,248,248,248,
790 DATA 248,248,248,248,248,248,
800 DATA 248,248,248,248,248,248,
810 DATA 248,248,248,248,248,248,
820 DATA 248,248,248,248,248,248,
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2470 DATA 248,248,248,248,248,248,
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2500 DATA 248,248,248,248,248,248,
2510 DATA 248,248,248,248,248,248,
2520 DATA 248,248,248,248,248,248,
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2570 DATA 248,248,248,248,248,248,
2580 DATA 248,248,248,248,248,248,
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2670 DATA 248,248,248,248,248,248,
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2700 DATA 248,248,248,248,248,248,
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2770 DATA 248,248,248,248,248,248,
2780 DATA 248,248,248,248,248,248,
2790 DATA 248,248,248,248,248,248,
2800 DATA 248,248,248,248,248,248,
2810 DATA 248,248,248,248,248,248,
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Most people have to improve their performance in their favorite sports. Footballers run, cyclists swim and computer gamers, at least when they are not playing, sit in chairs.<sup>2</sup> You could say that man has been transformed into a *Homo Sedentarius* in Neolithic times.

In a lot of games you need reactions like a bird of prey, so the following program times how long it takes you to find a key on the keyboard. If you want to test - or even improve - your reflexes, type this and run it.

[illegible]

Turn in next month for more inside tricks, and look out for some lengthy fishing on the river page. See you there!

Has more CDs are being produced. But will this force new CD owners to buy out-of-date games or is it just giving third-party devs a double manufacturers or owners to avoid money?



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# Commodore

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# ATOM

**CF delves into some nuclear DIY and finds that the bonding process is never easy, especially when you've got free electrons who only go off in pairs. Today's review is brought to you by H, O, N and C. Oh, and SJ too...**

**Y**ou're probably thinking, 'Och, this sounds like a cross between atoms and dominoes.' And, of course, you'd be completely wrong. *Atomino* are small black tiles with white dots on, while atoms are free-fly in the virtual sky. So don't be stupid. No, *Atomino* is a puzzle game based heavily on these large, coloured polystyrene molecules that you play with in chemistry class (you know, the ones that always end up looking like a cross between Mickey Mouse and the starship Enterprise).

Anyone with the slightest knowledge of things really, really small will be familiar with atoms and their bonding electrons.

For the sake of this game, consider an atomic bond as two electrons linked together. In *Atomino*, there are four types of atom (based pretty loosely) on Hydrogen, Oxygen, Nitrogen and Carbon. H has one free electron, O has two free electrons, N has three and C has four. So, to make a complete molecule with no free electrons dangling around, you could have four Hydrogens joined to a single Oxygen. Or a H-O-N in a line. Got it?

Well, if chemistry isn't your strong subject, never mind. There are no double or triple bonds or anything complicated like hexagonal benzene rings. It's all absolutely simple, once you get the hang of it.

The aim is to produce molecules with no free electrons. Once the last atom is in place and there are no free electrons to bond with, the molecule is complete and disappears from view. And that's all there is to it.



Occasionally you get a mutant atom appear in the chute - signified by the blob-shaped icon. These can be placed anywhere on the molecule, and it immediately changes size...



— The correct atom. Here it's formed itself into a grey blobbed Carbon atom, making up the free Carbon fraction on the immediate left. Good work, there's molten...



Here I've got a molecule well under way. The next atom in the chute is an oxygen with two free electrons, so I could plunk it under the green Nitrogen atom...



But instead I've replaced the oxygen H with the O atom to complete the molecule and I'm off to the next round! The 'O' cursor just shows that the H is ready to be placed again.

## Makin' molecules – 12 easy steps to atomic bonding



**STEP 1** - We start off with an orange 3-valent Nitrogen. The cursor shows that there's another in the way...



**STEP 2** - But the 3-valent atoms side by side and then pressure for a 2-valent Oxygen to sit up on top.



**STEP 3** - Oh good, there's another O atom in the chute, so he can join the O and N atoms together in a square.



**STEP 4** - The pair of Oxygens are out of the chute - they've no electrons left. Move in here is another Oxy...



**STEP 5** - Then H is all want up. Now we have a square atom that on the 2 and 4-valent Nitrogen on the way.



**STEP 6** - Oh, stop the H down there for the time being, there are now two H's in the chute. H's up on that square then!



**STEP 7** - But, it's all looking quite nice now, with only one free electron. We'll think the next O down before.



**STEP 8** - Atom, another Oxygen is up. It's OK! It down the chute and huge another Oxy arrives soon.



**STEP 9** - With the O in place, the next H's up. Now we have a square atom that on the 2 and 4-valent Nitrogen on the way.



**STEP 10** - Oh Oxygen is up. Now we have a square atom that on the 2 and 4-valent Nitrogen on the way.



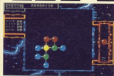
**STEP 11** - It's all looking quite nice now, with only one free electron. We'll think the next O down before.



**STEP 12** - So, with a final H up, there's the complete molecule. See you on the next level!

# MINO

POWERTEST 73



Here's an action shot of a completed molecule being removed before it disappears off screen forever. This one's colour scheme is, which is a bit prettier than A.

To make planning a bit easier, there's a cursor on screen which shows the relative number of free electrons of the next atom in line. This is moved around via the joystick, and whenever it sits next to another atom, it shows you what bonds can be made by little sticks in the compass directions. It's a bit like a good move, fit fit and the cursor is replaced for the atom in question. The pie on the right drops by one and off you go again.

If an atom appears that would be better placed where there's already one, all you have to do is place the cursor over the molecule-bound atom and press fire. The two atoms swap places and you can then place the second atom as before. However, this doesn't stop the pie from filling up, so it's best not to get too involved with all this swapping machinery.

Atomino features two gametypes: a free-style mode in which you're going along where the aim is simply to keep clearing the screen, and one with preset targets. Starting with easy tasks like 'make three molecules', it progresses to 'make four molecules with at least nine atoms', starts plinking blocks on screen to get in your way and then adds un-respawable atoms which have to be removed to clear that screen. After every few levels, there's a puzzle round where you have to fit a pre-defined shape exactly with a complete molecule of exactly the same shape!

Thankfully, the programmers at Garmen chose by the name of Play Style! have included a password mode where you can start again without having to replay the earlier levels. And with 800,000 levels for theseabouts this proves to be extremely useful, although I wish the passwords weren't so far apart

(those settings). As with most puzzle games, the graphics are small but nothing to write home about. They're nice and clear and functional - and at least they do look like little spheres. And if you get bored of the colour scheme you can even change the palette mode from subtle browns and oranges to bright reds and yellows.

Sound is rather less impressive and you'll be glad they included an 'FX only' option.

Atomino fits snugly into the mould forged by the likes of Tetris, Puzzle and Atomix, but



The next stage to face is a 3-colour tetrapop. There are no free bonding electrons near the centre, that's why there are no little sticks.



An later levels the steadily rising game pace and parts add blocks in which you are forced to build round. As you can see, I'm doing crap.

Not enough new features and innovative gameplay for it to snugly into your puzzle collection as well, be warned, though, while it's a testing challenge the gameplay doesn't really alter that much: there's just more of the same only harder. Still, I played it and enjoyed it: it's sure you will too.

STEVE

|           |          |
|-----------|----------|
| Game      | Atomino  |
| Publisher | Pygnosis |
| Cassette  | £9.99    |
| Disk      | £14.99   |

## POWER RATING

### THE DOWNERS...

- Things get a little too soon from the outset
- Even with puzzle stages, gameplay suffers from a lack of variety

100

83%

- Intriguing puzzle gameplay grows very addictive right from the outset
- Graphics are more subtle than Atomix but still the Atomino look nice 'ol round
- Personalised enemy systems lets you progress without having to replay earlier levels
- Immense amount of levels
- Smooth controls for Puzzle, free play under pressure
- Wide array of options with different gametypes, colour and sound modes
- Simple to pick up and play, yet extremely challenging

...AND THE UPPIERS

0

## Round pegs...

Atomino regularly throws up an in-betweener puzzle stage where you have to make a molecule in exactly the same shape as the hole. Only once the molecule is complete (is this molecular?) and it fits the hole exactly.



The first puzzle type round is a straightforward follow-on. Just place all the atoms in when as they appear and you'll be all right.



Things heat up on the second puzzle stage where you have to fit the rectangle with six atoms. After the red Q, or it would be nice...

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A shrewy chief in black oil with, The first casualty of the game: group one's squad leader learns that human jackets don't always work



at this junction a bunker is discovered. The green flash above the sandbags is the glare of enemy fire. (Blackest locations are needed here)



Your comrades represent a one by all means easy surprise. (Right) (Below) They're in to take the last of the money and shoot at you



The island allows you to direct your three squads into any of the five tunnel entrances but only one squad can attack a particular tunnel. It's worth mapping the tunnel layout if you want to win. (Below) Some of these double back or overlap

# NARCOS POLICE

**Dinamic dish out a cartridge game with a difference. Join our reviewer as he takes on the role of squad leader in a 21st century drug bust but finds danger deep in a subterranean island**



**E**s, it's grim in the Cyber world. Let me explain. Narcos Police is set in a possible future when drugs make manufacturers have final power at their disposal, so they can protect themselves while they continue to manufacture and distribute narcotics to populations across the globe. In fact, the idea in Narcos Police is that you must lead a team of steel Narcos Cops in an assault on an island used by a drug manufacturing operation.

You equip three squads of five men each, deploy them at strategic points on the perimeter of the enemy's defenses and their guide the squad leaders through the network of defenses, into the core of the drug factory.

Finally, all you have to do is plant some factory-cripple explosives and you can take the place goodbye.

At the start of the game you have three options. You can go straight in and play, in which case the computer will use default settings for your troops' starting positions and weapons, or you can reveal weapons and re-select starting positions. When you check out the weapons screen, a full range of combat kit is laid out before you, from flak jackets to personal rocket systems and fragmentation rockets. It's worth experimenting with as many devices as possible in your first assault of gangs and making sure that you know how to use them. Also, at least one squad should carry a fragmentation pack and activate it upon into the mission. You have back up troops but expect to lose them unless a squad has a high score.

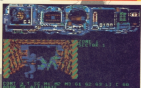
The deployment screen shows the whole of the factory island. The little island the druggies' base is an underground network of tunnels, much as you'd find in a mine. There are five points from which this network can be entered and you must choose three of them.

Once you're happy with the kit and deployment orders issued to each of your squads, it's time to start the game proper. Your view is that of someone standing directly behind the leader of the squad currently selected. You control the squad leader with the joystick, moving him left or right or pushing him deeper into the tunnel. A display at the top of the screen tells you which squad is currently selected, indicates your direction on a compass and displays other useful data such as ammo counts, hit being used and damage.

As you make your way through a tunnel, guards jump down from rafters or appear from niches in the rock walls and open fire. Because of your viewing angle, it's a little difficult to see where your leader's gun is aimed but a tunnel-wide spread of bullets or the launch of a fragmentation rocket (if you're heavily outnumbered) should have the foe falling to the ground in no time.



A squad leader comes face to face with some guards during a tunnel search. This time two of the guards make it to cover but the third takes a bullet. It gives the side a little...



One guard rolls and the other throws a grenade. The action freezes in the green menu bar appears, allowing the player to launch a missile. Quick and how accurate that animation is!

Occasionally, you come up against armoured doors. These can be penetrated by missile fire. If you come up to a junction, adding the character left or right allows him to take a different exit. If your squad leader becomes a casualty, he's automatically replaced by the next member of the squad. A squad is best for good when it's last trooper dies.

You can switch control between the groups at any time. You also can opt for an update on your progress. However, the enemy does it, split up into sections and zones and you should try to comprehend the progress of your three squads before they all proceed into a new section of the game time. If you let one group get too far ahead, the other two will never be able to catch up with it.

The tunnels are also fitted with automatic defence systems and cameras. If one of your squad leaders comes across a computer ter-

minal (and several of these are dotted around the complex) he can access the controls of these cameras and systems and switch them off. It's an added bonus to the game which should appeal to cyberpunk fans.

That's about it, how does it play? Well, after a while it gets hard but well. For a start, you won't find a game that looks anything like *Narco Police* (big plus). The way the squad leaders shuffle along the tunnel walls makes the action tense and convincing and the size of the sprites alone is impressive. Your opponents roll across the floor to dodge your fire, find cover when possible and generally behave as though they're intelligent (another big plus). But it does have its problems.

The graphics are so complex that the joystick is slow to respond. Fortunately, it doesn't feel so though you've been checked if you take a bullet while you were trying to find cover, but if only it could have been a bit

better... Another problem I've already touched on is that of aiming your weapon. Some kind of floating crosshair would have helped. My other complaint is that functions like firing missiles or changing squads are selected from a fairly menu freezes the action.

Nevertheless, *Narco Police* is a very different kind of game and it's more so, despite the fact that you keep getting blasted off the screen at first. The graphics are unusual but terrific and moody sound effects accompany tunnel exploration. Machine gun and rocket fire sounds are suitably chunky too. I'd say that the *Narco Police* should expect a few more minutes when it hits the streets.

ARMAN



|                       |                     |
|-----------------------|---------------------|
| <b>Game Publisher</b> | <b>Narco Police</b> |
| <b>Cartridge</b>      | <b>Dynamic</b>      |
| <b>Cassette</b>       | <b>£9.95</b>        |
| <b>Disk</b>           | <b>£14.95</b>       |
|                       | <b>£19.95</b>       |

## POWER RATING

### THE DOWNERS...

- Some loss of clarity due to sprite size menu being difficult
- A bit of the slow side, again due to the massive sprites
- Single game not thorough

100

78%

- An original game idea well programmed
- Colourful graphics
- Character animation on troops are and feel good. See 'em roll, slide and fall
- Terrific building sound effects and action playing machine gun sounds
- Optional mission cut-ups impressive feeling appeal
- Challenging game play
- Features like logging on to the terminals add depth

...AND THE UPPIERS



Your weapons payload is protected but you can afford from this screen. On offer are two types of ammo, three rockets, explosives, a first aid kit, a teleprinter and scanner

...it's dynamite!

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POWERTEST 79

**S**o, someone's finally written a game about the Commadore Format offices, eh? (Er... no. Apparently this hell hole is a Tansen outpost among primitive but biologically hostile Naborns. And so it is about the C/F offices.)

Your poor character has been inadvertently dropped behind enemy lines: somewhere between Andy's desk and the door) and must make his way home, crossing a barren landscape littered with hazards both static and animated.

The scenery scrolls past (with a bit of nice Hanoi-style panache [heaps in for good measure]) as our help runs and jugs across platforms and bottomless chasms in the ground. I also can't help feeling that we're on our way into the abyss.

equivalent of your local high street, since all the local inhabitants are going in the opposite direction to you. If you're ever going to reach your destination, you're going to have to blow them away.

Luckily your machine-gun has a handy auto-fire mode: just hold onto that fire button for a heather stream of alien drooze. Unluckily, you can't fire and move. If you start firing in mid-jump, you plummet like a brick... So don't

# HELL HOLE

Neil LaBute's *House* are all very pleasant, with smart backdrops and some large animated creatures. The action is fast and

Marked, but my main concern for children is that the game is accessible to all.

You're certainly up against great-perfect jumps, incredible tight timing, huge numbers of aliens, and a serious time limit! If you just go coughing through the level, you get nowhere. However, when you begin to remember where the tougher aliens appear and form a plan of attack, you start to make progress. Also, collecting the right weapons at the right time is absolutely critical.



While our mainman copes with a rampaging dragon, let's take a look at the central panel. The central guy is shown in the central mirror, with the number of ships remaining, while the long guard shows just some decoration (and he's killed, I think). And finally, on the



This small, off-road quantum from, loved it might look impressive, but it's a real power: just about as the world's most powerful and most



On the national level, we have elections upon the issue of "U.S. - Mexico dialogue and peace."

Once you get a decent strategy sorted out, you should make it on to the second and maybe even third levels, but actually finishing the game is, well, unlikely. (And all you get for your troubles is a new "Communist"!) 

Adaptation to the environment is a process that involves the organism's ability to change its behavior and physiology in response to environmental changes. This process is essential for the organism's survival and reproduction.



100

|           |                 |
|-----------|-----------------|
| Game      | Hot Hole        |
| Publisher | CRL/Interactive |
| Cassette  | £9.95           |
| Disk      | £14.95          |

## Weapon systems

Your main weapon is a fairly mild machine gun but this can (and must) be swapped for more powerful arms along the way. You must also collect extra ammo. Otherwise, when your last clip is empty, your gun automatically switches down to the next most powerful, and so on until you're back with the crappy saw-firing machine gun you started off with.

## KNOW YOUR WEAPONS

- 

1... This is the one you start with: top-standard machine gun with slow fire. Heavily underpowered for anything but the very first battles.

3 - Injuring teacher, but still unable to defend you against the bigger students



Clashed against and  
with soldiers, but  
never in a combat



44 — Incredibly rapid-fire, throat-to-throat-bashing, butt-into-legs-around-for-top-grubbing



2 - The new motor  
options. These  
quickly and quite  
economically

## POWER RATING

| Year | Number of cases |
|------|-----------------|
| 1990 | 10              |
| 1991 | 15              |
| 1992 | 20              |
| 1993 | 25              |
| 1994 | 30              |
| 1995 | 35              |
| 1996 | 40              |
| 1997 | 45              |
| 1998 | 50              |
| 1999 | 55              |
| 2000 | 60              |
| 2001 | 65              |
| 2002 | 70              |
| 2003 | 75              |
| 2004 | 80              |
| 2005 | 85              |
| 2006 | 90              |
| 2007 | 95              |
| 2008 | 100             |
| 2009 | 105             |
| 2010 | 110             |
| 2011 | 115             |
| 2012 | 120             |
| 2013 | 125             |
| 2014 | 130             |
| 2015 | 135             |
| 2016 | 140             |
| 2017 | 145             |
| 2018 | 150             |
| 2019 | 155             |
| 2020 | 160             |
| 2021 | 165             |
| 2022 | 170             |
| 2023 | 175             |
| 2024 | 180             |
| 2025 | 185             |
| 2026 | 190             |
| 2027 | 195             |
| 2028 | 200             |
| 2029 | 205             |
| 2030 | 210             |

- **Laboriously difficult**, really tough task and a horrible narrow time limit
- **Repetitive action** – one term plays very similarly to another
- **Poor presentation**, with limited options and shoddy documentation
- **Inability to jump** and/or groups sometimes need no introduction



10



- Smart graphics, with large animated numbers and a glowing variety in shades.
- Long lists, nicely drawn and detailed.
- Good screenful setup system, allowing you to change the level requirement for the job.
- Mapping done, because while the screen goes on-screen the difficulty level



**Abstract**

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