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Summer Fantasy Special: five red hot roleplaying releases  
fight for our highest accolade as they get...

# POWERTESTED!

## 16 HEROQUEST

**GREMLIN**

Five years after *Wizard's* & *Dorothy*, the Sheffield crew code the 64 version of the smash hit boardgame and it turns out to be a corker! Check out the compe foot



## DEATH KNIGHTS OF KRYNN

**US GOLD**

Dragonlance beckons once more. The SDI team have come up with another epic game based on AD&D's *Dragons*, as we all know,

## WRATH OF THE DEMON

**EMPIRE**

Put yourself a loin cloth and step down for some smash-bunking. The adventure is massive all right but does it pull its weight?



## 20 GAUNTLET III

The all time favourite dungeon besh is back with new creatures, characters and worlds to explore. But is the new angle a breakthrough or a bore? We mask a few monsters and find out



## ULTIMA VI

**MINDSCAPE**

The latest instalment in the longest running series of computer roleplaying games finally comes to the 64. But has it been out-evaled by others after all this time?

## NORTH & SOUTH

Rats and Ranks come into head-to-head confrontation on your computer in this comco-sing inspired strategy game. But it isn't quite what it seems...



## POWER 9 PACK

**ZAMZARA**

**News**



## HEROQUEST

**Gremlin**

Surely we can't have got a whole level of this corking

new game? Some mistake? No. Light your torches and get on down in the dungeon!

## BULLDOG

**Gremlin**

An oldie but goodie. This full game puts gerbilix into historical perspective, and there are levels and levels of



It just waiting for your undivided attention.

## FIRE POWER

**MicroIllusions**

Get your head around this forthcoming Clapnet-like two-player natch/rescue game.

Exclusively yours on the one and only CF PowerPack!



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MINDSCAPE

## CF SPECIAL

### 16 HEROQUEST COMPO

Copies of the best-selling boardgame and the stunning new computer version are up for grabs... if you win.

### 36 POSTER

Have you got a wall tough enough for our Fantasy Special cover art by Paul Kelly? Turn to it and find out.

### 45 PUBLIC DOMAIN

CF scouts around to see what public domain software is, and what it's like.

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Congratulations and all that...

## ON THE TAPE

## SIDE 1

## ZAMZARA

Control by Phil Jubb

Tapezaurus, this Hewson title is one of the smallest 64 shooters you're ever likely to see. Stunning animation, great power-ups and a rather easy time in background graphics. Are we too good to you or what?



FULL GAME

## ZAMZARA

## HEWSON

Joystick is best!

Zamzara is a genetically engineered mutant, held against his will in a laboratory complex. As you can imagine, this isn't the most fun he's ever had. So he decides to escape.

Having broken out of his enclosure, Zamzara sneaks into the armory, picks some heavy-duty firepower, sets a Doctor's 'Kiss

'You Are Goodbye' time bomb and heads for the departure lounge at scarily high speed.

You have to move fast. Zamzara reaches the escape vessel in one piece.

You control the mule using the joystick to move left and right, and to jump. If you tap the joystick repeatedly, you can make Zamzara hover.

Hit the fire button to release a barrage of fire from whatever weapon Zamzara currently has selected. Choose your current weapon by hitting the F keys or the space bar (see text) and replenish low stocks by picking up icons.

FULL GAME

## HERO-QUEST

A mighty cheer all round for Heroes who have preceded us with an absolutely 'boring' demo of HeroQuest, where you and three

DEMO



others can play the very first level of this corking conversation. Yikes!

## SIDE 2

## BULLDOG

Conquer the tiny Poles Empire in this scotch ball 'em up. Fly low over enemy installations -- and launch the such-and! Collect all the power-ups released and generally have a whale of a time.

FULL GAME

## FIREPOWER

While everyone else is merely looking forward to this simultaneous two-player tank trundling answer to Chopster, loyal CP readers can actually have a taste of the action with our spiffy demo!

DEMO



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Ablex will then rush a replacement to you as fast as possible.

## Keyboard killer

Zamzara has a number of impressive weapons at

his disposal, accessed via the function keys or the

space bar. Take it easy, Zam-baby...



Standard fire - this is what you start off with.



SPACE - Shoots 1 shot per icon collected



F1 - Single shot. 50 shots per icon collected



F2 - Rocket Blast. 25 shots per icon collected



F3 - Rocket Laser. 10 shots per icon collected



F7 - Web Ray. 10 shots per icon collected

## Zamzara - look at the stat(us) of that!

Super

weapons change hands. Hold the fire button down and these start to fill with white when they're full, release fire for instant ammo dump!

Score

Weapon selection. The icon shown here signifies which super weapon is currently in use.



Icons remaining

A rather scary dragon-type enemy here. This baby's eyes light up when you fire a super weapon.

Downsides: 99 minutes and counting...

Number of gang baddies you've not beaten so far

Shuttle selection. If you tap the space bar, the little missile-shaped planes fly off and the main plane you control flies up, release a missile. The number shows how many missiles you have left.

# Getting to grips with Zamzara

## Level 1

1 - To get going, simply let off a quick burst of your Nuclear Laser (PL) to demolish the first enemy.



2 - The third enemy is best defeated with a burst of Nuclear Laser.



3 - Many fire-bombing enemies should now off the first wave of attacking forces.



4 - Quickly jump up onto the bridge and use all the last enemy with normal fire.



5 - This second boat is in easy. Stand here and fire the last.



6 - Then, to avoid any damage, stand here and release a missile to destroy the remaining ship.



7 - Shoot the remaining last ship, lower up to the end and arrive off to the next.



## Level 2

1 - Destroy a Rock Mine with PL to destroy all the enemy's missiles, then fire normally to kill off the boat.



2 - It only takes a bit of jumping and firing to demolish the next wave of enemies.



3 - The best-protecting stand-up can be a killer in you let it off with some Nuke Laser.



4 - You can kill that last boat if you really want to.



5 - Stand on the edge of the lower platform and fire like mad to destroy the second boat.



6 - Slip down and release that game battle, then continue away to the last button to slaughter those invaders.



7 - ... Alternatively, launch some Photon Laser (PL) to destroy the final enemy and then jump up to the next.



Launch normal fire, rapid fire and missiles by tapping fire. To use the three types of lasers, hold down the fire button until the charge bars on the control panel are full. Release the button and the lasers are launched, A-Type fashion.

## SCORING

The size of the monitor destroyed determines how many points you receive for killing it. (Mind you, you have to kill everything to get on, so I wouldn't worry about the score too much.) Oh, and collecting a game battle gives you 100,000 points and for every ten battles you gain an extra life.

## CONTROLS

Joystick

UP - Jump; repeatedly tap up to hover  
DOWN - Go ... nothing. Sorry, 'down' isn't.

LEFT - Moves left

RIGHT - Take a guess ...

Keyboard

P - Pause

← (back arrow) - Abort game

low over their missed installations and gun-battering with all lasers a-olating.

Among the enemy installations is equipment stores labelled with letters and icons. Fly over these and your craft points-up (or down) depending on the symbol. Continue as far as possible.



To whet your appetite, here's a view from a later level where things start getting really tough!

You have to face and destroy a mother-ship. Kill this mother and you get to scroll your wayily way down you crawl on the next, harder level. And that's all there is to it!

## POWERUPS

S - Speed up

G - Glow down

B - Boost firepower (autofire)

P - Increases firepower

D - Drains all your extra goodies

— Clears the screen of enemy missiles (just like it should)

← → - Restricts your movement to left and right only!

↑ - Hit this and you can scroll back down the screen for a while to collect any bonuses that you missed!

## BULLDOG

### GREMLIN

Part two'll do for you

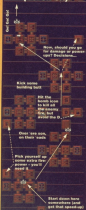
Once again it's you versus enemy

and this is a one-man deadly mission to the death. This time it's the dreaded Phoenix who are taking up a storm - time you want in and start the fighters out.

Having been auto-piloted to the perimeter of the Phoenix's defenses, you now take direct control of your spacecraft and must cruise



## Bulldog (scroll on)





# FIREPOWER

## MICROILLUSION

Start your turret turner in  
part 2

**DEMO**

This new game from MicroIllusions features simultaneous two-player tank-busting action as both players scold around attempting to find the opposition's flag and return it to their own base.



The turreting red tank is one of your men. Drop him off at the red cross station.

In this mini-version, the two-player mode is exciting and you only get a limited amount of fuel, but you still have enough time and tanks to go and blow the red lot shrapnel out of some enemy installations and to run over some enemy troops as well. Har har har har, if that isn't just the best!

You start from your garage (the green building in the middle of the screen) so pull down on the stick and your armoured vehicle will reveal itself.

## CONTROLS

Equipment with the controls a bit too tiny to tell fully. Push in the direction you want to go and the tank turns to face that way - unless you push in exactly the opposite direction. Then it reverses. Try it out, it's really not that bad.

To fire, just hold the fire button down. Any solid objects that get in the way take a good pounding and eventually blow up leaving lots of lovely debris!

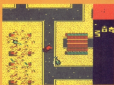
## KEYS

F1 - Abort

F1 - Roll clockwise

## TAKE AIM

The idea is to go and destroy as much enemy hardware and rescue as many of your chums as possible. Friendly gun emplacements and buildings are brown. The enemy is green. Blast enemy buildings and you release allied troops. Pick 'em up (stop while the little foot-tank climb onboard) and store yourself some points. Alternatively, you may see some little greenies come scurrying out. Why not run over them and see what happens? (Shoggett)



Watch out for the tank-busting helicopters. Make sure you're a helicopter-busting tank commander!

Once you've filled up with troops, return to the Red Cross building near the garage and approach from right to left. Dams into the building and your men are automatically transported to the safety of the hospital facility for a warm good-bye glow inside (not to mention a huge load of points).

When your time/turnful rate out you can start the game afresh or pick a new tank from the three on offer (for more info see the Firepower Power Test on page 105).

The enemy status display on the right tells you (from left to right) points scored, number of men carried, number of tanks remaining. The large red square above is your radar, on which any advancing enemies show up.

# HEROQUEST

## GREMLIN

**DEMO**

Slapping stick in the  
second slot

When you first load up this - it has to be said - STONKING demo, you'll find a small menu asking you to Play Game, Buy Equipment or Select Players. Since you don't have any gold to start with and you can't load in saved characters (which would you get them from?) don't even bother clicking on Buy Equipment. 'Cos you can't. To change the names of the four characters, go to Select Players, click on your choice of panel and then push up and down to cycle through the letters. Click on Exit to move back to the menu and click on Play Game!

All four characters are involved, so if you're playing on your own, you're going to be busy! But for the full effort, we advise you to invite around a few mates.



Picking up spells for the Elf or Wizard is as easy as ABC. The Elf's choice is more limited than Wirt's.

Both the Wizard and the Elf have to lug a big bag of spells round with them, so the next thing you do is enter another menu where you get to choose your magical arsenal. Spells are carried in bundles of three, so you have to select which particular group of spells you require. (Don't ask us what they all do, find out yourself).

The Heroquest board then appears. To get the ball rolling, just press fire to stop the random-o-dice counter thing in the top left of the screen. This tells you how many squares you can move.

## THE ICONS

From right to left: All your character's moves are implemented via the joystick using icons and a pointer. To get your vision a-mazing, you can either click on an adjacent board square (this is fully at 64k), or use the arrow keys (lower right corner - much better).

Once you've finished your move, click on the Map Arrow Map icon to map control over to the next character.

The next Eye-on allows you to conduct a quick search. You can choose to look for Hidden Doors and Traps or Treasure.

Take your pick. If you're getting a bit lost take a gander at the Lamer Map. This shows the rooms, corridors and doorways that your adventures have visited. To tell from the Lamer Map, click on Cancel (and



Use direction arrows (bottom right) to move

if the Cancel symbol has gone - it's a bit buggy - just click anywhere in the lower right of the screen).

The Shield & Sword symbol allows you to initiate some hand-to-hand combat. To fight effectively you usually have to be on a square adjacent to the enemy. When the map appears, point to your intended victim (make sure it's the right one) and click.

The computer automatically sorts out the blows and parries, so to speak, and lets you know the outcome of the battle.

Ignore doorways at your peril. Or let your curiosity get the better of you and open it using the Key icon.

And finally, the Goodie Bag is used to access any spells or tools that you might have scooped about your person(s).

Right, that's yer list, you hard-core-to-fantasy fans. We don't have huge amounts of room to tell you every little bit about the game (but of review is on page 10-11). First one out of the Dungeon-cape for 100 gold pieces, so load it up, have a good wander round and enjoy yourself!

# PREDATOR 2™



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## FULL PRICE GAMES



GOING UP



GOING DOWN



STAYING STILL

|    |                                              |                                                                                                                        |
|----|----------------------------------------------|------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>TEENAGE TURTLES</b> <i>Mirrorsoft</i>     | The green machine troubles on, staying at number one. The game looks bad, but plays well! We gave it 90%               |
| 2  | <b>DIZZY COLLECTION</b> <i>Code Masters</i>  | Fans of the Coder's Dizzy games can't really go wrong here. The only fly in the ointment is the slow Fast Food         |
| 3  | <b>LAST NINJA 3</b> <i>System 3</i>          | 80% repeats Ninja game which gained a sparkling 89% score straight in at No. 3. Top and next month, eh? <b>NE</b>      |
| 4  | <b>VIZ</b> <i>Virgin</i>                     | Oh dear. You won't be told will you? We gave it 80% - you gave it No. 4. Really up tape owners who are sorry <b>NE</b> |
| 5  | <b>CREATURES</b> <i>Thalamus</i>             | Tail down with a sparkling 81%, Droids and battles still wouldn't hit the top slot. Superb, but stable at No. 5        |
| 6  | <b>TURRICAN 2</b> <i>Rainbow Arts</i>        | Wow! 81%er Turrican 2 has given up without a down to the sixth slot. To be on his way out already?                     |
| 7  | <b>BIG BOX</b> <i>Beau Jelly</i>             | 40 games for a fiver... you can't go far wrong, especially with Agonyville, Master and Shakespeare in there            |
| 8  | <b>LOTUS TURBO CHALL'</b> <i>Grenlin</i>     | Possibly the best two-player race game to date. We decreased it with 70% and it deserves to do well <b>NE</b>          |
| 9  | <b>GOLDEN AXE</b> <i>Virgin</i>              | Virgin's good but slightly trapped code-up game (capped for 80%). It did well but is now on the slide to oblivion      |
| 10 | <b>ROBOCOP 2</b> <i>Ocean</i>                | Ocean's standing card (see game 8 80%) climbs the players from last month - and deservedly so. It's better             |
| 11 | <b>SUPER MONACO GP</b> <i>US Gold</i>        | We weren't too sure about this one and gave it an 80-ish 70%. Well, it looks like you got this one!                    |
| 12 | <b>S.C.I.</b> <i>Ocean</i>                   | After months of burning down in darkness, SCI finally hits the top 20. With 70%, we weren't that impressed <b>NE</b>   |
| 13 | <b>SWIV</b> <i>Storm</i>                     | Storm's superb shooter earned itself 80% and a place in these charts. We commended the floating odds to only <b>NE</b> |
| 14 | <b>F16 COMBAT PILOT</b> <i>Digital Int'n</i> | Yup, it's still here and selling in thousands. Is there anyone who doesn't own a copy of this right now?               |
| 15 | <b>GAZZA 2</b> <i>Empire</i>                 | The rather crummy classic it is on the way out. And with a puny 60% who can blame him for sliding quickly out?         |
| 16 | <b>E HUGHES' SOCCER</b> <i>Audigenix</i>     | Doing those is still doing the rounds, and looks like here too on permanent residence in the top 20                    |
| 17 | <b>PREMIER COLLECTION</b> <i>System 3</i>    | A stunning collection, which got a sparkling 80%. If you haven't got it, what are you waiting for?                     |
| 18 | <b>TOTAL RECALL</b> <i>Ocean</i>             | Big Acle takes a massive 10-point drop this month. Will this 77 percent still be around next month? We'll see          |
| 19 | <b>HOLLYWOOD COLLECTION</b> <i>Ocean</i>     | Not a bad compilation this with Andy Jones, Batman, Shakespeare 2 and Robocop all showing their wares                  |
| 20 | <b>FISTS OF FURY 2</b> <i>Virgin</i>         | And bringing up the rear to this average (60%) compilation from Virgin. Really worth bothering with, really            |

## BUDGET GAMES

|  |                                                  |  |                                             |           |
|--|--------------------------------------------------|--|---------------------------------------------|-----------|
|  | <b>MUSIC LAND BERT</b> <i>Code Masters</i>       |  | <b>QUATRO FIREPOWER</b> <i>Code Masters</i> | <b>NE</b> |
|  | <b>PAPERBOY</b> <i>Emarc</i>                     |  | <b>OUT RUN</b> <i>Kix</i>                   |           |
|  | <b>DOUBLE DRAGON</b> <i>Mastertronic</i>         |  | <b>OPERATION WOLF</b> <i>PH Squad</i>       |           |
|  | <b>CPI'S ELEPHANT ANTICS</b> <i>Code Masters</i> |  | <b>KWIK DRAC</b> <i>Code Masters</i>        |           |
|  | <b>QUATRO ADVENTURE</b> <i>Code Masters</i>      |  | <b>GARY LINEKER'S HOT SHOTS</b> <i>Kix</i>  | <b>NE</b> |

**S**ystem 3 never contemplated producing a car racing game before. But when Honda appeared and reviewers consistently applauded the in-between road racing action, they thought, maybe it's time we did...

They then reviewed the current racing game market to discover what they could do differently and how they could do it better. The aim was simple: to produce the best driving game so far.

The obvious next step was to find someone who could actually make the thing. Enter Chris Butler into the story. A long-standing code programmer, Chris' credits include such notables as *Z-Community*, *Thunder Blade* and *Space Harrier*.

With Chris on the team a storyboard was then drawn up, incorporating the ideas that had been thrown around, starting with the car chase theme. They then decided to give it another twist. The original game had the

**It's blip city on the scanner and we're in trouble! The interceptor missiles have failed, the laser web has been breached, and the door to the lead-lined bunker won't shut properly. Too late! Prepare to be Turbocharged!**



# TURBOCHARGE



(ABOVE) Screenplay found a brief in Turbocharge. Think cars, think turbo, think speed that takes off this road. (BELOW) Some of the original storyboard material, featuring the first level map from Justice in Baghdad, a gold symbol and graphic ideas for enemy vehicles and border patrols.



working title of *Borderline* and was based around a terrorist operation intent on capturing UN hostages of arms in different parts of the world. As a special customs officer, your task was to block the terrorist coming through Iranian territory as they make their getaway toward the border of their own country.

This theme has since been honed down and is now based upon a global drug-smuggling operation. The new gun race contains the same, where you chase a drug dealer who is making a break for his own country... loaded to the full-caps with naughty chemicals. Your car is armed with a machine gun and a limited supply of missiles and, as you can imagine, the only way this guy is going to stop is with a fast border up his without.

Initially you are given back-up by friendly police vehicles, but if you don't kill Mr. Drug-dealer by the time he reaches the border, you

## Turbo tech specs

*Turbocharge* is a regular greeny-tag of technical specifications. For anyone who's regularly interested, here's the low-down on the hi-tech:

- The large roadside objects are made of characters (called char sprites). You can have any number up to an 8-bit configuration.
- Character sprites are full multi-colour (eight colours in an individual sprite object).
- You can have 12 char sprites on screen at any one time.
- There are 21 multiplexed hardware sprites for the car and wheelgun bullet holes.
- The variable perspective track works in same way as stroke race games. The vanishing point always stays the same - only the angle of the sides of the road change.
- The roadway is created with user-defined characters to create the illusion of road angles. The program uses look-up tables to form a basic structure of the shape of the road, then a separate algorithm puts a smooth edge on. The middle is a straight forward character fill.
- The screen updates every two frames on average.
- All the normal raster interrupts are fed up with the sprite multiplexer, so both CIA (Complex Interface Adapter) chips are used to generate interrupts for the colour sprite on the farboard, the approach of the tunnel and to alter the highlights on the car.
- All cars, vehicles, choppers etc. are constructed from multiplexed sprites.



(ABOVE) This is no simple road-race – all those graphics are needed. (LEFT) Although Turbocharged starts a simple race to breach the border point, when enemy territory is reached the chase on your own.

Once they had the scenario pretty much tied down, System 3 then decided to change the title from Borderline (a bit drab) to Turbocharged (much better).

## YES, BUT IS IT ANY GOOD?

So, we've got a mad chase through different parts of the world, plenty of traffic to swerve and a fair amount of trigger-finger action. What makes Turbocharged any different from any other racing game? Well, although the schematics have don't even begin to tell the real tale. Turbocharged is the fastest, smoothest, busiest and most responsive road race you've seen. The road movement is incredibly smooth and rapid and you see those huge buildings and billboards by the side of the road? Well, they update and move just as smoothly. There are hills, dips, tunnels, forks and... well... why not wait for the exclusive PowerTest next issue?



Will commentators fail in covering any of the speed or movement from this new road race. Here, you're hurtle down a dip lined with buildings.



## Turbocharged features

- Roads incorporate curves, hills, dips, forks and tunnels.
- Five levels with friendly and enemy territory stages in each; ten roads in all.
- On entering tunnels, the road itself changes colour and the headlights on the car are dimmed to give the impression of decreased lighting. (Sadly, but realistically) almost.
- Large gunship helicopters hover in its attack.
- Loads of large roadside features.
- You have an unlimited supply of cars, new fuel and five missiles.
- Bullet holes on screen indicate damage sustained.
- Soundtrack and effects have come from a secret German source.
- True perspective roadway.
- Turbocharged employs an innovative control method whereby the road is viewed in perspective to the car. This provides extremely realistic and responsive control.
- It's "Ripper" Test!

## PREVIEWS

13

## SNIPPETS

### AUTUMN GOLD

US Gold are really gearing up for the Autumn with a range of titles signed off in production, including new additions to the range of Capcom conversions: check out Alien Storm, Final Fight, Mega and Mega Twins. The Mega deal continues with G-LOC (Mega), the long-awaited Out Run European plus Mega's stunning new Mega Drive title, Street The Hedgehog. Waiting in the wings are The Godfather and Bonanza Bros, plus a new Lucasfilm game, Indiana Jones And The Fate Of Atlantis. With a plot scripted by Stephen Spielberg and the 4th edition game written by Attention To Detail (Mighty Doom) this could be a real corker. Fantasy fans can look forward to Medieval Lords from \$50 plus Tears Of Rage – a Greyhawk adventure.

### SNOW BUSINESS

Latest update from Codemasters: Teft and Battle Command out under way; new signings include Stone Gods, and Spielberg's Peter Pan. Job done.

### RANDY COIN-OP

There are many coin-op conversions coming from the Atariists, thanks to Walsall-based Elite. Scan these: Sega's Last Battle; Taito's European Championship 1990; Beta East's Gussman Ninja (to be converted by Electron the Cat, who coded the 16-bit versions of Last Ninja 3); Namco's Boulder OP s.k.a. Winning Run 2 plus a new coin-op with the unfortunate name of Edward Randy. Et...?

### GET YOUR QIX

Following the extremely ill version of Qix Of The Demons, Empire are about to unleash the Death Striker on us, another hard 'n' stay jobbie with the emphasis on action rather than puzzle-solving, not only that, but the bit it has also got the conversion rights to Factor's 'rotted. This sounds like Qix with monsters and blasting, so it should be a good 'un.

### ZOO GAMES

The Zoo have just announced a new game with the tantalising title of The Bird Game. This multi-player strategy puzzle sees you take control of a character who can shoot, jump, walk and teleport around in order to out-manoeuvre the opposition and gain control of a 3D board.

### EN-GER-LAND!

Following in the wake of Ace-Of-Deuces, Grandstream are about to release the official England soccer sim preview next fall, and watch out for a flaming Die Hard II crash-landing on your 64.



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Sigma the barbarian discovers a secret treasure chest. (Should he open it and risk carrying off a lovely lady? Perhaps there's a huge war of cash hidden! Perhaps there's the town, no...



With a heavy heave he grabs the lid open, and lo and behold - there are thousands of gold coins to put in his inventory! Any cash collected can be saved up to buy weapons in later scenarios.

# HEROQUEST

The biggest boardgame hit of 1989 finally finds

its way to the 64, courtesy of a deal between Gremlin Graphics and Milton Bradley. Our reviewer sharpens his blade on a few of its bad guys, creeps down its corridors and finds his way back in time to file this report

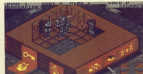
## Fantasy Special



Before you start a new quest, you can choose to load in characters saved from a previous mission or retain the four adventurers pre-chosen. Start the "Ogg" crew (oh, and Eric).



Both the Wizard and Elf possess magic-working talents. Before you set off, players confer: will these characters meet, select a batch of quests to take with them, (What fate there's)



A character scene from the third scenario. Our warrior Ulag must be killed to fulfil the quest, and here's the little knight... no... hiding behind a really great Green Warrior. Er, excuse me, Mr. Green...



It's dark down here. And damp. It's hard to keep the torch burning. And though I've been down here for hours, I couldn't tell you what's around the next corner. The things I have to do to write a review... Even my portable PC is running low on battery power. But now I can tell you why I've put myself through this suffering.

HeroQuest the boardgame was brilliant. Its simple rules and open-ended design meant scenarios (the technical word for adventures) could be as simple or as complex as you liked. When you took off the twelve quests provided, a blank map was there for you to make up your own scenarios. In fact, the game was so really done, it was a piece of cake to make up rules, traps and monsters of your own. But there was just one problem: you needed two people to play it. Or at least you did. For now it has been coded into your dear 64 and the danger awaits yourself alone.

HeroQuest is played out over a series of missions or quests. The goal of a quest can be anything from saving kidnapped Vikings to destroying a whole dungeon full of orcs.

tures. All the scenarios together form a whole "campaign" you have to complete, each quest forming a small part of the total aim. In this game the forces of evil are controlled by the Lord of Chaos, Morcor. In the original boardgame, one player was needed to act as Morcor. On the computer version, the program itself handles this task. So the plot is simple: Morcor has invaded his forest once more and you have to put the wind up him - quite appropriate, we think.

There are twelve missions - or scenarios - to choose from, each one becoming a difficulty. And players of the boardgame think they know the score, they're in for a surprise. Even though the scenarios are much the same as in the boardgame, the maps have been altered to make life more difficult. Easier missions include The Trial and The Rescue of Sir Ragnar, a very simple kidnapping rescue: only one trap and monster to trap; they make pitiful progress, look vicious by comparison. But just when you think there's nothing you can stand in your way, the scenarios start to heat up a bit.



Oh, yes to it. I may as well just go and attack the green hummer. Oh, I've defeated him. Minny! Rightyhoes. Ulag, you little shaver, you can come quietly or you can come in a lady bag. The decision is yours.

# PROQUEST



Each turn you have a choice of options. You can move, fight, look for traps and secret doors or look for treasure. However you're limited to movement plus one other option.

Searching for traps and secret doors will reward cash items if they exist. If you search for treasure, the program either tells you that you've found a special quest treasure or it generates a random find which could be anything from real to waste of cash to a wandering monster.

Moving around in the dungeons/castle/torreses couldn't be easier. A series of numbers flash up on the screen in quick succession. Press the fire button and a random number is selected, representing what would normally be your dice roll. You store each of these numbers in one of five ways. You point the cursor at the square you wish to go to or use direction keys.

Coming into contact with monsters means combat. Every creature has a number of body points. Body points indicate how

rough you are. The monsters usually have only one body point, so hitting them kills them unless they successfully defend against your blow. You only have to defend if the monster actually attacks and you have more than one body point per character. All combat, including dice rolls, is carried out automatically. The results are displayed blow by blow on the screen (for excitement).

The elf and the wizard use magic. Each magic user chooses one of four sets of spells (three spells per set) connected to the four elements: earth, air, fire and water. All the spells come into their own.

Then there are traps. Take the pit trap: area revealed it traps where it is and has to be jumped every time. Or there's the spear trap: causes a body point of damage outright but then it's rather useless. Traps, traps everywhere. Make sure one of your characters checks for traps and secret doors each time you enter a new area. (It's good advice - dit) Forget to check and you get humiliated.

**Morcar has massed his forces once more and you have to put the wind up him**



It's just here in both *Through the Maze* and *On the Edge of Chaos* - the same reason. Sorry to interrupt again - I'm outta here!

The boardgame's colourful realism and high quality artwork can't possibly be recreated on the 64. The flick screen presentation and speed of some operations - the opening a door, for example - are a bit crude, but these are merely cosmetics and considering the size of the game, they're forgivable.

You couldn't do better than save up your pennies and buy it. You can then play it with your friends, beat them out of the house at about midnight then continue adventuring on your 64 until the early hours.



ANDY

|                |           |
|----------------|-----------|
| Game Publisher | HeroQuest |
| Cassette       | Gremlin   |
| Disk           | £11.99    |
|                | £15.99    |

## Dicing with death



**STEP 1** - Find a suitable combat opponent (in some games little words like you can defeat easily) and click on the combat box



**STEP 3** - The computer underlines the blue (weaving bits, automatically biased for strength and temporary use)



**STEP 2** - The map appears. Move the pointer over your chosen target and press fire to commence with the duffing



**STEP 4** - Goodbye with you as your opponent's body points disappear, taking the nasty little beastie with them. Not a job done!

## POWER RATING

### THE DOWNERS...

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------|
| <ul style="list-style-type: none"> <li>The game updates a little slow</li> <li>The boardgame's playability has been perfectly recreated</li> <li>At last you can play boardgame rules or with friends</li> <li>Smooth and efficient screen-driven gameplay</li> <li>All new maps - no-one's played these before</li> <li>Atmospheric screen display (unlike the boardgame, the walls are shown)</li> <li>Save option: take characters through all 12 adventures</li> <li>All the boardgame's features have been reproduced in maps, treasure, the lot</li> <li>Excellent usability - you escape for expansion sets</li> </ul> | <p>100</p> <p>93%</p> <p>0</p> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------|

...AND THE UPERS

# HEROQUEST COMPO

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-  Barbarian
-  Dwarf
-  Elf
-  Skeleton
-  Goblin
-  Bear
-  Bat



**H**ave a comprehensive to do-list for your Heroquesting session. And remember: it's absolutely not cheating to jump up to the necessary rooms for this mega-village.

First, lucky C&A readers are going to receive a copy of Heroquest the boardgame AND Heroquest the computer game. And if you're a computer fan, you can also receive the fact that Heroquest will soon be releasing Heroquest for the Commodore C64.

However, we just can't give the stuff away - you'll just get to earn it with skill. Here's how.

On this page there should be a planned heroquest-style map of a dungeon (if there isn't, we're in trouble). Four adventurers, a wizard, an elf, a barbarian and a dwarf are trying to escape from the dungeon before midnight (yes it may seem like a bit tedious, but fate is cruel's round here). There is only time for one of these brave souls to escape.

Which one will it be? That's what you have to tell us. First rules will determine who the survivor shall be.

1. To escape before midnight, the adventurer must reach the entrance to the dungeon and mounting the required the escape signal.

2. The Barbarian cannot move through the entrance.

3. The adventurer only has one leg and as the doors are locked.

4. The adventurer can only survive moving through one square occupied by a skeleton or a bat.

5. The adventurer must escape by moving from the entrance from one of the two first three squares.

For your answer, please:

Registration. Send it to: C&A on the back of a postcard or sealed envelope, include your name and address on it and send it to:

**Yes, it's No Good - I'm Completely Lost! Compo,  
Commodore Format, 29  
Newmouth Street, Bath, Avon  
BA1 2AP.**

But it better be that, yes you've only got until the 15th of June to get your entries in. It's as long as you can find the post box.



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# **Fantasy Special**

**US Gold have put a new perspective on an old favourite with the latest episode in a long running series of tricks, traps and treasure hunting that harks back as far as 1986 and a four-player coin-op. Our reviewer tours the land of Capra and finds that the familiar quest has taken on a whole new angle...**

**B**reaking a promise can have all sorts of results: a clot round the ear, detention, no jelly for a week – it's bad, but not that bad. Tell parties on the island of Capra though and you've got a lot more to worry about. The moment the eight kingdoms broke their pacts of peace to greed of wizard Magnus, the forces of darkness were unleashed. Leaping out of the shadows with a truly bloodcurdling scream, the evil Capricorn kidnapped Magnus, took over his throne and started to spread death, B.O. and some throughout the land. Bleuch.

But don't despair: Thor the Warrior, Thysa the Valkyrie, Merlin the Wizard and Questor the Elf are here. Armed with swords and shields they battle their way through Capra's underworld reeking out darkness and...

Hang on a minute. Haven't we heard of this somewhere before? Well, yes. Thoris, actually. Gauntlet's a lot longer in the tooth than one

# **GAUNTLET**



or has the former please eaters I could

mention, it's been around as a computer game since 1988 and it was a coin-op way before then. So why, you may ask, are they doing another one?

The answer is because this is the first time it's ever gone 3D. Instead of 100 odd levels you've got eight fully scrolling worlds in glorious isometric 3D. Not only that, the original quartet of one-wielding goodie-gods has been joined by another handsome handsome: Petrus the Fleckman, Grapple the Lizard Man, Buzzard the Ice Man and Negature the Merman. Missions are based in each of their homeworlds, come in five min-

sections, involve solving a puzzle or two and can be tackled as a gruesome bossman or tale.

Each of the heroes is fully equipped with armour, some magical ability and long- and short-range weapons. They're not all equally good at using them: if spells are your thing ask Merlin – but for a good hand-to-hand baw, Fleckman or Thor is best.

In addition to the original Gauntlet's spooky ghosts there are different bosses for each of the eight levels, everything and anything from mummies, zombies and dragons



This is the very pretty character select screen which boasts small map-views and some neat boss animation



A look with a close-up through Gauntlet's heads down amongst the dead men. You'll find no treasure in these wastelands



Poor old Billy looks like he's in trouble. Surrounded by blue monsters and with his only means of escape across that rickety-looking bridge!



The screen looks a little out of place in this green and lurid landscape. These screens are no doubt fantastic, so watch your step

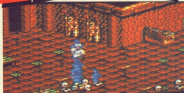
Let's take a snaky (and) through one of the early levels. (Shooting from a chariot, old school, (roughly) with dice on the (board).)



...the wizard (through a pleasant maze) (in (should) then (be) (super)?). There's a (going to) the (well) - and (with) that (you) were (consequence) also.



# TLET III



Back in the tomb room, our hero is under attack from the blue-skinned wizards (ogres). Although these guys feature heavily in the early levels, there is a huge number of enemies, including ghouls, shamans, jellyfish, poisonous vines and huge scaly dragons.

And finally no slight upon a purging (level). (like) was (last), (feeling) back (at) the (moving) and (then) (going) to (get) (stuffed) up (a) (level).



In recent (levels), (some) (rooms) and (walking) (party) (hats). (Touch) (are) and (they) (drain) (your) (energy) - (all) (up) and (you'll) be (taking) in (the) (points).

En route there are plenty of goodies to collect. Treasure (locks) (points), (food) (tops) up (your) (energy) (except) when (it's) (poisoned) and (poisons) provide a (manipulative) array of (magical) effects: (immortality), (rapid) (fire) and (rapid) (cleansing) among them.

Gauntlet III has all of the original Gauntlet's most distinctive features and then some. It has better graphics, loads more monsters and plenty of puzzles. There's a whole host of new facilities in each world and the music (even) and, (high) (score) and (between) (world) (only) is (absolutely) (best). Some people might still find it gives them too much of a feeling of déjà vu but if you're mad about monster mashing, you ought to give it a try.



|           |              |
|-----------|--------------|
| Game      | Gauntlet III |
| Publisher | US Gold      |
| Cassette  | £10.99       |
| Disk      | £15.99       |

## LOADS OF LEVELS

Gauntlet II does at least let its adventures out of those wretched dungeons for a breath of fresh air. The quest now takes place across eight different worlds each with their own brand of scenery, traps and monsters. So, what sort of exotic locations can you expect to visit?

**WET:** This is no place to go if you can't stand the heat. With rivers of lava and walkways warm enough to cook eggs, it's a good place to get a tan - on the bottom of your feet.



**WET:** The water world where your arthritis plays up like mad and your shoes leak. Adventurers are going to need more than a brook and galoshes to survive this haven of Hydr.



**COOL:** You'll certainly stay fresh in this climate, where water pipes are always burst and thermal rifles are a vital item in an adventurer's inventory. Even your goggles freeze.



**GREEN:** Green and pleasant it may be, but you can bet it's home to legions of creepy, crawling (and) on (horns). At the very least they'll stamp all over your pants and get in your pants.



## POWER RATING

### THE DOWNERS...

- Small playing area
- Tedium: multiball means long waits between levels

100

80%

- Two-player mode is fun
- 3D scrolling is unusually fast and smooth
- Huge variety of ghosts and badness, which differ according to the theme of the level you're tackling
- Detailed, well-drawn background graphics
- Lots of (unused) goodies
- Four new characters, all with different qualities
- Fantastic quick-fire action
- Each level provided with help key
- Different weapons
- Excellent track-and-music

...AND THE UPPIERS

0

**U**se this guide with the maps to survive long enough to collect some diamonds. Collecting the diamonds is hazardous but this solution does allow you to visit most masses of extra lives this way – and it's essential if you're to finish. There's a lot of rapping in *Turrican 2* (as if you didn't know, so we'll be coming back to it next month).

## LEVEL 1.1

Make your way right and up to position (A) where there's an extra life. Go right, up the hill and down the waterfall (stay in the centre). Jump off to the right and follow the route up to position (B) where you'll meet the Stomper. It's better to stay in the middle of the screen and unleash your firepower when he's stand-

ing still. Once he's destroyed, go to the cavern on the right to find some extra strength. Again follow the route up, then jump right down the hill. Work your way up to position (C), fall down the narrow passage to collect the two extra lives. Follow the same route up again, this time head for the exit.



# TURRICAN

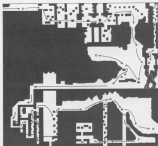
## HOW TO COMPLETE IT (PART ONE)

### LEVEL 1.2

Be careful here (A), as the blocks on the ground often disappear below your feet if there's a vine growing out of the block, jump on it. Go quickly through the waterfalls and beyond the cascading falls, to arrive at the top of a huge ravine. Fall down, pushing right as you descend. You eventually land at position (B). Climb up and collect the bonuses and lives at (C). Go back down to (B). Then make your way to (D) where you'll encounter the spaceship. Attack it with your torpedoes and collect the four lives it leaves behind.

Follow the route from here through the watery maze, over the waterfalls, until you get to point (E). If you turn into a gyroscope here and fall down the waterfall you enter a hidden cave (F). Collect all the diamonds (you have to or you can't get out) and go carefully to position (G) where there are six extra lives at for you. Go get 'em.

Follow the route back up to the waterfall and go down to (H) to take on the huge opponent which jumps down there. Use all your weaponry on him, then constantly shoot his eye (he's avoiding the waller device). You will be rewarded with progress. Onwards...



# GameBusters

**Is there no end to this boy's talent or stamina? Andy Roberts, the chap with the cheats brings you the first part of our complete guide to Turrican II (probably because he hasn't finished the second bit yet - Ed). Big game, innit?**

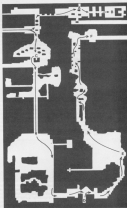
## W 2

### LEVEL 2.2

Go to position (A) and hop onto the lift to arrive at point (B). You can work your way up to point (C) and collect the six extra lives, but it is tricky and time-consuming. Follow the route right, then reverse through the labyrinth and collect the lives at point (C) and point (B). Make your way to position (F) and fall down to collect two more lives. Blast your way through to the wind tunnel, climb up it and prepare to meet the mega robot at (G). Shoot the gun off, then aim for the sphere in the centre (icky but it's the only way). Once he has been squashed, fall right down to (H) where twofives are waiting for you. Route (I) is an optional extra—you can gyroscope through the tunnel to gain an extra three lives but you'll have to renegotiate the wind tunnel. Head for Exit. Level three, here we come.

### LEVEL 2.1

From the entrance, climb up and gyroscope through the narrow passage. At position (A) and (B) are eight lives. Make your way back to the start and go down to (C) for some weaponry enhancements. Then fall down into the watery labyrinth and work your way (bring the crazy, I should add) to position (D) to collect another extra life. Head for (E) to get another life, then fight your way up to position (F) where the head-on-a-stick beastie resides, making a beat at this point helps enormously. If not, use your trusty lightning.



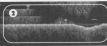
No time to waste. Let's get on with the third and final part of our Creatures solution. If you haven't got uppy fire, droopy fire, missile fire and triple arrow fire by this stage, you're going to find things awfully difficult. Swirly fire's a bit of a necessity too

# MORE

## LEVEL 3.1 A



1. Oh good grief, here we go again. Drop down but keep left, rise towards the lamp each time it approaches until it's dead. Then follow the bird across, ensuring you keep out of the way of its droppings. Get onto the first ledge and shoot the blob. Drop up, dodge the bird and get the creature. Drop down one level, make a diving lunge jump between the lamp and the other hand and kill your bulb. (From a journey of a thousand miles has begun with a single step)



2. Dodge the bird then shoot the blob and it turns into a spooked. Shoot this and a creature appears. Collect this furry beast and drop down one level. Use droopy fire on the blob then edge into the pit while avoiding the bird. Edge back out again using the same high level of caution. This is too easy...



3. ... We do so (again) and then about half an hour later, the first egg, makes its first appearance. Then edge forward at your speed and jump to get the egg up and keep it. While the breathing ball arms relax. More like

## LEVEL 3.1 B

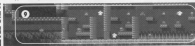


4. Shoot the lamp from the lower ledge, jump up and kill the bird then collect the creature. Kill the lower bird with the downward fire then fire towards the other one. Kill the zombie from the left ledge then jump right. Use uppy fire to kill the bird and fire towards the cloud. At the ghost with downward fire and you're free to collect the lower creature. Jump up avoiding the bird and collect the creature on the left. Kill the blue bird (he's a wing). Then drop down one level



4. Kill the ghost by dropping down, bring then keeping back up to avoid it. Get the bromeliad. Go back left a bit then up to the top of the screen. Carefully time your move to go across the top of the screen, avoiding the purple fly and falling just before the blue one. Next, drop down to the second ledge. Again, time your move so that you avoid the blue fly and rise again just as you drop down between the blue, purple and brown birds. At the middle ledge until your bromeliad goes then kill the yellow bird

## LEVEL 3.2 A



5. Gather simply, shoot the two lamps. Next, shoot the blob, jump up and shoot the ghost to make an extra the appear to your left. Drop down, avoiding the ghost then kill it quickly. Drop up to the top and move right, killing the zombie on each ledge. Don't be tempted by the same fire down below (the spikes will hit you). Jump the bird, move right collecting the creature. Dodge the ghost while keeping the gaze



10. Kill the fly on the top left of the screen. Shoot the bromeliad. Shoot the ghost then the purple fly and shoot until you're half life then kill the second fly. Drop and shoot the bromeliad. Kill the purple, the right of the red worm. Get the bromeliad and the red worm. Wait until the

## LEVEL 3.2 B



11. This next bit is terribly difficult. It'll take lots of trial and error and even then it will take ages. At the zombie. Then drop down to the next level. Follow the ghost over and drop down into the pit. When the violet goes right, move up a level in the pit. When the cloud flies, jump out of the pit and run right, dodging the sweeping birds. Drop up into the bombstone for a moment of safety. Next, run into the pit again, dodging the sweepers. Up into the next bombstone for another moment of safety then onto the bromeliad ghost, which you have to kill first go. Avoid the sweepers yet again, watch out for the missiles, kill the jumper and spike, then you're later you're made it



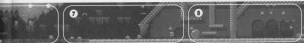
12. Go to the top left of the screen. Shoot the bromeliad. Shoot the ghost then the purple fly and shoot until you're half life then kill the second fly. Drop and shoot the bromeliad. Kill the purple, the right of the red worm. Get the bromeliad and the red worm. Wait until the

# RE CREATURES



ing much. Dodge the flying bird and shoot the coin bird. Jump the first the coin bird. Now select the large arrow weapon and drop down taking care you move left a bit. Shoot the green fairy from a distance and wait you can just shoot the second fairy. Shoot it, then run to the left and the woman's head. Keep jumping and shooting at the woman. Keep up shooting the four heads until they move away. Turn around and jump. The bird will be there. This will also get rid of the creature (the one with the coin bird). Now jump the bird and jump the fairy!

4. Shoot the grey creature but stay left. You will now see blue creatures flying out of the air. There are three of them, so make sure you kill all three before you progress any further. If you don't, they'll stick into the ground and disappear right up your fairy little face. Shoot by the jet in the wall and use your fire to kill one of the flying birds. Dodge the ghost, shoot the next ghost then turn around and spray fire the other flying birds. Shoot the next ghost (still with spray fire, shoot the creature, then dodge the lightning-thing ghost. Oh yes, and shoot that fairy!



1. Drop down next to the fairy then follow it across until you have enough head room to jump (about on the far left). When the fairy moves, return (jump, jump vertically). Then, as it passes beneath you, jump right. Jump up one level and monitor the blue creature. Edge right and kill the red creature. Kill the ghost if you wish but afterwards, jump across the bridge. Kill the bird and keep going right on the bridge. Stay on the left side of the last bridge and follow the bird across, jumping over it as it returns. Collect the green thing then drop down quickly.

8. Select light arrow fire and edge right (ready? FIRE!!) The huge blue lady should be dead now. Jump up to the first ledge and shoot the ghost on the right. Next, hit the creature on the left then jump up in the third ledge. Shoot the fire and shoot the discarded table. This will kill the creature. Power over to the right (with triple arrow the colored) and kill the worm quickly to reach the next section.



1. Edge the red edge toward the red coin bird. The bottom of high speed will be the. Stay until the fire, taking a small one. Carefully (don't you need) jump. Edge right and measure the first edge right again and shoot the bird. It's beautiful. Go right and head on the left (the bird is dead).

11. Destroy the blue beast on the left. Now use drop fire on the fire. It takes a while to have patience. Shoot about the discarded table to destroy the fire of the top. Carefully avoid the brown bird as you jump up. Drop down, one level, avoiding the ghost. Then drop to the square bird. Drop down get the creature, then go all the way to the top, avoiding both ghosts. Drop down to the next ledge. Shoot the purple creature, then move right avoiding the lightning from the ghost. Shoot both the ghosts on the far right. Thankfully you can drop fire the top now.



13. Drop down and approach the grey fairy. Being sure to keep the creature. Keep flying and jumping until he's dead. (Get a few days (maybe?) Jump up one level and the head the large ghost) (after three days). Jump both the gaps avoiding the bird and the two ghosts. Shoot the fire the flying flame then carefully fire a couple of jumps to avoid the other two (green). This makes points. Drop down and kill the green creature. Then move right, jumping the blue one.

14. Follow the purple creature closely. Then jump it as it turns around. The ghost's fire should warn you. Shoot the last of the big fat birds, edge right. Avoid the ghost and jump up quickly to the second table. Flame breath the fire to kill both it and the staff. Use only fire on the right hand ghost to kill both of them. Use only fire on the ghost at the top, the fire and no more the flame. Approach the red beast to collect all the others, then get up top. Use inside fire on the top board. Drop down and shoot the big beast while jumping the fire. Get up top again and kill the flying ghost that has now appeared (again) with missile - and that's it.

...if he can't do it, no one can - COMMODORE FORMAT 8, June 1991





# SAMARITAN'S CORNER

## BATMAN THE CAPED CRUSADER

**BOB D.O.** Evans and Chris Porter please stand up! You have been found guilty of not being as good at Batman the Caped Crusader as you should be. You will type in the following ratings (an infinite lives one for each of the two scenarios) and save several hours' game completion time. Let this be a lesson to you.

1 RUN BATMAN THE CAPED CRUSADER PART 1  
18 FOR 1-394 70-432 : ROAD 2 : POKE  
1,4 : 0007  
28 000 344  
30 DATA 10, 85, 245, 165, 52, 141,  
50, 5, 165  
40 DATA 147, 143, 95, 3, 343, 5, 141,  
94, 3, 94  
50 DATA 173, 89, 1, 305, 32, 245, 4,  
173, 5, 320  
60 DATA 94, 348, 348, 343, 85, 1,  
149, 1, 141, 94, 5, 94  
70 DATA 149, 345, 141, 149, 125, 78, 12, 8

1 RUN BATMAN THE CAPED CRUSADER PART 2  
18 FOR 1-394 70-432:ROAD 2:POKE1,4  
:0007  
28 000 344  
30 DATA 10, 84, 245, 165, 52, 141,  
50, 3, 165  
40 DATA 147, 141, 95, 3, 149, 1,  
141, 94, 3, 94  
50 DATA 173, 89, 1, 301, 32, 245, 4,  
173, 5, 320  
60 DATA 94, 349, 149, 143, 85, 1,  
348, 1, 141, 94, 1, 94  
70 DATA 149, 141, 149, 236, 124, 74, 32, 4

To complement the ratings, here are some tips especially for B-D Boxes. Use the POKE to restore energy, use the FALSE POKE to stop enemies attacking you, use the TRUETHROU to move faster, use the MAGNET to confuse the robots and use the BATTARMED to stun your adversaries.

## BIONIC COMMANDO

Barnes Marston wanted a POKE and a POKE he shall have. This rating unlocks infinite lives and time.

1 RUN BIONIC COMMANDO  
1 FOR 0-525 70-548 : ROAD Y : 0-0-Y  
1 : POKE1,4 : 0007  
2 IF 0-5091 THEN POKE1,1,128 : 000005

1 PRIST "DATA ERROR"  
4 DATA 12, 86, 349, 349, 38, 141,  
249, 8, 149, 58, 315, 208, 8, 78, 16, 8  
5 DATA 72, 77, 82, 349, 49, 141, 42,  
149, 149, 3, 141, 41, 14, 78, 8, 16,  
4 DATA 149, 94, 141, 141, 5, 149, 3,  
141, 144, 5, 74, 348, 3, 349, 105, 141  
7 DATA 94, 25, 141, 149, 48, 74, 0, 4

## RAMBO III

Chris Porter takes note: this rating will make the game a pushover - infinite energy on level 1 and level 2, invincibility on level 5, plus immunity to traps and mines (and not an Action Replay in sight).

1 RUN RAMBO III  
1 FOR 0-515 90-214 : ROAD 8 : 0-0-Y  
1 : POKE1,4 : 0007  
2 IF 0-5012 THEN POKE1,1,128 : 000  
325

1 PRIST "DATA ERROR"  
4 DATA 12, 86, 349, 349, 38, 141,  
84, 3, 149, 92, 345, 85, 3  
5 DATA 149, 1, 141, 84, 3, 94, 73,  
77, 86, 73, 149, 147, 141  
4 DATA 89, 1, 149, 1, 141, 90, 3,  
344, 273, 32, 388, 94, 349  
1 DATA 128, 141, 125, 16, 348, 3,  
345, 118, 25, 32, 345, 3, 348  
4 DATA 76, 141, 144, 3, 78, 8, 4,  
173, 343, 348, 344, 81, 340  
5 DATA 8, 349, 375, 141, 51, 74,  
75, 14, 149, 94, 141, 234  
10 DATA 149, 141, 140, 349, 349,  
173, 141, 74, 49, 94, 76, 16

## PARALLAX

Garrett Edmondson requested help for this title (sorry, so here are the passwords for all five levels: STAFF, JEWEL, PARCH, SAUCH, GLOVE.

## RENEGADE

Jay was rather miffed, as he couldn't get passed Big Bertha. Trouble for her this: run away from her and she will run after you. This allows you to time a flying kick. Repeat the process until she croaks. If your flying kicks are rather long, try a back-kick instead.

## DIZZY

Chris Porter might at this point like to turn in page 28 for the full line down on Dizzy, since he seems to be having great trouble with it. Well go on then what are you waiting for?

## ACTION BIKER - THE HELPFUL GUIDE

Now that Piers probably finished Parallax, Garrett Edmondson may want to have a break at this. It lists all the objects to collect (and where to find 'em). There is also a road POKE for infinite lives.

Crash Tailor is behind the first road to the lake. Riding Gear is behind the garage next to the pond. Highway Code Book is near the end of the roller coaster. Gasoline is at the back of the building site. Skates are in the pen by the side of the roller coaster. Hotstamping is near the beginning of the drag course. Pedal Gauge is half way along the drag course. Large Fuel Tank is at the end of the drag course near the lake. Tied Box is behind the garage near the drag course.

Mudguards are between the lake and the roller coaster. Bumpers are over the stream behind the garage. Fittings are inside the roller coaster. Can of Pop is near the drag course after the building site. Motor is in the middle of the building site. Exhaust Pipe is in the pen beside the roller coaster. Power Brakes are in the large pen at foot of the building site. Spreads is over stream behind the garage. Brake Lamp is inside the building site. Oil Can is near the end of the roller coaster. Turbo Charger is on the ramp in the building site. Cooling Pelt is in the large pen at front of the building site.

Instruments are behind the garage. Mirror mirror, on the roller coaster. Two-tone Horn is near the end of the drag course. Reflector is in the building site. Road Map is by the drag course near the building site. Electric Starter is behind the garage in between the trees. Lunch Box is on the end of the roller coaster. Oil

Radio is between the garage and the drag course. T.O.A. Gas Fester Sprays are in the building site. Water Slide are by the side of the garage. Fire Extinguisher is between the large pen and the pond. Fog lamps are on the big pond. Brake Watch is on the ramp in the building site.

Motorcycle Tires are in the pen near the roller coaster. Personal HPF is in the ramp in the building site. Blankets ignition is in the lake. New Camera is in the pond behind the garage. Wind Shield is in the large pen at front of the building site. Ring Road Ticket is in the island in the centre of the lake. And for the infinite lives, enter POKE1:0007,4 followed by 0Y010010.





# FRAMEBUSTERS



## HUNTER'S MOON

Martin Pugh has been up to his old tricks again. Try this for infinite lives.

0 NEW HUNTER'S MOON CHEAT (UNTESTED)  
1 FOR 30-020 TO 547 + READ 0 + C=C+Y  
+ POKE 0,Y + NEXT  
2 IF 0-0210 THEN POKE010,128,010,020  
3 PRINT "DATA ERROR"  
4 DATA 30, 80, 245, 109, 28, 140,  
219, 3, 90, 70, 77, 80  
5 DATA 100, 240, 141, 154, 35, 70, 27, 0

## BEVERLY HILLS CATS

And by the way you're not feeling the cat's whiskers (it's for energy).

0 NEW THE CAT CHEAT BY MARTIN PUGH  
1 FOR 30-020 TO 555 (READY) C=C+Y+0000  
X,Y+NEXT  
2 IF C=C+Y THEN POKE157,128,010,020  
3 PRINT "DATA ERROR"  
4 DATA 31, 40, 287, 32, 308, 209, 340, 32,  
141, 83, 3, 100  
5 DATA 2, 141, 90, 0, 70, 107, 2, 73, 77,  
80, 200  
6 DATA 32, 308, 100, 100, 141, 80, 107,  
141, 110, 100, 80

## SILKWORM

If you're looking for infinite lives (using the helicopter or the jump), try this.

0 NEW SILKWORM CHEAT BY MARTIN PUGH  
1 FOR 30-070 TO 621+READY C=C+Y+POKE  
0,Y+NEXT  
2 IF 0-0210 THEN POKE010,128,010,020  
3 PRINT "DATA ERROR"  
4 DATA 30, 80, 245, 109, 2, 141, 20, 0, 90,  
70, 77, 80  
5 DATA 100, 120, 141, 140, 32, 140, 7, 00,  
100, 0, 141, 100  
6 DATA 32, 141, 0, 30, 100, 70, 140, 0, 70,  
70, 10, 0

I need your  
budget tips  
NOW! So send  
'em in: cheats,  
maps and tips.  
OK?

Ha! This is great. Now I've got my own section, I can prove to those louts at the office that it's worth squeezing just a bit more out of those games your grandmother bought you for Christmas. Go on, dig 'em out!

# POWER PACK 7

I know, this is the Budget Tips section and yet the following listings are for the games on our PowerPack from CPT. But what could be more of a budget life than one that comes absolutely free on the front of our mag? More than justified malarky.

## BLUE MAX

Use this POKE for invulnerability to tank, getting gallons of fuel and keys and goodies. And thanks to Martin Pugh (yet again).

0 NEW BLUE MAX CHEAT  
1 FOR 0-050 TO 070 + READ Y + C=C+Y +  
POKE 0,Y + NEXT  
2 IF C=C+Y THEN POKE107,100 + SYS017  
3 PRINT "DATA ERROR"  
4 DATA 100, 10, 140, 40, 0, 100, 2, 140, 40,  
0, 30, 00  
5 DATA 200, 100, 30, 140, 170, 2, 100, 0,  
100, 170, 0, 00  
6 DATA 70, 77, 80, 100, 32, 141, 200, 2, 100,  
00, 140, 200  
7 DATA 3, 100, 2, 141, 200, 1, 30, 00, 0, 00,  
100, 170  
8 DATA 141, 200, 02, 141, 00, 70, 100, 0,  
141, 50, 02, 200, 30, 200, 00

## CRYSTAL CASTLES

This POKE unleashes unlimited lives. What could be more useful?

0 NEW CRYSTAL CASTLES CHEAT  
1 FOR 0-010 TO 040 + READ Y + C=C+Y +  
POKE 0,Y + NEXT  
2 IF C=C+Y THEN POKE107,100 + SYS013  
3 PRINT "DATA ERROR"  
4 DATA 32, 00, 040, 100, 10, 141, 201, 0,  
100, 2, 141, 200, 0, 00, 100

0 DATA 0, 141, 104, 0, 70, 0, 4, 100, 100,  
140, 150, 100, 70, 00, 100

## 5TH GEAR

Write-offs wiping out your insurance? You need infinite lives, sir.

0 NEW 5TH GEAR CHEAT  
1 FOR 0-020 TO 200 + READ Y + C=C+Y +  
POKE 0,Y + NEXT  
2 IF C=C+Y THEN POKE 107,100 + SYS000  
3 PRINT "DATA ERROR"  
4 DATA 30, 80, 245, 100, 100, 141, 10, 0,  
100, 200, 141, 30, 0, 100  
5 DATA 101, 141, 21, 0, 70, 0, 4, 70, 77, 80,  
70, 100, 170, 141  
6 DATA 24, 30, 140, 110, 00, 140, 202, 100,  
104, 141, 00, 200, 00

## URIDIUM

Ever been dumped on by a dreadnought? You need an infinite number of ships. Here they are.

0 NEW URIDIUM CHEAT  
1 FOR 0-050 TO 070 + READ Y + C=C+Y +  
POKE 0,Y + NEXT  
2 IF C=C+Y THEN POKE 107,100 + SYS017  
3 PRINT "DATA ERROR"  
4 DATA 100, 10, 140, 40, 0, 100, 2, 140, 40,  
0, 30, 00  
5 DATA 200, 100, 30, 140, 170, 2, 100, 0,  
100, 170, 0, 00  
6 DATA 70, 77, 80, 100, 32, 141, 200, 2, 100,  
00, 140, 200  
7 DATA 3, 100, 2, 141, 200, 1, 30, 00, 0, 00,  
100, 170  
8 DATA 141, 00, 10, 200, 30, 200, 00

# Eat my shorts if we're not giving away this radical **SIMPSON'S PINBALL!!**

Well here it is the  
biggest pinball sensation in  
years - The Simpsons! And you  
can get this machine which is worth  
£2500 into your bedroom, if you're  
the winner of our crazy competition!  
We've collected loads of silly sound  
effects from around the world, and  
to stand a chance of winning all you  
have to do is correctly identify  
them! So don't have a cow,  
have a go now!  
Just...



## Call 0898 404610

A Commodore Amiga Computer  
complete with colour TV is  
waiting to be won! So call...

## 0898 404612



You could WIN this  
awesome foursome!  
Take control now and  
**Call 0898 404611**



Calls cost 34p (cheap rate) and 45p (at all other times) per min incl VAT. For details of winners send SAE to: Pepperoni, Sandylands House, Mordenby, LA3 1DD. Please ask your parents permission before you call. Average length of the call is 5.5 minutes. These lines are unofficial and have no connection with the featured characters or their business organisation.



# COMMODORE FORMAT **TO** OF CLASSIC **AZ** GAMES



## REVENGE OF THE MUTANT CAMELS II

ILMARSOTI

Released: October 1987  
Availability: Dealt, like on the  
H&B budget label.

Jeff Miner's shoot 'em ups were a mixed bunch but attracted a cult following on the C64, before the Santa-lover went off to program the Adam 800. This is probably his best, featuring laser-splitting 80-foot camels, multiple weapons, smooth controls and some awesome freppies.

The plot is typically insane: the Earth is under threat from the evil Zryxian Empire, and its fate lies in the hands of genetically altered Dromedaries. Be warned: this is not for squares.

## REVS FINISHED

Released: February 1988

Availability: Dealt

Quell! Command's first game in our A-Z (the other two are *Blind Car Painter* and *The Sarcoid*) is a fully-fledged Formula 1 racing simulator. Reviews spend the first few hours spinning off the track and orienting themselves to the bumps and turns of every corner; just like the real thing, the car needs to be driven with respect, particularly if you're to compete with other drivers.

Embarrassed 80, a strong sense of realism, and a superb manual put this spreadsheet and wheel-grinders above the opposition.

## ROCKET RANGER CINEMAWARE

Released: February 1988

Availability: CinemaWare/Mirrored,  
£4.99 (del. only)

A game based on a man who walks around with 500lbs of liquid rocket fuel on his back might not be instantly appealing to everyone—which goes to show that instant appeal doesn't count for much when it comes to great games. Loosely based on the exploits of the late black-and-white serial, King of the Rocket Man, this is still one of the best Commodore games around, with cut-scenes à la *Star Wars* and humorous arcade sequences. You aren't a casual attempt to thwart Nazi empires of global domination by infiltration, killing guards and rescuing scientists. Hurrah!

*Never having guessed that there are as many as twenty-six letters in the alphabet Gordon Houghton slogs on in his quest for the C64's most memorable games beginning with the letters R and S and finds bucket loads of memory eatin' machine code worth a mention. He goes on for so long in fact that the poor chap doesn't have time to stop for T*



With the increased price of oil, a learner's month of unleaded was no longer enough to get Gerald home to dear old Blighty

## ROBOBOLT ALPHA GAMES

Released: December 1988

Availability: Dealt

There are turkeys, and there are brainless but-wired gobblers with no legs – and this fell into the latter category. With three simple spot effects, graphics bland beyond belief and gameplay that involved shutting down computers, it should have been humanely killed at a very early age. Fortunately, it has now been put down.



## SACRED ARMOUR OF ANTIRIAD PALACE

Released: December 1988

Availability: H&B budget label, 2.99. Also

appeared on Computer Hits 4 compilation Centuries after a nuclear war, genetic mutation and degeneration produced a hostile human race. People learned to live in peace until a race of machines invaded the Earth and enslaved its inhabitants. Tal was one of them – until he read about a suit of armour which would allow him to destroy the apes-

tes. This is the scenario behind one of the most grotesque adventures around: some of its sprites are a little poor, and the game is too easy to complete, but that doesn't stop you from playing it again and again. It's almost worth buying just to savour the effect as the reassembled suit charges up...

## SAMANTHA FOX STRIP POKER

MARTech

Released: September 1988

Availability: Dealt

'Laughable' and 'silly' are the first two words that spring to mind when you see this product. 'Rubbish' and 'a waste of money' soon follow. The rules are simple: beat Sam at a basic version of five card draw poker, and she removes her clothes to reveal the most realistic representation of a nude woman on a home computer. And I can fly.

## SAMURAI WARRIOR

FINISHED

Released: May 1988

Availability: Dealt

Go, to give it its full title, *Samurai Warrior: The Battle of Utsugi Yojimbo*. It's a deal 'em up.



Lit with sword lightning before me, let I am  
Commanded the Rebels. Actually it's Utsugi  
Yojimbo and this is Samurai Warrior

Going down to Alphabet Street with COMMODORE FORMAT 8, June 1991

with a difference — based on the classic character of the same name, it includes some essential martial arts values. These are a balance between exchanging pleasantries and/or cash with the nearest peasant, and turning ninjas into Ninja slices. With gorgeous backdrops, some excellent opponents and plenty of unusual twists, this is one of the better beat 'em ups around — that is if you can still get hold of a copy.

## SCARABAEUS ARCADADONT

Released: January 1988

**Availability:** Deleted. Also available on the Five Star compilation.  
What's so special about this? Only that it has the most realistic and unnerving atmosphere of any game you're likely to play (look, doesn't he get carried away? — Ed). Part of it is down to the sound: a choice between a brilliantly repetitive tune or excellent breathing and heartbeat effects. The other part is the game design. Basically, you search for an emerald through three levels of mazes and puzzles, but the action is displayed in smooth first-person 3D, so that you never know what's around the corner. Packed with giddy monsters and horrible surprises it shouldn't be missed. (Why hasn't anyone released it as a budget game?)

## THE SENTINEL FIBBING

Released: December 1985

**Availability:** Deleted.  
This is quite simply the best C64 game around. It's set on a staggering 10,000 individual worlds, each laid out like a huge three-dimensional checkerboard. The aim in every level is to occupy the highest point of the landscape so that you can hyperspace to another. Trying to stop you doing this are the Sentinels and its accompanying Genders and Moemes — if they see you, they drain your strength until you die or move. All the shenanigans in the game (including you, a Synthoid) function by absorbing and redistributing units of energy, found in natural objects such as trees and stones — and in opponents for that matter. It sounds complicated, but it's actually very simple to play. The only trouble is, it's practically impossible to stop — and anyone who tries to use their brains as much as their joystick will feel exactly the same way.



It's more than your job's worth to let the warehouses get started by force. Get your wares and get shifting, but remember, one line in the wrong place could mean the loss



"Oh, some here and say that." The Sentinel doesn't respond to taunts, he just moves the crap out of you from a great distance.

## SLIMEY'S MINE SILVERBID

Released: October 1987

**Availability:** Deleted.  
Slimey, a cute frog-like creature, is trapped in a deep-space mineral belt. His only hope is to salvage space wreck parts from the scattered caves and build a new ship. A real idea — but some of the caves are inhabited... And this adds up to a little full of nonsense, humour



It may not look like anything special but Slimey's Mine is so polished, it made our reviewer write on like an old woman

and heretic Roboter-style shoot 'em up action. The presentation is superb: a mini sound utility on the title page, bags of sampled effects and some neat in-game touches, such as a scoring pause mode. All this for three quid. They don't make 'em like this any more... (Jokes, waffles, etc etc).

## SOKO-BAN

SPECTRA, HOLOBYTE, MIRRORSOFT

Released: April 1988

**Availability:** Deleted.  
Let's clear one thing up straight away: soko-ban is Japanese for warehouse supervisor. You play the soko-ban, and there are 50 levels of a warehouse under your supervision — OK? The trouble is, someone has been leaving boxes lying around, and it's your job to clear them up. They are too heavy to pull, so you can only push them along to the right place — and that means game over if you accidentally shove one into a corner. This leads to one of the most demanding puzzle games around with a multitude of ways to attain points, including time bonuses, and testing the number of moves and pushes. It's just plain silly that this didn't get the recognition that it deserved on the C64 — part of the reason is because it's only

available on disk. If you can't find it for your home computer, it has also been released for the Apple, PC and Spectrum...

## SPINDIZZY ELECTRO

Released: June 1988

**Availability:** Winner Budget label, £1.99. Also appeared on Five Star and Computer Hit compilation.

If you were born with a name like Gerald you might think that there are worse things in the than wandering around an isotropic 3D world of puzzles and platforms. And you'd be right: you could be a former support, or a pair of underpants, or a flower. Gerald is, in fact, a



Spindizzy has real class. It hasn't aged, it hasn't been forgotten, it's simply stunning remote (not given the insane task of mapping over 300 screens, but most of his time is spent balancing on walkways, leaping on trampolines or leeching along slopes. The rules of his life are simple: if he falls off a landscape, he loses time; if his time runs out, he dies. If you have patience with the control method, this is one of the most enjoyable games you'll find anywhere — it's still top in my house.

PS: Spindizzy is coming to a C64 PowerPack real soon!

## STUNT CAR RACER MICROPRO

Released: April 1988

**Availability:** MicroProse, £9.99 disc. (14.99 disc. Also available on Power Play tribute compilation.

Proving that he's the just about the best racing game programmer around, Geoff Crammond came up trumps again last year with this vector-grafting future sport. It features ramps, jumps, twists, turns — and a track 100 feet above the ground. With a multitude of skilled opponents and superb graphics, it conveys the action perfectly. Buy it, believe it, bet on it.



Yes, buy, buy, buy, buy, buy, buy, buy, buy, buy. Get the message? Good. Bye bye.





# ROGER FRAMES

buys  
**Budget Games**



Also known as Red Dragon vs. Dragonoids, this colorful scene has dodges, and is healthy!

## DRAGON NINJA

The Hit Squad, £3.99

When you consider that the majority of Ninja games are crap (Shadow Dancer and The Last Ninja series being obvious exceptions) it's a wonder people keep writing them. Dragon Ninja is also guilty of denigrating the G word. How some might say that if it's a budget title, it doesn't matter. But when someone goes through hell playing a tedious game, I really don't think they'd say, 'Well it was only a complete waste of three quid.'

The graphics in this horrendously scrolling beat 'em up are pretty good, neatly defined in-line sprites, well animated over a backdrop that is itself competently drawn. But, and it's a big but, it suffers like so many games of this type from poor collision detection. There is simply no feeling of contact when you punch an opponent, and when that's the essence of the whole game, all the excitement is lost.

### FRAME RATE

To be honest it's not a complete disaster and there are much worse games around. But it's just a bit level at the prospect of yet another mediocre game of just similar structure to all the rest.

## DRAGON NINJA

**55%**

## LICENCE TO KILL

The Hit Squad, £3.99

How do you do, another Bond title. I imagine you either love 'em or you don't. Personally I don't. The films are so well-packaged they're just begging to be made into games but the result is often a rather boring little driving

Some people only have to get their fingers burned in order to learn a lesson. Typically, however, our Roger had to go the whole hog. Whilst reading his own work in Commodore Format (the bighead) in his back garden, only partially protected from the sun's rays by the shade of a tree, he fell asleep and was done to a turn by the time he woke. Is he still here? Read on and decide for yourself...

game or mind-mash of disjointed arcade ideas. This one is a mash-mash of styles but, unlike many of the Bond games, isn't all bad.

Sanctus the drug smuggler is up to no good so it's up to James to take his criminal ass. These 'scenes' are each made up of sub-sections, where a combination of helicopter shoot-outs, running about on foot, and swimming for your life makes the challenge varied and interesting. Gameplay is fast, the graphics neat, and there's a relatively arcade feel about the whole thing. At a budget price it could be hot to trot (like you? - Ha)



In the first tricky level of many, similarly tricky levels, James pilots his helicopter into the enemy camp. Looks like hot play here - you have been warned...

### FRAME RATE

Yes, James Bond, licence to kill once. Actually this isn't as encouraging as the rest of the Bond titles as if you (a) like 800 and (b) can't choose which budget game to buy this month, give it a go.

## LICENCE TO KILL

**78%**

## ARKANOID REVENGE OF DOH

The Hit Squad, £3.99

I can't believe there's anyone out there who doesn't know what this one's all about. Well, for the benefit of Mr Eduardo Gomez of distant Peru, it's a Breakout clone with 10000 on.

At the time of writing, the game was on sale for £2.99. If only our little penny-pinching pal hadn't ignored that special customer offer...





As you destroy the coloured blocks, bonus balls (looking like bottles) soon appear and if you hit a power-up. Touch this red one and it installs a machine gun in your ball.

Breakout was a very simple affair involving a paddle, a ball and several destructible blocks. Anyway Breakout died a death years ago. Then, not so long ago, Arkanoid came out and took the gameplaying public by storm.

This is the sequel and it's even better than the first. There are indestructible blocks and sliding blocks, power ups and bonuses up to your eyeballs, a host of hazards - including aliens - and reduced paddle size. In both graphics and playability this is a monster of a game and for only a few hundred pounds it's a steal.

### FRAME RATE

The graphics are great, there are tonnes of features, it's hugely playable, more addictive than, er, a very addictive thing and, and... [yes I think we get the message, Frames - 50].

### ARKANOID REVENGE OF DOW

90%

## GALDREGONS DOMAIN

Players, 13.99

People who snigger at the 84's graphics ought to have a look at this. The outlandish lighting of dark dungeons has rarely looked as good on a computer.

Galdregons Domain is a roleplaying game set over six zones. Action takes place in dungeon complexes, out in the fresh air or inside caverns. The scenario is briefly this:



Well, there's a surprise. The last thing you expect to see while indulging in a little adventuring is the character performing a waltzer jig for 'Razzed A&P'.

Oh dear, Rotted Frames is in trouble. See, if Ronger had been inside playing budget games instead of counting his fat bank, then he wouldn't be in this state this is now. Let that be a lesson to you lot of a crap lesson - 84! The evil wizard Azzazel has been brought back to life and seeks five gems that will make him all-powerful. You have to get those gems yourself, thus saving the world! (Pretty standard stuff. Each section contains various characters who you can either talk to or kill. Often they possess items which enable you to complete the sections, so killing some of them is absolutely necessary.

Control is handled entirely by way of sliding on icons. Four arrows represent your movement options which are turn right and left, move forwards and back. Other icons allow you to access your backpack to choose weapons, food and so on, read collected scrolls - open doors, talk to people and any thing else that any adventurer worth his salt would need to do.

The graphics are gorgeous, the gameplay simple but effective and the adventure large. A budget bargain for RPG fans.

### FRAME RATE

Games like this make my hair stand on end! I remember you're as tried as I am - doesn't sound short despite of October - 84. Having said that, people who are into adventure games will love it.

### GALDREGONS DOMAIN

85%

## SDI

The 1st sequel, 12.99

Once upon a time a gentle American actor who happened to get himself into a position of considerable responsibility went completely mad. After watching his favourite sci-fi movie he decided it would be possible to defend the Earth from nuclear attack by positioning a bunch of laser firing satellites in space. Needless to say every-one said the thing himself knew it wouldn't work except perhaps in a computer game. And, by some incredible coincidence, here it is...

The game starts with a shuttle dumping your satellite in orbit. From here on in you're on your own. The controls are a bit odd, in that moving the joystick moves your satellite but pressing fire while you're moving the joystick aims a crosshair. It's because of this that at times you can be so intent on blasting things you completely



forgot to release fire to move the satellite out of harm's way.

Each level consists of two stages. First you play the offensive stage where you have to destroy various satellites, robots, missiles and other space debris. Clear all of it and you go straight to the offensive stage on level two. Miss some of it though and you have to suffer that level's defensive stage. The defensive stage is pretty much the same as the offensive one so effectively it merely doubles your workload.

Collect bonus pods and you can get your pace on extra speed, multiple crosshairs and other worthwhile trappings. It's an odd game, basic but effective graphics, basic gameplay and a control method that is anything but basic. Despite this, it's playable, it's fun (especially in two-player mode) and what's more it's dirt cheap.



'Yes, Dom... there's the Wicked!'. This is about as close as Florida Roy's Strategic Defense Initiative get to reality.

### FRAME RATE

It's a pretty little beast with fairly good graphics and sounds. It makes a good first impression but I can't see interest lasting.

### SDI

64%





# C64 Repairs

If something is wrong with your Amiga 500 or C64, who better to turn to than the Commodore National Repair Centre.

For all repairs to your computer, one fee payment covers diagnosis, repair (including parts and labour) and delivery BACK to you.

And, as a special bonus, you can receive a free piece of software if you contact us before 18th June 1991.

The experience and expertise of our technicians ensures that your computer is repaired to a high standard at a low cost. And each repair will be carried out within 10 working days!

To schedule a repair and claim your free software, simply call Michelle or Matthew on 0733 391234.

Please be ready to give your name, address, computer type, serial number and the type of fault.

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And remember, if you call before 18th June you can claim a FREE piece of software.

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National  
Repair Centre**  
**0733 391234**

PMG House  
Newcombe Way, Orton Southgate  
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C64 REPAIRS



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SOFTWARE**

**£39.95  
COVERS  
ANY  
REPAIRS**

**T**his game's manual has to be read to be believed. What with it being translated from Italian and originally written by Neobutamus it makes no sense whatsoever to anyone other than intellectual Latin-lovers. It contains such classic bits as "I, too, is fully subjective perspective [sic] of the game and therefore 'I' assumes the actual sportsperson, the real actor in the game." What a load of pretentious shit crap.

Each your way through this self important rubbish and you get a game, a football game, that is viewed from behind one of the players

**Scuffed?!** Don't worry, it doesn't take long to make sense of 1990s

Once into the game it takes a long time to get used to the pitch presentation. The 3D effect can be a bit bewildering at first, especially when you lose possession — the ball disappears from sight and the only way to find out where you are is to look at the scanner, unfortunately this is confused and therefore takes some getting used to. But before long facing the path of the ball becomes second nature.



The scanner are a bit blurry and the scoring basic, but despite all the action going on, it plays quickly and you soon overlook shortcomings in the visual department.

Though 3D Soccer beats games like Soccer II to a pulp, the limited range of moves coupled with the basic screen format may combine to put off those soccer fans who have come to expect the all-encompassing features of Kick Off 2. This game only just fails to achieve what it sets out to do (and designing a football game handled from the

player's perspective is a tall order). It's a pity worth picking of even though the graphics

came close to scoring an own goal.

ANDY



# I PLAY 3D SOCCER



The joystick controls are very simple. The eight stick positions com-

mand to the direction you want to travel. If you have the ball it sticks to your feet like glue, so you only have to concentrate on dodging the opposition. When you want to pass the ball, simply make one quick press of your joystick button and it will be passed to your nearest team-mate. As you approach the goal to take a shot, press the fire button and keep it pressed. At this point a targeting square appears in the goal mouth. This can be moved right and left with the stick. To take a shot at the goal, let go of the button. You have to do all this quickly in an opposing player's wheelie the ball from you while you fall around.

If the other team is in possession, approach the disk with the ball. Then, by pulling down and pressing fire, you perform a sliding tackle. This has one of two outcomes. Either it's successful and you get possession or you end in a bit hard and a free kick is awarded to the other team's.

The final, possibly most useful play option is needed when one of your own players has the ball and you want it badly. Press fire and tap the stick down. This has the same effect as shouting, "Ov'er 'ere, son. On me 'ead!" The player with the ball should, with luck, pass it to you. However, one of your opponents may intercept the pass.

Penalties are carried out in the same way as normal shots at goal — except there's no opposition. Incidentally, goalies are computer controlled (and very good) they are fast. Throw-ins are also handled well enough by this lousy little program.



The black team is taking a shot at goal and the goalie is ready to be seen. Press fire and position the square for the most effective shot

|           |                  |
|-----------|------------------|
| Game      | I Play 3D Soccer |
| Publisher | Simulmondo       |
| Cassette  | £10.99           |
| Disk      | £15.99           |

## POWER RATING

### THE DOWNERS...

- Lack of detail graphically
- Strange display may confuse and put many off
- Simplest gameplay becomes as repetitive as World Cup highlights
- The scanner isn't too bright
- No way to set up a trigger

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71%

- Once you're familiarised yourself with it the display becomes effective
- Good range of teams to choose from
- Split screen two-player option is fast and fun
- Intelligent computer teams
- Good goalkeepers often save the day (often)
- Being able to call for the ball means you need never be left out of the action

### ...AND THE UPPERS

9

rather than from overhead as is usually the case. After the game has loaded, turn the page on your calendar and shove off your beard (if you're Andy's trying to tell us it takes a long time to load — lol).

Eventually, a series of menus allow you to choose which game options you require. First choose your team. From a scrolling list of about three billion European teams you have to choose one.

then specify whether you're playing alone, with a friend on the same team or with a friend on the opposing team. You set up the game options next. These include game length, difficulty, shot colour, substitutions and playing positions. I found attack to be the best as you're a part of the action right from kick off.



The two player option. Note the different viewpoints and the way the goalie looks like a sausage in the attacker's eye

Goalies are computer controlled (and very good they are too)

## DEMO LINGO

Whilst watching demos, you may encounter words you don't understand. Here are some of the most common ones.

**ZAX(ZAX)** - Another word for music, it originated from the word music.

**HANDLE** - Instead of using real names, demo programmers often have handles, often ages under whose name the programmer's work appears. Programmer Tony Greenleaf, for instance, is known as Ratt.

**DEMO CREWE** - These people are coders, artists, musicians and sound guys who join together to make demos as a group.

**LAMER** - A lamer is someone who is big headed, has a tendency to use other people's code and claim it as his own work. Not surprisingly, lamers are universally disliked (or at least picked fun at).

**PIPPED** - When code, graphics or sound is taken out of someone's demo and used in someone else's, that material has been ripped.

**SWEEP** - When demo groups have finished a demo, they send copies of it to their friends and contacts who will then copy and pass on the demo to their friends and contacts. This continues down the line so that as many people as possible get a copy of it.

**PARTY** - These are parties where groups meet and hold various demo competitions to find out who people think are the best demo creators.

**PULPIC** - This is a term for an amazing ability which allows an artist to draw a huge picture with an unbelievable number of colours - 16 in each 8x8 square. Not bad, eh?

## PD LIBRARIES

Silver Wing Software, 100  
Callowbrook Lane, Rubery,  
Birmingham B94 8TG

Kingsway Computer Services, 72  
Glouce Road, Sheffield

Binary Zone, 103 Parkers Corner,  
Westlands, Dronwicks, Wexham  
W89 9EX

E. Moxley, 64 Garmoyle Road,  
Liverpool L15 3JH

Phoenix, 64 Plumbers, Buxton,  
Essex

# PUBLIC DOMAIN

**David Dewar ventures into the lair of demos, utilities and games that don't cost an arm and a leg but which can't be found in the shops. For all these treasures are to be found in the twilight world of the Public Domain...**

If you need to stock up on your software collection but don't really want to fork out a fortune for decent programs then there's one quick, simple and above all very cheap way of going about it. The answer is public domain software (PD). But what if you don't even know what PD is?

## PUBLIC DOMAIN

Public Domain software consists of all kinds of programs that have been made freely available by their authors. Programmers of PD software don't charge for their hard work. They don't expect financial.

Many PD programs were written to meet programmer's needs and are subsequently released into public domain so that others may benefit from it. Other programs may have been created simply to show off a programmer's talent -

maybe so much so that his work comes to the attention of a software house, who license? Others are written just for fun. All these programs are placed in the public domain in the hope that people will copy them and distribute them. This way the program comes to the attention of as many people as possible.

## WHERE IT ALL STARTED

PD originated in America after many eager enthusiasts who had spent time learning to program wanted other people to see and use what they had created. As this was no more than an enjoyable hobby to the enthusiasts, they saw no point in trying to sell their software. Much of it had little or no commercial value anyway. Instead, user groups emerged. User groups met, swapped or copied each others' work and, in doing so, learnt from each other.

As modems became more widely available, users set up bulletin boards from which distant enthusiasts could retrieve PD software or may which they could send their own work. (Gradually, the bulletin boards and user groups extended an unofficial network of information, every part of which would be available to every user. But PD distributes slowly. For a start, downloading a long program over the phone can be a time-consuming (and expensive) thing to do.

When PD found its way to the UK and ultimately into the 84, the standard of PD software was rising rapidly. Meanwhile word spread, along with bulletin boards and with-

**PD writers were moving with the times, learning from each other, wanting and expecting higher standards**

## Demo maker discoveries

A brief mention of some of the great 48 programming discoveries made by PD entrepreneurs

- Putting more than eight sprites on the screen at once
- Sprites using screen colour
- Rapid palette switching to produce more than 16 colours
- It's possible to have 25 on-screen GTPC (different y-axis clear position) scrollers each with a different speed and colour
- Screen wobble over 8 pixels (known as tech tech)
- Two-way vertical scrolling
- Border elimination that effectively increases the available screen area
- Screen plots that form mathematically calculated shapes with over 800 dots per frame
- DYSF routines (different y-axis sprite position) which are used to create fancy text scrollers
- BOBs that animate hi-res 3D shapes (usually balls) in real-time



user groups. The few most famous networks were professionally run and very exciting. Morenet offered access to almost every user but CompuLink was the exclusive domain of Commodore 64 users. It was extremely sophisticated and enjoyed tremendous success as long as five years ago. Sadly, CompuLink is now history, but it contributed enormously to users' awareness of PD, made vast numbers of PD programs easy to get hold of and encouraged thousands of programmers and C64 using enthusiasts to get the most out of their machines.

**It's common for efforts to be combined into multi-load extravaganzas occupying as much as two slides of a disk**

Initially, a new era of quality 64 PD began at around the time the Amiga was released. Original well-programmed machine code software began to filter into the public domain. PD writers were moving with the times, learning from each other. They also experimented more with new techniques and ideas. Luckily for us, 64 PD is alive and well and can be broken down into three types of PD program.

## DEMOS

A demo either shows off what the computer is capable of doing, or (preferably both). Demos often come in the form of graphics displays, music, or demonstrably clever coding. Many consist of all three, but they aren't the kind of playable demos you get on a Commodore Format FormatPack - PD demos are visual and aural extravaganzas which you just look up then at back and watch or listen to.

Some people think that demos are a waste of time. They point out how many there are that look and sound similar. In fact, the more comparable demos you see from different programmers just goes to show how people have learned to make their computers do whatever they can by following and participating in PD. Many clever effects used in today's games were developed by pioneers in PD demos. Despite 16-bit computer owners bawling about what their machines can and cannot do, the 64 frequently demonstrates its capacity for doing more than was thought possible (and in some cases, things that Commodore thought impossible).

Watching demos can also be the first step for those who are keen to code, draw graphics or make music on a professional basis. Tony Crowther (Flam), Bob Swanson, members of Noise and Matt Onley are just a few of many professionals whose early work was distributed through the public domain. It's just such a good way of getting other people's honest responses to your work.

If you'd like to see more coverage of Public Domain software in Commodore Format or if you've got some PD material you'd like to show to us, why not write to:

David Benson,  
Public Domain  
Commodore Format,  
35, Monmouth Street,  
Bath BA1 1BW

## UTILITIES & GAMES

Utilities are programs that can help when you're trying to get the computer to do something in particular, or they may be programs that allow you to use your computer to help you do something you never imagined using your computer for. A sprite editor that lets

you draw sprites simply with the aid of a joystick and then saves the sprite so that you can use it in another program is an example of a fine utility. It particularly relieves the drudgery of having to type in the sprite as a long list of meaningless GATA statements.

The list of utilities goes on and on, from word processors to file-browsers, disk editors, file recovery programs. You name it. The PD scene has every imaginable utility on it, many of which are as good as their commercially available equivalents (and that's true for PD software of all types). Check out some.

The same goes for the last type of PD software. Whatever your gaming tastes, there's bound to be a PD game to take your fancy. The quality of these games is perhaps surprisingly good when you consider that in the shops, there's tough competition between titles ranging from £5-£9 pounds (and some of them aren't very good).

It's surprising how few C64 demos have come over the last few years. When will it all stop? Well new and more powerful routines for demos are being found all the time, so it's going to be a fair while before demos finally stop demonstrating.

## PD LIBRARIES

Public Domain libraries concentrate on getting their hands on everything they could in PD, examining compilations of programs onto disks and then making those disks available to the user. This removes the high cost of downloading a lot of programs from a bulletin board and makes the software easy to get hold of. PD libraries usually cover their costs by selling the disks they collect as blanks, so you can reformat the disk if you don't want to keep the programs that were on it and the libraries aren't crippled by the cost of disks.

## C64 PD

There's good news for those of you who've been encouraged by this article to try out PD software for yourself. Send an SASE to any of the addresses on this page for a free list of what they have on offer. Prices usually start from about £2 per tape or disk.

Maybe you've just got an idea of what PD is and now you think you'd like to try some. Maybe you're thinking that it was about time Commodore Format addressed the subject anyway. Whatever you think, write to me at the Commodore Format address. I won't be able to reply personally but if there's enough response I'll just come back (editor willing) and discuss what's happening on the PD scene.



## PD PICTURES

It's hard to imagine how good PD stuff really is until you see some. So we've picked out a few choice views from some of the currently circulating demos for you. Photo over there in the privacy of your own home!



Rob White's *Orange Fox* is a blast back to the 80s complete with the noise microphone



Germany's mighty *Good* area have a rap with their GYGP scrolling demo on a rainbow background



Tony Crowther shows off animation in scrolling three with a G44 version of *The Juggler*



Steven Court graphics make their way onto the 64 thanks to the efforts of Matt of MGA



Steven Benson demonstrates his own sprite multiplexing routines and proves the 64's graphics to the limit



# NORTH AND SOUTH



**F**ew people other than Chantal Cuzi and Francois Milonard will have heard of Les Turques Bleues. They star in a series of Belgian comic books (in English: *The Blue*), which take an unusually light-hearted look at the American Civil War. Over 50 have appeared in the series so far.

This collection of cute cartoon characters has been translated into the strategy game you see here.

Before you yawn and turn the page, we're not telling about a hexagons-and-bloos affair with damage points and a 1000-page historical manual. No, this is a curious combination of boardgame-style deep thinking, and some neat arcade sequences to boot.

Just like the comic which inspired it, the game is deliberately scanty on historical detail. What it does contain is two opposing sides battling for control of the disputed states of America; you can choose to play either the Yankees or Confederates, entering the war at

The grey areas show which of your units are open to capture. Click on a man and you'll be shown the areas you can move into, dropping from the pointer (the horse's about to desert).



At those heavy, heavy days of summer. After a humbling defeat, one of our boys in blue decides to lay back and take it easy. He's staying awfully still, though. Perhaps he's just a heavy sleeper.

**A Belgian comic strip inspired American Civil War game, eh?**

**Well it sounds weird and wonderful. But is it Yankee Doodle Dandy or a load of Bull Run? Does Infogrames' mix of arcade and strategy clash or conquer? With a rebel yell, our reviewer jumps into the fray**

any one of four years and three difficulty levels. The aim is to capture territory until all enemy forces have been sent to the great

firming range in the sky. (Well, now you've got no excuse for not knowing your objective.)

The course of events is mainly directed from a map screen which shows all the states and troop positions and reveals who occupies what. Each soldier on the map represents a platoon of riflemen, cannon and cavalry – and it's their job to capture adjacent territories. That's not all the more troops you have, the more chance you have of winning, but the only way to get more troops is with hard cash. Cash drops magically into your coffers only when you establish a rail supply line – so it's a wise idea to occupy states with rail lines in them as soon as possible.

There are two basic ways of playing the game: arcade and strategy. Arcade mode allows you to directly influence the course of battles, capture enemy forts and raid trains; strategy mode has no arcade sequences, judging the success of your actions according to probability – for example, the



The train is on the move, shuffling much needed gold to your opponents.



**CHARGE!** When you give the order to attack, you get to see an animation of your charge.

more troops you have, the more likely it is that you will win a battle. In effect, this mode is virtually redundant: it cuts out a lot of the loading but it also lessens the atmosphere and sense of involvement.

You can also include random elements — such as clouds, neutral opponents and supply troops — for a bit of spice (see Don't get into a state).



... which come swiftly across the screen to reveal the poor fighters you're attacking.

All these factors make *North and South* one of the better-presented games around. It has a neat intro sequence, a cleverly designed options screen (by folding the photographer's fancy for a few Terry South-style laughs) and some excellent options sequences — all nice touches.

But the basic gameplay isn't quite so impressive. Once you've sussed out how to



Then it's into battle. Move your unit using the joystick but beware of the river.

win on the hardest level, there isn't much to keep you coming back for more. However, long-term appeal lies in two-player mode: if you have a friend you can play the game with regularly, there's plenty of fun to be had. If not, the attraction will surely fade all too quickly.



**GORDON**



Hanging about here is a big mistake really, as buttons tend to attack hapless Yankees.

## Don't get into a state

**REINFORCE YOURSELF** If you're a novice, it's best to start at the easy level. This way you'll have a chance to get used to the game's controls before moving on to the harder levels.

**TEAMS** You can select the number of your army from the top of the screen. The number you select will be the number of your army.

**UNITS** You can select the number of your army from the top of the screen. The number you select will be the number of your army.

**SAVES** You can save the game at any time. This way you can return to the game at any time.

**CLARKE** You can select the number of your army from the top of the screen. The number you select will be the number of your army.

**UNITS** You can select the number of your army from the top of the screen. The number you select will be the number of your army.

**SAVES** You can save the game at any time. This way you can return to the game at any time.

**UNITS** You can select the number of your army from the top of the screen. The number you select will be the number of your army.



Here it has a clear run to its destination. Stop it getting there to hinder the enemy.



The loss gets through and the Confederates are laughing all the way to the bank.

|                  |                          |
|------------------|--------------------------|
| <b>Game</b>      | <b>North &amp; South</b> |
| <b>Publisher</b> | <b>Infogrames</b>        |
| <b>Cassette</b>  | <b>£10.21</b>            |
| <b>Disk</b>      | <b>£15.22</b>            |

## POWER RATING

**THE DOWNERS...**

- Multitask is an intrusion for disk owners, and an unnecessary one.
- Once you've sussed out the hardest level, there's little to draw you back.
- A couple of the arcade sequences are too easy.

100

69%

**THE UPSERS...**

- Most cartoon style.
- Good difficulty levels.
- Three skill levels for human or computer players.
- Two-player mode extends the lifespan.
- Optional features spice up the system.
- A choice of games play, not only, or available style.
- Good sound effects.
- Excellent demo mode.

0

**...AND THE UPSERS**



# The Mighty Brain

## BIGGER K?

Dear M8

For four years I was the embarrassed owner of a C126. Then I swapped it for a C64 (it's a long story). I have had it for over a year now and want to expand my memory. I have looked through your old mag and found only four expansions for Amigas. Please could you tell me the greatest expansion for the 64, how much it costs and where the nearest place is for me to get one?

Also, please could you tell me where I can get hold of the tape version of *Finalists Elite*. If not then if anyone out there has it for sale, I would be willing to buy it providing it is at hand.

James Edwards, 23 Meadow Drive, Market Weighton, York YO4 5JX. Tel: 0426 871148

Memory upgrades for the 64 are about as rare as chicken legs (that's chicken legs - EG), so your best bet is to try and get hold of a C126. I presume you want to write your own programs (though how you're filling 64K is beyond me). The C126 has twice the RAM of the 64 and also has a better version of BASIC. However, you're going to have to look long and hard to find one.

TMS

## EURO VIDEO

Dear M8

As you have a very, very, very high IQ (that's true - 7849) I thought you might just be able (if you have enough time, that is) to answer my questions.

- 1) Has *Bionic Commando* been deleted?
- 2) If not please could you give me the address of the company that sells the game, or a free copy (please, please)?
- 3) Please could you tell me what PAL and SCART mean?

David Brooks, Redditch

1 & 2) You can still get *Bionic Commando* on the VHS label (UK Code 021 388 3398).

3) PAL is the

Fighting you M8  
David's Bionic  
Commando is a  
mission based test  
get software lines

**Mortified by mundanity? Bored with banal break-fast ideas? Lost in lethargy? Behold! The Mighty Brain is among us with his words of wisdom (for a small fee, he also does after-dinner speaking). Write to him in his frothing jar of formaldehyde at: Commodore Format, 30, Monmouth Street, Bath BA1 2BW**



The SCART's day is coming, also known as *Peelot*, this plug could clean up your act

European standard television system. This stands for Phase Alternation by Line and (very basically) means the signal for each line of the picture is sent at 100° to the last, making them easier to check and providing a better, higher quality picture. The standard employed in USA and Japan is NTSC (National Television Standards Committee) which, you'll be happy to hear, isn't a patch on ours.

SCART is the common name for PEVE-TS - the standard Euro video connector - which was invented by Philips at their Eindhoven plant. The RGB SCART lead you need a really sharp picture when connected to a SCART monitor or telly, it's also the standard S-VHS video connector.

TMS

## EXPAND-O-SPRITE

Dear Mighty Brain

I think *Commodore Format* is the best mag about. There are a few questions I would be grateful if you could answer:

- 1) I am having some trouble with a sprite which I programmed my C64 to do. In the C64 manual it tells you how to change the sprite but not it isn't so big enough. The sprite was POKE V+25, 4: POKE V+26, 4: REM EXPAND-O-SPRITE. Please could you give me a POKE which will make the sprite bigger still.
- 2) I was thinking of buying an Action Replay etc V1. I live near Bournemouth and I don't know a computer shop which sells them. Please could you give an address.

Brent Gangoli, Farnham

1) Now don't you think you're being a bit greedy? The 64 is being pretty generous expanding the sprites in the first place and now you want them even bigger? Unfortunately, this isn't gonna happen: expanded sprites are a function of the VIC chip and it only does double-sized sprites.

If you want a large character, why not by using several sprites joined together? Once you've got the hang of that, you'll probably never look back.

2) The Action Replay is sold by Codel - look for the ad in this very issue, or call their hot line on 0167 344757.

TMS

## INQUISITIVE CREATURE

Dear Mighty Brain:

I am currently in a bit of a dilemma. May I be so bold as to trouble you with a few initial questions? Anyway, here I go:

Could you give me a run-down of all the basketball sims on CD4 tapes and tell me which is the best in your opinion? (How would I get hold of the best?)

On the screenshot of the shop in your *Creators* review, how did your reviewers get their gobby little mitts on 99 of each IFC? Is there any other cheat for *Creators*?

Where can I buy *Religion* tape? I've been looking for years!

Please point me, better or else I won't like Mighty Brains anymore.

R Smith, Middlesbrough

A special device is simply a switch which 'guesses' the 84, separating the machine back to its start-up screen while retaining all the code in memory. Cards like the Action Replay actually have special utilities encoded into them which allow you to find your own ROMs, print out screens and provide a number of programming tools.

As for basketball sims on the 84, well there have been a few - and most of 'em were crap! Among the more noteworthy ones are International Basketball from Commodore and Street Sports Basketball from Epyx. As usual, your dear lot is small ads and bargain hunters.

Those nice shops of yours sent us a special cheat version of *Creators* so that we could see all the features - however, Phooky Dyer has some good news for *Creators* fans over in the Gamebusters section...

Tetra was originally released by Microsoft, but has since made its way onto budget, courtesy of the Microtronic label. If you can't find it in the shops, give Virgin (they handle Microtronic) a call on 071 737 8070. TMH

## CON-SENSUS

Dear Brain:

Your letters pages in like the Census: full of jolting innuendoes asking millions of stupid, petty questions. Whatever happened to informed, inquisitive debate? To hopefully start the ball rolling, here are my views on the CD4 cartridge.

A waste of money and resources, is it really worth spending £25 on a game of far less quality than one of an equal price, for the Amiga. The games played would much rather upgrade to a 16-bit machine than pay £10 extra for a game which has only one distinct advantage: instant loading. Even this does not stand up to scrutiny - the much cheaper format of disk gives you loading which is only a few seconds slower than cartridge. Alas! You say cartridge gives you the

A feast for *Creators* fans: our Inquisitive Creature and Andy Dyer's Gamebusters ongoing report



To save you writing in with the same old questions every month, here are the Brain's answers to the ten most asked questions:

1) Can you plug a CD400 game cartridge into the CD4?

Yes. Plug straight in, no problems. Simple as that.

2) What's your favourite game?

I don't have an all-time fave, but the game I was most impressed with recently was *Supremacy* - a smart strategy game with plenty to get the brain cells into. My choice from this issue has to be *HardQuest*. It's brilliant - even by my standards.

3) How do I become a computer journalist?

Send your CV (Curriculum Vitae) and an example of your written work to the magazine you want to work for. If you're only very lucky (and talented) you just might get a job as a shiny staff writer. You should also look for jobs advertised in all of Future Publishing's titles every month.

4) Is piracy really such a bad thing?

Yes, it stops programmers earning the money they deserve. It stops publishers from having the funds to invest in bigger, better games. It can persuade software houses to stop writing games for your machine altogether. It can kill a machine store dead (the Atari ST is suffering badly because of it, even any ST games in the all-format top 10 recently!) it is illegal. So don't do it.

5) If I find proof of piracy, what can I do?

Contact the Federation Against Software Theft - FAST - an 0800-030027. There's a large reward for successful prosecutions.

6) How do I enter PCW&S?

To enter some game cheats all you need to

do is type in the cheat, PCW&S it and load the game. Other cheats require that you input into the game using a reset/push or cartridge (like the Action Replay or Power Cartridge). A reset switch (which simply stops the game from running) requires a (27) number to restart the game, whereas cartridges can restart the game automatically. Versatility, that's what it is.

7) My copy of (insert game name here) won't load. What should I do?

In most instances this is the fault of the tape deck. The utterly inept Cliff only needs an ant to cough dust mites away for it to stop loading. 1) Check your tape head alignment. There are kits available to help you to do this. 2) Take the game tape (insert you did keep it didn't you?) back to the software store and ask for a replacement.

3) Care the fully packaged game back to the publishers (their name and address should appear on the box or in the instructions) and ask them to send a replacement. 4) Panic.

8) My Powerpack tape is faulty. What should I do?

Well, if you're sure that it isn't your tape deck or the head alignment, pop your tape (without the box) into an envelope and send it, with a self-addressed stamped envelope (price is 40p), Audio Vision Ltd, Harwood, Hatfield 14, Telford, Shropshire TF10 4DD.

9) Can we have a demo of (insert name of five month-old game here) on the next month?

We always try to have demos of games that are being reviewed that issue, or the issue after. There's no point putting a demo of an old game on the tape when a lot of readers will already have it.

10) Do you have a cheat for (insert any game name here)?

No. That's Phooky Dyer's task. Write to the vegetable at:

Samuel's Corner, Gamebusters, Commodore Forum, 30 Minworth Street, Bath, Avon BA1 2BW.

TMH

chance to have beautiful presentation screens etc. These screens are usually boiled onto simple arcade type games transferred to tape. For that price, games should not be comparable in a couple of hours. They should offer in-depth, involved gameplay which is only available in strategy or

adventure games. But these usually involve game-stores and the use of the keyboard - both of which are unavailable on cartridge. No wonder System 3 have given up on it. Nizam Ahmed, Middlesbrough

You make some good points, Nizam but some of your letter doesn't stand up to scrutiny. The Amiga doesn't have anything to do with this subject (and your reason for upgrading would be fine if it were true). There's no way disk loading is only a few seconds slower than cartridge - come on. You can have beautiful presentation on cartridge or disk and games in either format can be 'simple arcade type', good or bad. Neither format has a monopoly on depth or involvement, though I agree that game-stores offer a particular kind of excitement. Oh, and System 3 haven't given up on anything.

Still, you wanted sturdy debate. Now you should get it. Other readers can come to your defence or disagree.

TMH





# BACK TO BASIC

## Booleans bothering you? Now long is a piece of string?

*piece of string? Has anyone got a good home for a high score program? And why don't we just get on with it? Phil South answers all these questions and more in his on-going beginners' guide to programming*

**T**his month we start using `<`, `>` and all their friends, along with `AND`, `OR` and `NOT` — otherwise known as the 'Boolean operators'. These operators are named after the English mathematician George Boole, and 'Boolean' is the name of a set of logical functions. They work like the normal arithmetical operators but in slightly different ways. They will be looking at chopping bits of text around with `LEFT`, `RIGHT` and `MID`.

### Funny looking characters

Encountered these funny looking symbols in Phil's programs. These are Control Keys and Back To Basic told you how to generate them in CPT. Dig it out if you get stuck.

## Homework Prob No. 5

Once again we get to the part of the show where we set a puzzle for those of you who want to root about at everyone else and do your own thing. Okay, here's a real tricky one for you, clever dick.

A 'parser' (pronounced PAR-ser) is the bit of an adventure program which tests the words you type in and matches them to words that it has in its memory. See if you can use the `LEFT`, `MID` and `RIGHT` commands to write a mini parser of your own that will accept any short sentence and try to make some sense of it. Simple, isn't it?

The best programs sent in will get printed: *Parse The Day, Back To Basic*, Commodore Format, 30 Mossmore Street, Bath, Avon BA1 1 2DR.

### LESS THAN, GREATER THAN

You may have noticed in a lot of our programs that the `<` and `>` characters are used rather a lot. These are the Less Than and Greater Than characters, and you will know these if you do city maths. The way to remember which sign is which is to look on it as a point (less) and expanding to two widely spaced points (more). It's Less Than. If it starts big and gets small, it's Greater Than.

Another way to remember the difference is to see the sign as an arrow pointing to the lesser figure. In use you would compare two numbers like so:

```
10 IF 3-4 THEN PRINT "YES"
```

— which it would, as 3 is less than 4. If you wanted to test if some number in your program was on-going down less than 1000, then you would test like this:

```
20 IF 1-0 THEN GOTO 140
```

— or something. Look at line 200 of the test issue's Basic program for an example of this in use! This is a good way to keep numbers, and the things that these numbers are moving around, within certain boundaries. You can use a technique like this to keep a split-graphic within the boundaries of the screen, or write an area smaller than the screen itself.

There is another set of signs you can `<` and `>`, and that is together. The figure `<>` means 'less than or greater than'. This can be used to check for figures other than a specific one. For example:

```
1 LEFT 1-0
10 INPUT "Give me a number" : Y
20 IF Y<0 OR Y>100 THEN "Wrong" : GY
30 GOTO 10
```

If you put in any number other than 0, the program will tell you that the number is wrong, with this approach you can put a password into a game, or find scores in later levels. For example, Another one of these various ways of using `<` and `>` is using them in combinations with `=`. The two types are:

```
10 A=0 AND B=1
```

These mean 'greater than or equal to' and 'less than or equal to'. This operator is used when you want to check if a number has reached a certain figure, but also want to be sure that it doesn't go over or under it.

### BOOLEAN AROUND

The Boolean or logical operators are also used for comparing numbers (and in some cases letters), called the 'operator'. In the comparison statements like `IF 1=0` etc. There are three logical operators. They are `AND`, `NOT` and `OR`. Here are some examples:

```
10 INPUT "Enter, do you say 1000?" : A
20 IF A<="Y" OR A="y" THEN PRINT "YES"
30 IF A="Y" OR A="y" THEN PRINT "YES"
40 IF A="Y" OR A="y" THEN PRINT "YES"
50 IF A="Y" OR A="y" THEN PRINT "YES"
```

This program can tell if you press `ENTER` when you type your answer. The different states for `OR` can be shown by the following:

```
1 OR 1 = 1
0 OR 1 = 1
1 OR 0 = 1
0 OR 0 = 0
```

So `OR` is true if either of the operands is tested and satisfied. You could also test for the words 'yes' and 'YES' or even 'Y'. If you wanted to be really flashy, `AND` is useful in testing for more than one input. Like this:

```
10 IF A="yes" AND B="YES THEN PRINT "You've done it!"
```

If both the tests are true, the line continues to print the words. If either test is false, it doesn't. The table for `AND` goes like this:

```
1 AND 1 = 1
0 AND 1 = 0
1 AND 0 = 0
0 AND 0 = 0
```

So `AND` only returns a true if both operands are true. This is what Boolean stuff is all about, testing and getting a true or false result. The `NOT` command reverses the operands (or numbers as you wish) that you press in it. If something is true then it makes it false, and if it's false then it makes it true. So:

```
NOT 1 = 0
NOT 0 = 1
```

`NOT` is in some ways the hardest logical type to get to grips with. The best way to get your head around them is to try them yourself (which pretty much goes for everything you test in *Back To Basic*).



## LEFT\$, MID\$, AND RIGHT\$

These are neat commands which enable you to test strings (alphanumeric variables) containing letters and words in very specific ways. LEFT\$ only looks at letters on the left of a word, MID\$ looks at letters in the middle, and RIGHT\$ looks at letters on the right of the word. Take the word "Commodore":

```
LEFT$  MID$  RIGHT$
COM    MOD    ORE
```

But these commands don't just look at any old bit of the word. Just the bit you tell them to look at. Take LEFT\$ for example:

```
10 A$="Commodore"
20 B$=LEFT$(A$,4)
30 PRINT B$
```

Run this program and the screen prints: "Comm". The command has counted 4 letters into the word and put them into variable B\$. This can be handy for that little yes/no question routine I just did, like so:

```
20 INPUT "What do you say (Y/N) "; Y$
30 IF LEFT$(Y$,1) = "Y" THEN YES$="YES"
40 IF LEFT$(Y$,1) = "N" THEN YES$="NO"
50 IF LEFT$(Y$,1) = "Y" THEN YES$="YES"
60 IF LEFT$(Y$,1) = "N" THEN YES$="NO"
```

— which gives a better result, as you could type "Y", "y", "yes", "No", or even "Yesterday" and my troubles seemed so far away... and get the same result that can then be tested.

MID\$ needs similar parameters in order to function. The first two numbers are used, telling you the number of the letter to start with and how many letters to grab into MID\$. These work like this:

```
20 L$="Commodore"
30 M$=MID$(L$,4,5)
40 PRINT M$
```

When this program is run the output is: "mod". And finally RIGHT\$, which as you can imagine is just like LEFT\$—except it grabs letters from the right-hand side of the string, like so:

```
10 A$="Commodore"
20 B$=RIGHT$(A$,4)
30 PRINT B$
```

This program puts "ore" on the screen. These commands are very flexible and enable you to get all sorts of sense from the most garbled input.

## THAT'S ALL

That's about it for this month. Drop me a line if you have any questions about basic programming, bugs and tips on things you've discovered, or things I haven't covered in BTR that you'd like to know about. Drop us a line at the Basic Camp, Post Souths, Back To Back, Commodore Forum, 30 Weymouth Street, Bath, Avon BA1 2BW.

## Snouty's hi-score table

This month's program is for your own games, and what it does is very simple. It generates high score tables. So when you win a game and get more than the scores in the table, you can type in your name.

This isn't a stand alone thing, as you need to write code either side of it to get it to accept names and to function as part of another program, but the guts of it are there so why not give it?

```
20 POKE 53280,6
30 DIM S$(100),C$(10): FOR T=1 TO 10: S(T)
40 S$(T)=""
50 AS$="YOUR NAME HERE": S=100
60 GOSUB 1000: END
1000 REM *** MAIN HIGHSCORE ROUTINE ***
1010 PRINT "WELCOME TO THE HALL OF FAME!"
1020 FOR T=1 TO 10: IF S(T)<S THEN GOSUB
1030 GOTO 1025
1040 NEXT T
1050 FOR T=1 TO 10: PRINT "T" C$(T) S(T) IF T=10
1060 PRINT "NEXT"
1070 PRINT "DO YOU WANT TO CONTINUE"
1080 PRINT "Y/N"
1090 PRINT "Y" LEFT$="COMMODORE"
1100 T=1
1110 POKE 546,END(1)=4+1: PRINT "END T"
1120 IF S(1)>TAN(45+5847): THEN S=100
1130 REM RETURN(1)=0: UNTIL 1070
1140 FOR T=1 TO 9 TO 1 STEP -1: S(T)=S(T):
1150 S(T+1)=S(T): NEXT S(T)=AS: S(T)=S
1160 RETURN
1170 PRINT PEEK(1025): GOTO 2000
READY.
```

| 1  | 100 | YOUR NAME HERE |
|----|-----|----------------|
| 2  | 0   | SNOUTY         |
| 3  | 0   | SNOUTY         |
| 4  | 0   | SNOUTY         |
| 5  | 0   | SNOUTY         |
| 6  | 0   | SNOUTY         |
| 7  | 0   | SNOUTY         |
| 8  | 0   | SNOUTY         |
| 9  | 0   | SNOUTY         |
| 10 | 0   | SNOUTY         |

And here's that high score table in full. It's apart from scores, some names and a game to go in front of it. Why not try to get each name to appear in a different and colour, or even repeat through different colours? Just while you're about it, write a game to go on any other topic as well — Ed

## How Snouty scores...

Line 20 POKEs the border colour to blue.

Line 30 dimensions a pair of arrays (something we'll be getting to in the next issue) thing) one called S and the other called C\$. It then fills the scores (S) with 0 and the names (C) with "Snouty".

Line 50 GOSUBs to the main routine.

Line 1010 prints the title "Hall Of Fame".

Lines 1020-1040 print out the hi-score table one after the other.

Line 1050 prints the press-a-key prompt.

Lines 1060-1080 does a fairly trick of cycling the colours on the entry that says "Your Name Here". It does this by using the register 640 with a random number over and over till you press a key.)

Line 1090 checks to see if you have pressed a key yet.

Lines 1100-1110 counts down from 9 to 1 and resets the hi-scores.

I'll be interested to see if any of you can come up with a better one than this one, and I tell you it isn't hard! Let me see what you've come up with, and if you're lucky I might give you a prize.



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in CPU you went into hi-res graphics. Using hi-res graphics can be interesting and fun, but waiting for the response is also frustrating.

I have written quite a good program to speed this up (in C). Add this routine at the end of your program and call it using a file to its argument.

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11000 FOR TYPICAL TO 001170-00000 ON  
PAGE 7, 0-00000  
11000 WITH 100, 10, 101, 0, 00, 210, 0,  
100, 070, 000, 00, 00, 000, 210, 0, 100, 010  
11000 WITH 10, 100, 100, 00, 00, 00,  
000, 00  
11000 FOR 00000-00000

**Keywords:** *transformation, change, innovation, leadership, organizational development*

Here are two useful programs for use with the high-res screen. The first one is a machine code routine for clearing the screen. It is a lot faster than using `CLS`.

The second line is for putting test on the high-resolution screen. This is very useful if you want text and graphics at the same time. The `data` line (242) holds the character codes and must be changed if you want it to display a different message (these ASCII codes are the `int` same ones used in the program above and can be found in the back of the C84 owner's manual).

Johns Hopkins University, Baltimore, Maryland, U.S.A.

To use this in high-resolution first types for post-increase movement, these flows:

PO BOX 100722, PHOENIX, AZ 85066-0722  
PO BOX 100722, PHOENIX, AZ 85066-0722

[illegible]

To use this routine in your own programs, first INCLUDE TIME near the beginning of your program. Then, when you want to clear the screen, use IF104010. Also, why not put some text on your freshly cleared screen.

Take a look in our Technical Editor's toolbox and discover the strange uses Paul Lyons has in store for your Commodore. Apart from his hi-res antics, a special fix fix and an end to the decimalisation of digits, our Tech Ed reckons it's time to build some character into your 64

[illegible]

To make the program work, remember:

- 1** In line 100 change the number 11 to the number of characters in your message.
- 2** In line 100, P1 is the number of the row which the first cell will appear on.
- 3** In line 200 put your message using the ASCII codes for each character from the back of the book.

## EX CONT...

Five had loads of little sound grooves that make different sound effects or play tones. Here are those short samples, the first two from **Paul Mirman** in **Port Glasgow**.

## Discussion

I've got two simple music programs for inside info, but before I start, could you answer two questions for me:

17. Can't your Internet Explorer laptop (password: cat) be cloned without running a virus detector?

Yes, but putting this knowledge into the wrong hands is dangerous, so we can't go into it now.

2) Why are disk games usually about 10-15% more expensive than the same tape game? Does are more expensive to duplicate than tapes, and sometimes the packaging has to be different to accommodate the disk. (Some people argue that if you can afford a disk drive, you will pay more for software, but that doesn't really seem to be the case either.

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[illegible]

```

8  PGM ** SIMPL BY PAUL MORGAN **
9  N=5+17+18=42  N10=17+18=35
10  PORE 0=04  P1 PORE 0=18  D0
11  PORE 0=3  P1 PORE 0=3  D1
12  PORE 0=6  D0 PORE 0=1  D0
13  P1 P1
14  FOR T=1  DO 100
15  P1=P1-PORE(0)=P1*3
16  IF P1=0  GO 154  IF P1=0  GO 154
17  PORE 0=1 P1 PORE 0=1 P1
100 CONT
110 PORE 0=24  D0
120 CONT 101  IF P1=0  GO 154

```

**Do you  
need info?**

Is there a particular problem you can't solve? A kind of programming (graphics, music, etc.) you can't quite get your head around? Perhaps you've been working on the same routine for the last eight months but it still won't work. Or perhaps there's a piece of computer jargon that you don't understand.

Why will he let me and the other 40,000 people who still live where FEMA's money stands say it? If we can't solve it ourselves, it won't be solved.

Send your letters and feelings to  
Paul Lyons, Inside Information,  
Circulation Bureau, 20 Riverside  
Street, New York, N.Y. 10022.

Mr. Kilduff's answer, as I show I know the time to reply to every single query personally. Yours.



## STRONG CHARACTERS

Dear Inside Info:

I recently discovered a great way of designing your own character set on the C64 and decided to share it with you. It takes the required characters from ROM and copies them into RAM, so ROM cannot be altered. Once the characters are in RAM they can be changed. The program then goes into action and changes the character(s) that you choose. Christopher Harrington, Workshop, Herts

```
10 L=12:J=64000/256
20 POKE 93273, 14000:93270:1000
240:GO L:9000:92,5,0,0,0:L+12
50 POKE 56354, 9999:56354:9999:254:
POKE 1, 9999:110:ADD 255
60 POKE J+6:PO 56352:55248:POKE
```

The eight by eight grid contains the character(s) that will flow in (this case), turning a pixel on or off (making 0 for 0) allows you to make a new character. Place them on graph paper, mark on the pixel values and work out the correct hexadecimal data using the conversion table

```
071000=J,
P0:POKE J+5:99007:J
30 POKE L:POKE 110:OR
L:POKE 56354,POKE
56354:OR 1
60 GO 0:G=1024*12:POKE
J+6:100*0:70
G=100*0+1:POKE J+6
70 G=G+1:POKE J+6:GO 100*0+1
80 G=ASC("0123456789ABCDEF")
90 G=ASC("0123456789ABCDEF")
100 G=ASC("0123456789ABCDEF")
110 GO 7:POKE J,99007:J
120 DATA
3C,4E,7F,AF,AL,99,4E,7C
```

Run the program and wait. The program takes about a minute before the READY prompt appears. When it does, press 0 to view your new character.

The data in line 120 holds the values for the new character. It is created by changing an eight x eight grid and creating your character

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 0 | 0 | 1 | 1 | 1 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 1 | 0 |
| 1 | 0 | 1 | 0 | 0 | 1 | 0 |
| 1 | 0 | 0 | 0 | 0 | 0 | 1 |
| 1 | 0 | 1 | 0 | 0 | 1 | 0 |
| 1 | 0 | 0 | 1 | 1 | 0 | 1 |
| 0 | 1 | 0 | 0 | 0 | 1 | 0 |
| 0 | 0 | 1 | 1 | 1 | 0 | 0 |

by colouring in squares. Now turn the white squares into 0 and the black squares into 1. Split each line down the middle so you have eight two-digit numbers. Finally, to get the new data line for your character, translate each digit from binary into hexadecimal.

So, if your first line is 00111000, that gives two 4-digit binary numbers of 0011 and 1000. Using the conversion table gives you two numbers, 3 and C, so your first value in the data statement is 3C. Now do the same with the other seven lines, and you have a complete character. How do you add your new character to the program? Just add these lines to the end of the program above.

```
110 GO 0:G=1024*12:POKE J+6:100*0+1
30 G=100*0+1:POKE J+6
120 G=0:POKE J+6:GO 100*0+1
110:ASC("0123456789ABCDEF")
120:ASC("0123456789ABCDEF")
130:ASC("0123456789ABCDEF")
140:GO 7:POKE J,99007:J
150 DATA 00,00,00,00,00,00,00,00,00
```

Substitute your character's new values for the eight sets of 0's. In this substitute, the variable GO has been changed to 4E. This is the ASCII value of the asterisk '\*'. When you RUN this program you will find your new character has been substituted for the asterisk. ASCII codes are in the back of the C64 manual. Add more characters by duplicating the last five lines, changing the line numbers, the values for GO and the DATA statements (better still, put the lines in a loop and stick at the DATA at the end.



## Freaky Fractals

One minute our fractal generator (C67) was working fine, next thing it's in the mag blown with mistakes! To make sure you're getting a regular supply of fractals, tune in the main listing exactly as it appears, but delete the exclamation marks (!) in lines 330, 310, 320 and 340. Also make sure that 8007007 in line 340 is one word, 807

# Base numbers

Bored up by binary? Hexed by hexadecimal? Neither of these two counting systems are difficult to understand if you think a little about how they're made.

Normally we count in decimal or base 10 numbers. Think about how you count in decimal. Using decimal you count up to nine and on the tenth number you start a new column of figures (the tens) with a one. To get more numbers after ten, you count up to nine again in the first column and when you get to ten you change the number in the base column to a two, and so on. Well binary (base 2) and hexadecimal (base 16) are counted in exactly the same way. Except with binary you start a new column not after the nine, but after the first one, so you only use the digits 1 and 0 and the number of columns grows quicker. With hexadecimal you don't start a new column until you count up to 16, so to make the extra digits the letters A, B, C, D, E, and F are used. In the table below are listed the numbers 1 to 26 and decimal, binary and hexadecimal. The numbers at the top of the columns shows the decimal number for each column.

| Decimal |    | Binary |    |    | Hexadecimal |    |    |
|---------|----|--------|----|----|-------------|----|----|
| 10s     | 1s | 10s    | 5s | 4s | 2s          | 1s | 1s |
| 0       | 1  | 0      | 0  | 0  | 0           | 0  | 1  |
| 0       | 2  | 0      | 0  | 0  | 1           | 0  | 0  |
| 0       | 3  | 0      | 0  | 0  | 1           | 1  | 0  |
| 0       | 4  | 0      | 0  | 1  | 0           | 0  | 0  |
| 0       | 5  | 0      | 0  | 1  | 0           | 1  | 0  |
| 0       | 6  | 0      | 0  | 1  | 1           | 0  | 0  |
| 0       | 7  | 0      | 0  | 1  | 1           | 1  | 0  |
| 0       | 8  | 0      | 1  | 0  | 0           | 0  | 0  |
| 0       | 9  | 0      | 1  | 0  | 0           | 1  | 0  |
| 1       | 0  | 0      | 1  | 0  | 1           | 0  | 0  |
| 1       | 1  | 0      | 1  | 0  | 1           | 1  | 0  |
| 1       | 2  | 0      | 1  | 1  | 0           | 0  | 0  |
| 1       | 3  | 0      | 1  | 1  | 0           | 1  | 0  |
| 1       | 4  | 0      | 1  | 1  | 1           | 0  | 0  |
| 1       | 5  | 0      | 1  | 1  | 1           | 1  | 0  |
| 1       | 6  | 1      | 0  | 0  | 0           | 0  | 0  |
| 1       | 7  | 1      | 0  | 0  | 0           | 1  | 0  |
| 1       | 8  | 1      | 0  | 0  | 1           | 0  | 0  |
| 1       | 9  | 1      | 0  | 0  | 1           | 1  | 0  |
| 2       | 0  | 1      | 0  | 1  | 0           | 0  | 0  |

# Fantasy Special



The exploration screen was simple: a map and a text box to update the adventure moves by move. A menu appears in the prompt bar, each entry in it leading to other menus and screens under joystick control.

## The AD&D alliance

Five or six years ago, TSR was famous for an extensive catalogue of historical wargames and fantasy roleplaying (FRP) games, most of which were developed under their own roof.

Their experimentation with roleplaying adventure formats made them ideal candidates when TSR began looking for a company to computerize AD&D. Both companies were used to developing on-going series of games and AD&D itself had its roots in traditional wargaming.

Four years later, the list of AD&D titles has grown to 13 (including the 40-bit Eye of the Beholder and SR have also converted TSR's book *Heroes EPIC*). This puts them firmly among those companies which have converted real roleplaying games on computer. SR have explored several styles on these games as well. *Hilltop* was a traditional combat-based game. *War of the Lance* was a wargame in which you controlled whole armies fighting *Dragonquest* was across the face of Krynn. *Diagnose of Flame* (previously in CPT) was an adventure in arcade format that didn't really work very well and *Dungeon Master's Dashboard* (Vol. 1). *Encounters* is a game set program for *Dungeon Masters* running AD&D games for a group of friends. (The original game will be 30 years old in 1994.)

But the most successful games in the series have been those using the same menu-driven interface as *Death Knight* of Krynn. *Pool of Radiance*, the first computer AD&D game ever and the game which also introduced the menu system has now sold over 250,000 copies across all formats.

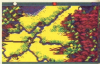
# DEATH KNIGHT

In the land where silver dragons appear as beautiful blondes, there's more danger than you could throw a spell book at. For this is Krynn (agynnn), the domain of the dungeon masters of TSR/SSI where the adventures go on (and on and on...)

Fear of aging affects games too. *Death Knight* of Krynn continues the on-going saga of *Dragonquest* adventure games begun with *Champions of Krynn*. As part of the wider range of AD&D games jointly developed by the TSR/SSI alliance, it's the fifth game based the same player interface and the playwin AD&D computer product overall. It begs the question, how many people are they still interested in the series? If *Police Academy* syndrome is anything to go by, people can stomach the same old stuff forever (obviously gets bored of fish and chips).

But *Dragons of Krynn* isn't strange. What you get are three double-sided disks (complete with a quick-start novel game position) and a couple of high quality manuals which contain a wealth of information. You control a group of detailed characters: wizards, fighters, thieves and the like, by using a joystick to select moves from menus.

The initial task the characters have to complete is the successful defence of a friendly outpost from hordes of evil creatures - *Dragonquest* - and their allies. These include evil dragons, devils, necromancers and many others. There are many more tasks to be accomplished as the adventure unfolds and you play out these at



A year after *Champions of Krynn*, the adventure begins at a celebration of the defeat of Mykist at the *Dragon's outpost* (bottom right).

a series of encounters or mini-games.

Because of the game's predominant plot and detailed background these encounters are easily related as stories. And that's when you know how much fun you had, when you tell somebody the next day what you played the night before.

Your party's very first encounter in *Death Knight* is a fight against a skeleton attacking your party's magical abilities. You can input an



instruction to make the computer play all your moves for you during combat but it's more fun to take control yourself. This isn't too difficult to do. Even if you make mistakes the system often lets you correct them (though when I thought I'd got it sorted and speeded up my instructions I accidentally got the wizard of the party to decimate a fireball right on top of everybody except the bad guy).

Though there are plenty of fights lined up over the



Visual support of moves to complete. Colorful scenes like this make a real impact when you come across them in *Death Knight* of Krynn.

# KNIGHTS OF KRYNN

adventure, there's more to it than that: label you might find yourself on a wilderness mission to recover a valuable lost dream that contains some pearl of knowledge. This is high fantasy on a computer and the squillions of quests and encounters very tough your imagination glands until they burst. They also allow you to play the game in small chunks which make you think you've accomplished quite a bit, though you've barely scratched the surface. But then for around £5 and you shouldn't really expect anything less.

One last thing though. If you haven't

**It's a corker!**

played one of these games before, this one is as good a game of its type as any. It has six difficulty levels. However, if you have thought

one before but haven't finished it, why not? I wonder how many people play something like this to the finish. If you can't have another six weeks from through the adventure you've got, you'd be mad to try another. On the other hand, this is a great sequel to *Champions of Krynn*, really well programmed to give you the best adventure based on the original story it's possible to give. Now, can we have a new adventure next time please?

The *Dragonstone* story is a bit long in the tooth, after all. **SEAN**



Legions of evil creatures and confused creatures inhabit the wilderness areas



The combat display is crude but the program does important work behind the scenes...



...allowing you to respond to the best of your character's abilities

## Good, bad but ugly?

Like all good role-playing games, *Knights of Krynn* is packed full of characters, good and bad. Most are just like old

part actors in films - there are moustache, gone the nose. Others look good and which side they're on isn't always obvious.



This is Adelle, the most beautiful in the city of Solamnia and mother of a king



Sir Dryden, the leader of the party, before a break from his life of duty



This is the leader of the Knights of Solamnia, he asks you to train with them



My name is the character of the most beautiful in the city of Solamnia and mother of a king



A priest from Solamnia who asks you to train with them



Lady Morn, the most beautiful of the city, who asks you to train with them

|           |                    |
|-----------|--------------------|
| Game      | <b>DKOR</b>        |
| Publisher | <b>SSI/US Gold</b> |
| Disk      | <b>£24.99</b>      |

## POWER RATING

### THE DOWNERS...

❑ Disk users only - a bit long winded

100

**91%**

- ❑ These disks of superbly programmed role-playing with...
- ❑ ...Nearly any disk swapping!
- ❑ Flexible: play any way you want to
- ❑ Control is easy (and fast once you get used to it)
- ❑ You only need to look in the manual every now and then
- ❑ The Adventure's Journal is packed full of interesting stuff
- ❑ Lots of game play to keep you on your toes
- ❑ Plenty of special missions to choose from
- ❑ You can use characters from *Champions of Krynn* or roll new ones when you start a new adventure

### ...AND THE UPPIERS

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# FIRE POWER

**T**here's nothing I like more after a hard day at the office than to slide into my Scorpion tank and ride rough-shod over a few villages, bumping off its inhabitants as

evening falls. I'm not the only one either, in fact, so many people do the same MicroIllusions have produced a £4 game based on this popular pastime.

The instructions on the inlay card are laughable. The plot goes like this: wait for it... **CAPTURE THE FLAG!** And that's about it.

The game is always played head-to-head with each player, whether for its human or computer controlled, trying to capture the other one's flag. If you play against the computer then yours is the only view displayed on screen. Select the two-player option and the display becomes split-screen to cater for an extra pair of eyes.

Each player can also select which type of tank he wishes to control from a choice of three: Scorpion (most powerful), Shadow II (MPC fastest but toughest) and the Mini-Tut (fastest). Each one has its own different speed, armour value and firing ability which constitutes difficulty levels. Choosing a winning tank makes completing the game that bit harder.

Your tank is very amenable to control, to begin with but it is ultimately manageable. Basically, the eight joystick positions correspond to the eight possible directions of travel. However, if you're travelling in one direction and then push the joystick in the opposite direction you will reverse rather than do an about-face. In order to travel the opposite way you need to rotate the joystick and physically swing the vehicle around.

Your mission then, is to capture the opponent's flag before he either finds yours or destroys all of your tanks. Easier

said than done. What does the flag look like? Er, subtle. Where can it be found? Heavens, tricky. The phrase 'looking for a needle in a haystack' is a pretty good description of the task that lies ahead. There are two huge mili-

tary compounds containing gun turrets, hangars, barracks, prison cells, roads, fuel dumps and so on. One compound belongs to you and one is your opponent's. Seek and destroy tactics must be employed here. First find the other player's compound (easy peasy). Then just methodically destroy every single building you encounter.

If you hit a barracks, enemy soldiers rush out. You can kill them by the rather messy technique of running them over. Now, if you hit a prison cell, allies run out instead. Don't let these guys. Steal your tank and let them climb aboard. If you manage to get these men back to the Red Cross Hut in your own compound, an extra tank is awarded (you start the game with a total of only five tanks).

Keep an eye on your fuel. When it runs out of fuel, the tank explodes to prevent it falling into enemy hands. If your fuel is low, try to find one of the large circular fuel dumps. The act of destroying them refuels your tank as well as annoying the enemy.

One more thing: you can drop mines. But be careful, especially if you're moving. If you unknowingly drop a mine just before you come to a standstill, you'll be caught in its blast. Other than that it's destroy or be destroyed. If a helicopter appears, make it your primary target, as it causes damage at an alarming rate. Our tanks too should be destroyed ASAP.



Oh-oh, it looks like tanks at dawn for our two intrepid flag-bearers



Time to take a dump - a fuel dump that is. Blow this sucker away for a full tank

Fire Power isn't the nicest game to look at, especially not for the time you set eyes on its garish display. But there is a great deal of attention to detail. The atmosphere generated by the cumbersome tank controls is fairly substantial - as is the feeling of panic when you enter the heavily guarded compound. And it is this that can keep you playing even if you're making no significant progress. All in all, Fire Power is a competent game which is sufficiently different to make it worth at least a second look.



**JOHN**

|                  |                       |
|------------------|-----------------------|
| <b>Game</b>      | <b>Fire Power</b>     |
| <b>Publisher</b> | <b>MicroIllusions</b> |
| <b>Cassette</b>  | <b>£11.22</b>         |
| <b>Disk</b>      | <b>£15.31</b>         |

## POWER RATING

### THE DOWNERS...

- Game doesn't deliver what the screen says it will
- Strangely, the two-player game can prove monotonous
- Shows there is no flag screen

100

**68%**

- The play area is huge
- Exploiting people in unexpected places is a real challenge
- Good travelling options
- The 'rescue' technique of winning more tanks is really the funniest
- Excellent attention to mechanical detail
- Many areas where tank crashes and gun malfunctions are going on
- A mine dropper's delight

...AND THE UPPIERS

0

## Tankbuster

The Mega-Explosion tanks show off their different capabilities. If it's speed you're after go for the Mini-Tut. If it's the Scorpion can take the heat, and grinding, and the Shadow can carry the most men. Decide on your strategy, then choose the hardware best suited to the task at hand

|                                                                                     |                 |     |   |
|-------------------------------------------------------------------------------------|-----------------|-----|---|
| <b>MINI-TUT</b>                                                                     | • <b>SPEED</b>  | 1.5 | • |
|  | • <b>MINES</b>  | 1.0 | • |
|                                                                                     | • <b>FIRE</b>   | 1.0 | • |
|                                                                                     | • <b>FUEL</b>   | 2.5 | • |
|                                                                                     | • <b>DAMAGE</b> | 3.0 | • |

|                                                                                     |                 |     |   |
|-------------------------------------------------------------------------------------|-----------------|-----|---|
| <b>SCORPION</b>                                                                     | • <b>SPEED</b>  | 1.0 | • |
|  | • <b>MINES</b>  | 1.5 | • |
|                                                                                     | • <b>FIRE</b>   | 1.5 | • |
|                                                                                     | • <b>FUEL</b>   | 2.5 | • |
|                                                                                     | • <b>DAMAGE</b> | 3.0 | • |

|                                                                                     |                 |     |   |
|-------------------------------------------------------------------------------------|-----------------|-----|---|
| <b>SHADOW II</b>                                                                    | • <b>SPEED</b>  | 1.0 | • |
|  | • <b>MINES</b>  | 2.0 | • |
|                                                                                     | • <b>FIRE</b>   | 2.0 | • |
|                                                                                     | • <b>FUEL</b>   | 2.5 | • |
|                                                                                     | • <b>DAMAGE</b> | 4.0 | • |

# Fantasy Special



# WRATH THE D

## Ride on



Oh, very funny I must say. Which takes you Wraiths on my words. Actually this is the quick option on level two.



There are two war here (including majestically over a tree stump. We'll have the jumps and he falls that on his cart parts.



and for those of you who thought the Wraith-Demon was just a cheap chariot. It's dead useful for punching forests to death.



This little fellow appears in the first boss 'em-up encounter. He's lean, he's green and he's, or rather goblinish. Just get in close and swing like you're depended on it... which it does.

Empire's long-awaited cartridge attempts to over-shadow

**Shadow Of The Beast** - so, does it parallax scroll into legend or limp into obscurity? Our reviewer takes up arms and legs it...

I will relate the plot of this game in shorthand as it's far too convoluted and tedious otherwise. Wraith summons demon, demon kills wizard, demon lays waste to land then has a long lay before people return. Demon wakes up in order to lay waste again. People get a bit miffed about it and send best warrior to give demon a good going over. Wraith of the Demons is very much a *Shadow of the Beast* clone - not in structure but in the fact that there is less to it than meets the eye, but more on that later.

The game unfolds over a series of sixteen levels (ten up and twenty collect 'em-up levels). In level one our hero is an homeless, on eight levels of parallax backgrounds scroll from right to left. You can move the horse right and left but it's a bit pointless really as the best bet is to stay to the far left to give you plenty of time to see oncoming hazards. Pushing up on your joystick at initiation (I think for means joystick) - but makes your chariot jump to avoid the various holes and rocks scattered about.



this little appears about half way through the game but is one of the more challenging opponents. Mainly 'cos of his huge staff.

Occasionally pillars and other treasures pass by. When they do, pull your 'stick down and your man will automatically reach down and grab them. Press fire to make the character punch at flying creatures which would otherwise cause serious head-injuries.

Levels two and three are best 'em-ups. Level two contains a staff-wielding goblin and his stone throwing cohort. Ignore the stone thrower and concentrate your attacks on the



Does this guy want a pedicure or a haircut? I've got it, one swift slash across the midriff and he'll never suffer those itchy blues again. To be honest, it takes rather more than one blow to kill this fellow.

# OF DEMON

other one. Level three is a bit more challenging. A huge green dragon ticks and head butts you into oblivion.

Really though, his attack patterns are much the same as the goblins. In each case you simply have to find the best way to attack them repeatedly until the beastie dies.

So far the challenge has been all but non-existent. Then suddenly, in level four, it all becomes significantly difficult. It's another worthy bit but this time you're on foot. You can't use your mastery of the sword but have to rely on your ability to perform spectacular rolls, jumps and punches.

Completing this level relies solely on remembering a sequence of hazards which include flaming barrels, giant spikes, worms, huge ants and flying gargoyles. Tragically, even when this is turned into your territory,

Level three, you know, the really hard one. This is the goblin who holds the key. Which key? The one that opens the gate...



...will blow me. Here's that very gate. What we didn't show you though was the dozens of opponents you had to clear through.



All the hazards in this place seem to suffer from arthritis of the left leg, but that doesn't stop them hitting your backside, huh!

What is there to find here. However, what puzzles there are take a simple form and even the combat sequences are pretty basic. This aside, *Beast Tans* will find this a natural progression, show offs will have fun winning their friends with it, but really thinking gamers could probably find better ways of spending such a big wad of dosh.

ANDY

Game  
Publisher  
Cartidge

Wraith of the Demon  
Empire  
£24.95

## POWER RATING

### THE DOWNERS...

- Only two distinct types of game play. Really only two!
- Collection is unimpressive

100

81%

- The stunning scrolling backgrounds are some of the best you'll ever see
- Periodically weird puzzles (spikes) on both the hero and the bad guys
- Huge spiders give the game the feel of a cartoon
- Loads of levels with different challenges in them
- Opportunity for a progression in the last level
- Good final encounter
- Excellent music level
- Easy to remember joystick control options

### ...AND THE UPERS

0



it takes a skilled warrior to reach this far. This is outside the demon's realm, while wonder that his master is still no pushover. Especially when helped by another stone thrower

it's still right on impossible to complete. The problem is, ants and worms are a piece of cake to avoid when met head-on, but as soon as you travel back in the other direction they become real to impossible. Bad collision detection marks what would otherwise be an excellent level to play. It's tedious again for levels five, six and seven. The same rules apply as for levels two and three except the adversaries have changed. First of course the huge troll with a stick. Beat him up in the same way as before but watch out, his stick gives him a longer reach. Level six features a running beast, a large green man with floppy hair and a powerful foot. The final fight scene is outside the demon's realm and pits you against a real demon and another stone thrower.

Once you're in the final level - the castle - you have to find and destroy the demon. There's a map-making potential here as there are doors in the background which you can enter. As you traverse corridors and rooms

there are potions to find and minor beasts to kill. Also, before you reach the final encounter, there are two more beat-are-up rooms.

But enough of this waffle, what of the big guy himself? Well, he's big and spiky fire. Lightning bolts shoot from the ceiling and fire spews from the boys. If I save the hero, I'll just up off home and have a cup of those tea but for those who can cope with this sort of power, victory awaits.

If you get off on wonderful graphics then this, the *Shadow of the*



# LUPO ALBERTO



Could there be an unknown gem? Lupo begins up a tree only to discover that its fruit-bearing properties are minimal. As you can see, this is one of the more interesting levels



Lupo (Blue Lupo to his mates) slides purposefully across a big bridge. Having been jumped on, an enemy Bush Banger presents itself over some nearby spikes. Sadly, the little wooden fence isn't...



Only last month we told you of a string of games coming from rare Italian software house Idea. The first, *Alchemax*, wasn't half bad. This month we put *Lupo Alberto* to the test and find that... it's not half bad. It's totally bad.

The plot involves Lupo the wolf who is desperate to do a bit of lowly-dovey stuff with his woman (well, chickens). The game follows his exploits in trying to find a suitable place for them to suck face. The quest takes Lupo through caves, African villages, desert islands and forest systems, all in no time. The aim is to traverse these regions and return to your own home. You have then finished the game. (Silly-name ideas have tried to come up with a lot of a later.)

Don't come but, for reasons that will become apparent, they've failed miserably.

Each level contains platform elements dependent on the scenario. You can stand on rocks and logs in the outdoor levels, ladders and bridges in the sewer system, roots in the village, and so on. Throughout each level, as the signs point the way you're supposed to go. (But Lupo isn't literally they often lead to instant death on a spiky trap, so venture carefully.



Down in the sewers, Lupo passes a Bush Banger (some sort of underground Bushbanger competition perhaps?)

As you move through the landscape the background scrolls in one of four directions, depending on which way you're travelling. This is one of the few interesting features of the game: it's not just a tedious horizontal

scroller (more of a similar sort of a scroller than - Ed). There's a whole host

of death-dealing nasties in each level but unfortunately the only way they differ is in their appearance. They all move in pretty much the same way

and can be killed by leaping on their heads. Some of the larger beasts are clearly detailed but that's about it. Another downside is that some often become corrupted and you get a headless monster body, or worse still a body-less monster head. Whoops.

As for collectibles, there's not much worth mentioning. Sometimes, when you pass a bush or head-butt a platform, fruity items materialise which you can collect these for extra points. Like, wow.

Occasionally - and it is only very occasionally - you get paid up a leading boxing glove which provides you with limited firepower. The trouble is that the screen only scrolls when Lupo is a few inches

from its edge, leaving you almost no rooming of overcoming opponents. You're killed all too quickly and the boxing glove is lost.

The graphics are colourful but crude and tend to glitch badly. The opponents are identical and the action repetitive. The last level has no more elaborate traps than the first, there's just more happening on-screen. This would have made a just-about-average budget game, but at a full price it's a bit of a disaster - a sheep in wolf's clothing if you like.

ANDY



|           |                     |
|-----------|---------------------|
| Game      | <b>Lupo Alberto</b> |
| Publisher | <b>Idea</b>         |
| Cassette  | <b>£10.99</b>       |
| Disk      | <b>£14.99</b>       |

## POWER RATING

### THE DOWNERS...

- Repetitive levels with only minor graphical differences
- Most of the monsters move in a similar way, too easily to challenge
- The backgrounds and sprites are generally bland and indistinct
- His surprise get from A to B and that's it
- The only power up is the boxing glove and that's weakly
- Many minor points for the tedious glitching both of sprites and background

100

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40%

- One of the few Mario Bros clones around
- It's cartoon theme and simplicity could appeal to younger gamers
- Plotline is multi-faceted, even on tape

...AND THE UPPERS

0



The sign above L4 shows that you're going from here to head down there. The large beast in the is of unknown origin (I realise it's a bull, while the bit is convinced it's a bear with horns (read that)

Will you go for Lupo? COMMODORE FORMAT 9, June 1991

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# THE CF COMPENDIUM OF MEAN ...ALIEN SPECIES

**H**ow did life in the Universe begin? Why are we here? What did it do yesterday afternoon? If there are the kind of questions bothering you right now, see a doctor. If not, you're probably more interested in pumping laser blasts into an alien than taking its entrance measurements, and asking it about its wife and kids.

Well, in most about 'em ups all you have to do is wait for the bug-eyed baddie to pounce around a bit before zapping it with a laugh. Some aliens are different, however: they wait to see what you do and react accordingly, or they invite you round for dinner and then kill you. Unless you kill them first. But is...

*In this penultimate probe into shoot 'em ups, Gordon Houghton plunks the aliens themselves on the table and prods them until they talk*

## ALIENS

**TYPE:** Warped

If you've ever wondered what your internal organs would look like if they had legs and eyes, ponder no more. It



**Alien Syndrome capsule things about their stuff!**

colony of space ships in deepest space has been invaded by seven alien species, each one creepier in more than one twisted slug on a hot day. These include huge, totem-pole-things, green bug-eyed hoppers and sizzling red things which look like roars but smell like a dog's breath after a dozen licks of Flit.

Their defense mechanisms are almost perfect: all are capable of unleashing bullets, poison or laser fire, and contact with them results in immediate death. Unfortunately, they also have to see you...

**Location:** Alien Syndrome



## BYDO

**TYPE:** Bio-mechanoid

If you're looking for a bag of Alien Aliens you could do worse than plot your space ship into the heart of the Bydo Empire: this belligerent bunch of bug-eyed baddies has plans to conquer the entire universe before tea-time.

They are mainly bio-mechanoid — i.e. part machine, part space animal — which gives them con-



**Smile please. There are some forces you never forget...**

tinued strength and intelligence in a variety of guises. Most appear as metallic walkers, patrolling the landscape and firing shots when they puff enemies in the air — but there are countless numbers of insectoid flyers, sizzling amphibians and grisly mother aliens dotted around. If your stomach is made of anything other than Teflon, you'd be advised to take along a sick bag.

**Location:** A-Type



## Meanness measurements

How do you separate one alien from another? The most important feature of any alienoid is its intelligence: does it respond to your actions or does it sit in the corner and sizzle. Obviously... where'd he go? Does it go about its own business and get annoyed if you disturb it or does it stand there, point to its chin and say,

**Don't even think about getting in the way of these guys!**

Species like this are all heads and tails. If you think you're intelligent, they're more intelligent! If you think you're stupid, you're right.

Put some distance between you and the fearsome dudes. Reinforced safety trousers are well advised if you encounter a one.

Turn in this class, since you'll spend most of your time running away.

'Go on then — hit me?' There are other factors to take into consideration. Not how ugly is it? Does it have bad breath? Is it just a hummer with a blue throat and a big nose? The following icons indicate alien danger factors and help you sort the Predators from the Mice From Outer Space.

**"Aaargh!"** Possibly dangerous to small children, animals and fragile ornaments. Enough to give you the willies for a couple of minutes, creatures in this category often follow predictable movement patterns. Alien soup is usually the result.

**As dangerous as a doughnut (or two)**

These aliens wear targets on their head and signs on their back saying 'Kick me'. Is it worth killing them? Do you care?



## CELLS

**TYPE:** Space

This is a real alien's alien: nasty, self-replicating, indifferent to other life forms and BBD. Composed of individual cells grouped into vast tracts several screens across, it's cool.



Like any great organism, the Hunter's Moon cells get their act together

efficiently monitored and required by immediate painting worker cells. These worker cells also release spores which are deadly to any intruder without shields. The purpose of the love is unknown, other than that they guard parcels which can be converted into warg fuel, and which may be sources of energy for the foe. The sheer variety of the five designs is overwhelming: over 100 types so far counted, each with unique cells, workers and spores.

**Location:** Hunter's Moon





## GAPIUS

### TYPE:

Insectoid

The Gapius have appeared in several mutations through time, all of them insect-like analogies. You should check out their appearances in *Galaxians*, *Galaga* and *Galaga 181*, as well as that of several sub-species (such as the *Galaxians*).

They are a simple race whose formations consist of rows of defenders lining up in rows and columns — this makes them an easy target for any aggressor. Their advantage lies in a relentless determination not to give in, and sheer weight of numbers. Once aligned in formation individual pairs of ships do launch short and predictable runs against enemies — but any pilot proud of his trousers should have no trouble.

Location: Gapius



Wave goodbye to this lot for now, but the insectoid Gapius have a habit of returning.

## GIANT BIRDS

### TYPE:

Mammalian

The universe doesn't offer three up species parallel to those found on Earth, but this collection of feathered fowl is an exception. About 400 times larger than your average sparrow, they can spit lasers non-stop. There are five basic types: two kinds of phoenix who whirl around in apparent confusion before deciding to attack you; two kinds of giant eagle (blue and pink), which can only be destroyed with a laser blast in the breast; and a mother alien surrounded by pecking birds. At first you think these defenses are impossible to defeat, since the movement patterns are random, however, it won't take experienced fighters long to turn those cute bitties into yellow filling and cut food.

Location: Eagle Empire



And what would Yany Super say about this lot, what they've got nice plumage? I'm almost sure they're about their most frightening feature.



Mutated machinery changes its behavior and awaits the enemy in *Chiller*.

## GUARDIANS

### TYPE: Mechanoid

If the best alien is a dead one, the worst one is the kind that waits to see what you're doing, lures you into thinking it's rubbish and then unleashes a hail of bullets. Mechanoids and regular fighters who have ventured into the Citadel know to their cost that it contains some of the most intelligent and mean opponents in the Galaxy. Most of them are inert until they spot you, at which point they rise from bunkers and unleash their firepower.

The only way to destroy them is quickly and at a distance — if you're hard.

Location: Citadel



## JOVIANS

### TYPE: Varied

Like any complex society, the aliens in the *Disposers* vary from real dummies to creatures so powerful and intelligent that you might as well say, 'I'm rubbish — kill me.'

They consist primarily of Phantoms piloted by Androids: these avoid fire, attempt to capture humans and transform into deadly Neomutants; in effect, very fast, intelligent learning machines. Spore pods, when shot, release a quartet of Traklers — worm-like individuals which fly randomly and cause an extreme hazard. Besides these enemies (which are fatal to the touch and launch bombs as well), there are violent storms, volcanoes and anti-matter.

And what would Yany Super say about this lot, what they've got nice plumage? I'm almost sure they're about their most frightening feature.

Location: Disposers



this paralytic gas to warp time and witness them (Morgul's) West-coast alien.

## MACRO-GENETIC MUTOIDS

### TYPE: Spore

The Survivor Zero Corporation has supplied armaments to conflicting forces across the galaxy for millennia. Their latest research has turned up a new generation of enemies

called Macro-Genetic Mutoids, or Mutoids. At the moment there are only 10 varieties in existence, all of them spore and each one capable of evolve but deadly growth.

Most develop randomly, but some create intricate shields or walls which penetrate only with the correct firepower. The worst problem appears to be that most of the spore systems are capable of regeneration — so path thinking as well as accurate shooting is much needed.

Location: Mutoids



One of Mutoids' mutants going through their random evolution phases in life.

## MECHANOIDS

### TYPE: Mechanoid

After years of scientific research in the outer reaches of the galaxy, the space ship *Finley* returned to the Solar System and found it covered with a vast, drone-yd inhabited by mechanoid dynasts. Many of these sectors are unconstructed or dead, but some contain the alien's power source — and this is the ultimate target. Depending the source lies a range of alien-contested earth and void space creatures, most of whom simply home in on their enemy of relative weak firepower. The *Finley*'s sophisticated plasma disruptor is enough to use off most of them.

Location: Finley



Mechanoids throw a spanner in the works in *Finley*.

## MORGUL

### TYPE: Mammalian

If you don't know about these horrors, you haven't played one of the best shoot 'em-ups going. The number of aliens controlled by Morgul is as large as the crowd at a Barcelona vs Real Madrid cup-tie, and about ten times more dangerous. Most aliens home in on you, most of them either fire lasers or missiles, and they all reduce your energy levels. Only analogies should take up the gauntlet. Do it.

Location: Tunican



Quantity or quality? Aliens in *Tunican* are both.







# ULTIMA

## Get going



First of all, relax in front of the loudest video video you can get



Make sure it's a really stormy night - the weather's lightning the better



Check for glass-shaped garden stones with olive-like deposits



Sip through the first from dimensional world that goes up



And Elgar Mountain really all ya who enter here

**'Are you the human embodiment of ultimate wisdom? Well, do you think you could muddle through?' We had to ask this of our reviewer when we packed him off to the land of Britannia, courtesy of Origin and Mindscape**

**B**ritannia has had the kind of history that makes the knees of Austen turn to jelly. (Austen, for the uninitiated, are the human embodiment of ultimate wisdom, a title which you gained in Ultima IV). First there was disaffiliated Lord Blackthorn, conspirator in the perversion of all things good and part-time cyber-merchant. Having sent him packing to the great orchard in the sky, you face a new challenge in a world, gangbusters.

These underground, uninitiated, wily rogues are selling Britannia's peace of holiness and enlightenment, applying thumbcoats to innocent villagers, defeating all armies that face them and, worst of all, they're looking for you. With a band of inexperienced travellers, it's your job to find them first and, just possibly, save the world again.

Before you can do all this, there are a few practical considerations. You need three blank disks and some kind of copying device. Try as you might, you can't create a new character from the original disks. But

once you've generated a hero, via a natty bit of chemical wizardry inside a game's cartridge, you've thrust straight into the action a pair of gangbros assaults your land as soon as you test foot in Britannia. And it doesn't let up: after you've resolved details of your mission from Lord British himself, you're free to do as you please.

This means that you can explore an enormous (no exaggeration) landscape, interact with scores of different characters and use a Santa-sized sack of objects along the way - not to mention the spell-casting, combat and puzzle-solving. It's an adventure that's full of surprises and very enjoyable to play.

The major drawback is in presentation, particularly the annoying amount of disk use. It demands from the atmosphere to have to swap disks every time you want a conversation or to walk every eight



The party wander around a castle getting their act together. Picture like the green one in the corner have to be used to be identified



Going for a nap with Lord British himself. Never knew, does this old fellow, from telling you all about the plot

# VI

## COMPLAT-1000

### Fantasy Special



Four tiles and house plants make the screen interesting but the price you pay is lots of disk access and a slow game

pieces for a new section of the map to be loaded in. The high price tag is less of a problem. It's justified by the size and amount of detail in the game, and all the freedom you get in the box: an excellent compendium of information about Britannia, a town map, and a 'mug' alone that looks like a cross between a Blackboard and a Lapis Lazuli jewel.

It's definitely a game where patience is well rewarded, particularly if you can ignore

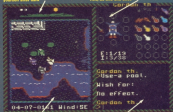


The contents of rooms are only revealed when you enter them. This flickering candle lights a candle that should be investigated

## The rules of Britannia

Time passes in Ultima VI whether or not you do anything. But creatures of the night in this world of the woods have extremely unusual tendencies. Watch yourself after dark

The status display reveals just how well your party is doing. Experience increases as adventures progress. The window also displays individual character's levels, race, and the one that



This is the scrolling map area. You can use your joystick to move, shoot and activate characters, move objects, actions are input from the keyboard. It shows your party and its immediate surroundings - opponents, objects, vehicles - plus information about the date, time of day and wind direction

Keyboard inputs are explained here in the message display. Includes the ability to examine, get one and drop items, which is talk to other characters, and to cast spells

Messages which are too long to display in the window all at once have flashing above arrows to indicate more

**A pair of gargoyles assaults your hand as soon as you set foot in Britannia**

the presentation drawbacks. For fans of the Ultima series this is the best version yet, largely due to the new, helpful command and control system. But also because of the masses of text and graphics, if you can endure its faults. Ultima VI will grip you until the very end. And it's impossible to detail all of its many excellent features in this review, so try it for yourself and see just how good it is.

**GORDON**

|                  |                  |
|------------------|------------------|
| <b>Name</b>      | <b>Ultima VI</b> |
| <b>Publisher</b> | <b>Mindscape</b> |
| <b>Disk</b>      | <b>725.53</b>    |

## POWER RATING

### THE DOWNERS...

- Hard to start playing, and an annoying amount of disk activity

100

89%

- Huge landscape to explore
- Vast numbers of gargoyles and other creatures to defeat, plus many other characters to encounter
- Over 100 different spells
- Customise your companions by allocating attributes
- An easy-to-use command system
- Detailed colourful graphics give you atmosphere
- A beginner's guide to the first few stages is included
- Excellent documentation
- Provides themes to
- One book available

### ...AND THE UPPIERS





# GEM'X

ビント!



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# BATTLE COMMAND



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**... LAST TO LEAVE**

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