

No. 11
BIGGEST AND BEST!

GOT A 64? & THEN GET THIS!

12

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Commodore

POWERTESTED

MORE Speedball 2

Escape From
Colditz

P.P. Hammer

3D Const'n Kit

Man United

The Ball Game

Over The Net

C64

REVIEWS

THAN

ANY

OTHER

MAG!

PLUS LOADS MORE...

LOOKY HERE

STUNNING GAME!
& STUNNY DEMOS!

Commodore!
COMPLETE GAME

SPINDIZZY

CF SHOW **EXTRA**
SPECIAL PD DEMO

POWER PLUS PACK

RODLAND

3D CONSTRUCTION KIT

P.P. HAMMER

SPEEDBALL 2

If you can read this, someone has removed your cover-
page. Just ask the manager for it slowly — but don't!
(Leave the shop without it!)

INJURY TIME!

SPEEDBALL 2 BREAKS ALL THE RULES

*First review and playable demo
— only for CF readers!*

ART MEETS ARCHITECTURE

Budding world builders, lay your
foundations — Domark's 3D
Construction Kit surveyed on
page 60

future
PUBLISHING
The greatest of ideas



POWER PREVIEWS: SMASH TV • INDIANA JONES IV • FINAL FIGHT

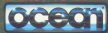
BATTLE COMMAND



Set in the future, in which you control a "Mauler" Assault Tank in one of 16 missions, is a war fought between two dominant races of the New World. Such are the defensive capabilities of the opposing armies that any offensive moves must entail "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine capable of being lifted in and

FIRST INTO BATTLE ...

... LAST TO LEAVE



out of hostile territory and armed with the most advanced weaponry. Select your mission and the armoury you will require. The 360 radar sweep, in and out of cockpit views and area maps showing terrain, and complete theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go hand in hand with lightning reflexes and a true-grit determination. SPECTRUM-COMMODORE-AMSTRAD 16M/AMSTRAD PC & Compatibles. RUNS ST-CRM 4M/8M

The silly season may be drawing to a close but the software season's still warming up. Inside this mag all the latest releases are...

POWERTESTED!

16 SPEEDBALL 2 MIRROSOFT

How's your appetite for bloodthirsty sports? If you're hungry for action, here's a Corker of a game to slug it out. And don't forget to out our stonking as well! It's a slurp-plate of code and no flay to win, guys!



3D CONSTRUCTION KIT

Now you can build on the nuts and bolts of Incentive's FreeSpace system but is that a blueprint for success? We review a Corking piece of software where virtually anything can happen and you end up seeing things from a new angle...

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KRISALIS

Jahanoir Khan endorses this World Championship knockout game without making a near-quiet. Sweating out a set with this one won't make you fit but it might still be worth it. Join our reviewer on court...



20 OUT RUN EUROPA

US GOLD

The latest in Out Run games series is one steal after another. But do the ends justify the means?



MAN UTD 19

KRISALIS

The team is back in Europe but have the Red Devils' computer counterparts been left stranded? We put the ball in your hat



55 OVER THE NET LIMEL

Volleyball is served on the C64 but is life a beach or does it kick sand in your face? CF does its silly shorts and rules on the fake sun-tan emporium



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POWER PACK

SPINDIZZY

ELECTRIC DREAMS

A great game that really is something to twist and shoot about, exclusively for you, in full!

SPEEDBALL 2

MIRROSOFT
Hurt! Hurt! Hurt! Have yourselves a smashing

time playing this sick action-future sports special.

RODLAND

STORM

Four levels of flower power can't wait to be coddled. Load up this platform ideal at last.

P.P. HAMMER

DOMARKWARE
Wage you've got a hand hot handy for this devilous demo. Pick your way

through a shunt of this new arcade adventure.

3D CONSTRUCTION KIT

DOMARK

Sample some software that you could have made yourself with this playable game full of 3DCC code.



QUICK START

SPINDIZZY

Stop a stick in port two, hit fire and start away. Press fire to speed up and tap the space bar to stop about. Collect points and try not to plummet into oblivion too often.

Full Games

DEMOS SPEEDBALL 2

After the intro has loaded, press fire to load in the main demo. You've got a host of three on your hands here, so shove a stick in port two, highlight the ESC button and press fire to start the proceedings. Pressing fire during the match indicates tactics and also allows you to throw the ball.

RODLAND

Simplicity itself. Whack a nuggler in either port for both for a two player game. Try and collect all the flowers and avoid the badies. Repeatedly press fire to 'nuff' the badies; press fire and push up to make ladders.

3D CONSTRUCTION KIT

Controlled in slot two. Move forward/back and turn left, right, tap space to release the gunnart; press fire to unleash your fireworks.

CF SHOW

Run the demo, all loads and exits. And make sure you've got a stick in port two - just in case.

P.P. HAMMER

Have your hammer in port two. Guide P.P. across as normal. Put diagonally down to clutch and scurry along low passage. Push diagonally up to jump. Press fire and push left or right to start digging!

NO LOAD!

What should you do if your beloved PowerPack fails to load any game? It is completely fails to load the code, pop the tape in a jiffy bag (keep the box, you'll need it when you get your replacement), enclose a stamped address envelope and send the lot to:

Ablex Audio Video
Harcourt,
Halesfield 14,
Telford,
Shropshire TF7 4GD

A replacement will then be despatched as fast as a very rapid thing.

POWER PACK

Not only do we have three playable demos plus a specially written CF demo, but you lucky lot can load up Spindizzy - simply one of the best games ever written for the 64! We don't call it the PowerPack for nothing...

SPINDIZZY

ELECTRIC DREAMS

Gerard (which stands for Gyroscopically Environmental Reconnaissance And Land-mapping Device. Yes, well...) is a spring thing who has been sent to an unexplored planet to, well, explore it.

Gerard examines a (rather natty) 3D isometric view of his surroundings, complete with paths, slopes, water and features like craters. Your little rotary drum is

purpose built for this sort of thing, able to spin along at high speed, possess flexible inertia, spin up along inclines and then spin, uncontrollably, down the other side. Actually, come to think of it, he'd be better off with a good pair of skis, legs.

Any road up, Gerard is under your expert guidance (nigger!) - has to negotiate the each screen and

SPEEDBALL 2

IMAGEWORKS

This wonderful, economy and downright exclusive demo loads in two sections. The first contains smart intro screens and an absolutely stunning Martin Walker soundtrack from the game itself. Load it up, read

This is what it's all about
Speedball 2 - a future sport
with balls



Stop about 1/2 of the British
Delicious team - players
that make a lovely look
like Daniel Morgan

the pretty message,
listen to the superb
music, see the pic-
ture, go 'Wow, man!',
and then hit the fire
button to load the rest
of this (amazingly
playable) demo.

There are a few screens joined together to give you an idea of the maze you face ahead - this is just one third of the entire labyrinth world!

An elevator, traps, but tricky to get on to



This is a map of the entire world, viewed via the 3D lens. The maze above lies just to the left of the whole screen.



When you can't quite see what's going on, why not hit a function key for a better view? Here's the far screen which looks a different angle

A crystal. There are lots of these to collect and you mustn't miss any as it's the only way that you can get ahead a lot of time

This is where your mission starts. Moving north lets you have a go at the treasure screens which introduce you to the sort of old traps that the rest of the game is full of

collect all the jewels therein. There are 426 rooms and lots of jewels, so if you were planning to go see a movie this evening, forget it!

As you move from room to room, you'll come upon all manner of tricks and traps, such as elevators, attacking aliens, particularly tricky pathways and switches. Move over a coloured, shaped tile and sometimes, a similarly shaped and coloured object will be activated - or deactivated! It's up to you to find out which.

On occasions, the little roomer disappears behind a large wall or construction, preventing you from seeing what's going on. If this happens, just tap one of the function keys to switch the view to another angle. Over.

Since the landscape is so badly huge, Gerald has a built-in map; hit the M key and the entire planet is revealed in glorious red and black. Explored areas are shown in yellow and screens with uncoloured jewels are denoted by purple.

OPTIONS BEFORE PLAY

I - Brings up an options screen so you know what to watch out for
O - Gameplay options: F1 - toggles speed between fast and slow; F3 - number of jewels to win (2000-4000); mode you can control the game with; and attack, the jewels with the others; F7 - Return to main menu

OPTIONS DURING PLAY

Q or RESTORE - Quit game and return to title screen
P and RUN/STOP - Pause and restart the game
L - Alter Gerald's shape: spinning top, spinning disk or spheres
M - Brings up a map screen showing areas you have/haven't explored
S - Displays your score so far - number of jewels collected, all that stuff
C - Toggles between alternative landscape colour schemes



Here are examples of the alternative colour schemes and alternative 'view' (normally, the spin of the spinning top allows you to be more accurate in positioning)



The mega Speedball arena as viewed from the Goodbye Power Pad. Love it here and you're in a world of hurt...

In fact, the management screen appears. You can move the highlight around via the joystick, you can click on a few buttons, you can even now play on the joystick marked if the TRIGGER button lights up. However, you'll notice that you have absolutely zero powers, so you may as well highlight ESC and start the real action.

This does let you play the computer in a test-of-these-computers. You're the red gas versus the blues. For more info on the finer details of Speedball, flick to page 16 for the Power Test.

However, in the interests of getting you started ASAP, all you really have to do is guide your player about (he's the guy with the little semi-circle around his head) and hammer the fire button to kick (well, hit the opposition. When you gain momentum, hit the arrow to throw the ball, joining the

playful action afterwards). If the ball is on the ground, hitting the button will cause it to stick, and if the ball is in the air, the fire button initiates a jump.

Gain control of the ball, get near the goal and attempt to get it past the goalie. And that's all there is to it (Jock, huh?)

ROD LAND STORM

Grab a joystick or two and get yourself a slice of this monster-bashing platform action. The idea is to move around the levels, collect the flowers (just watch out! they pop) and avoid getting blasted by the insects.

You can climb up and down ladders by pushing up on the joystick, and you can also make your own ladders by pushing up or down and pressing fire at the same time.

To protect yourself, your tiny fairy-like wings can flap a big red web which is torn the wrong way when you get close, hammer away at the fire button to encase the



Step 1 - Strife around and try and collect all the flowers before you defeat all the ladders.

bubble is mystic rod-ponds and then repeatedly bash the board against the floor. (Just have a go - you'll see what we mean.)

You've got loads of continuos and a two-players option, so there's no



Step 2 - When the last flower has been broken on, the extra game option is activated (you can just about see the 'Extra Game' logo if you squint hard enough).

excuse for not finishing the entire demo with a perfect score (and then you can see the pretty, recently-clad fairy queen).



Step 3 - In the extra game, any remaining ladders turn into pink things, while almost any get the red movement above ladders. They move behind better ladders, collect the web, again 'EXTRA' and you can choose your time life. (Thanks!)

P.P. HAMMER

DEMONWARE

Mr Hammer - P.P., his chums - has entered a subterranean cavern in order to search his thirst for cash. Glistening coins lie in various out-of-the-way places and it's your task (as controller of P.P.) to dig your way through to these apparently inaccessible treasures and collect the loot.

Joystick control is pretty much as you'd expect, although P.P. can be made to swing along low passageways by hitting a button diagonal to the direction you're facing. He'll pull his hat down over his eyes (nose, chin, chest and upper legs) and shuffle along.

To operate his pneumatic weapon (which whips out) press fire and push left or right. P.P. hammers away at the block immediately adjacent to the one he's standing on. After a few moments the rock disappears (don't ask why) so if you've got to burrow through several layers, you'll better start thinking about where to start and finish, otherwise P.P. gets a big lump of igneous material appearing in the middle of his body. As you can guess, this is extremely fatal.

There are numerous collectibles dotted around, some of which you'll need to use on later puzzles. As you walk over them, they are automatically added to your inventory and appear in slots on the status panel. These slots relate to the numeric keys 1, 2, 3 and so on. To use a specific item just tap the right key at the right time.

THINGS AND WHAT THEY DO
KEY - Unlocks things (look for a keyhole device)

BLUE POTIONS - Temporarily increases

CP12 - Hammers the competition

Hammer's jumping capacity

OL - Increases P.P.'s drill speed

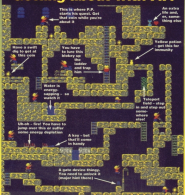
YELLOW POTIONS - Provides immunity to enemies, water, fire and so on

RED POTIONS - Reinforce P.P.'s strength

There are plenty of traps and tricks too to keep you bawling away. You'll no doubt find yourself in situations from which there is no escape (plus it's a little bit luggish in this event) just hit the H key to start all over again.

Explore and experiment. The aim is to collect the gold, find the exit and escape from the cavern before the timer runs out.

Getting about with P.P.



3D CONSTRUCTION KIT DOMARK

Anyone who buys the full kit gets this game included in the package. The game has been created entirely with the 3D Construction Kit and should give you some indication of its power (at the moment, Sean is busy building walls and loops going "Yeah!" and "Wow!" and so on).

You have been marooned (jumped/juiced?) - but on a strange planet from which you must escape and return to Earth.



Here's a quick guided tour of some of the sights in the 3D Construction Kit game. This completely working device allows you to see it all - even your reflection in its screen.

enables you to activate doors, switches and so on. To fully explore the Freespace landscape there are also a few controls accessible from the keyboard.

CONTROLS ACCESSIBLE FROM THE KEYBOARD

G or Z - Turn left
M or X - Turn right
U - Move (again 180°)
Q - Move forwards
K - Move backwards
P - Fit up
L - Fit down
F - Lower
R - Raise
B - Fire
W - Rotate clockwise
N - Rotate and reorient
RESTORE - Quit game
and return to title screen
SPACE - Toggle the
control gamepad so you
can move it via joystick.



When looking down - a funny little thing that there's useful in a kitchen - you can see a lot. However, you'll have to get out of a great big red web before you can get your game on.



Now this is really useful. You can just about make it out - it's a glowing great space shuttle. (Wow, if I were flying to escape from a strange planet that's just the sort of thing I'd be looking for - Eek)

PLAY
THE GAME,
MAN!



CF SHOW

This is a bit of an added extra, to be in with Game Demon's PC cool offer. All you have to do is load the demo and follow any on-screen prompts. Later on in the demo you'll be asked to fiddle with the joystick, so watch closely!

This gives you a taste of just what PC is all about, if you think you could do better, or if you just want to know more why not drop David a line? Write to him at the usual CF address.

Commodore

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Yep, folks—the man with the hat is back on track. Thanks to LucasArts and US Gold, Indiana Jones, archaeologist, whip-wacker, professional

heart-throb and champion designer-studio-winner is on the verge of starring in his fourth binary bonanza. There's one thing just a tad peculiar about this adventure. Unlike the other three Indiana Jones movies (games, Indiana Jones and The Temple of Doom isn't based on a film and probably never will be), there is a *Dark Horse* Comics book of the same name but even if you're *Boomer*, you can leave up on the gas footboard, forged in the plots are related but definitely not identical.

If you've seen all three films, it won't come as a great surprise to find that story number four features good ol' Indy locking whips with these gators for punishment, the lost of "Islands of the Three Hecks," it's a *Yoda* and Indy's uncovered a few clues which may lead to the legendary lost city of Atlantis. When our hero finds a shiny, copper-colored metal made of antichromium, a material just the uranium fuel (couldn't you know it) without the radio-



Check out future releases as and when they're announced and read the first news of games in development. Kati Hamza has dug up a little US Gold about the Indy IV game of the comic book of the film that isn't... Actually, we're quite worried about Kati at the moment

INDIANA JONES

AND THE FATE OF ATLANTIS

ively, dead-endy Mad agent, Kline Kerner, fleeces it and sends it to his boss. From that on it's a mad dash to see whether Indy or the jackboots can make it to Atlantis first. (Sounds a bit like *Raiders Of The Lost Ark* to me - Ed.)

Level five features the final showdown in the great lost city itself but if you want to get there you'll have to make it through four madcap preliminary stages first: a casino, a naval base, a submarine and a Mediterranean islandy section.

The quest starts when you and your sidekick (gotta follow the trail to Monte Carlo, this

casino is packed full of guests, crooks and Nazis; there's a roulette table to win lots of cash at (battily that, because you might find yourself needing to purchase some important Atlantean artefact in the very near future) and a multi-level building in capiers.

With your whip well and truly stuffed, it's on to the final naval base, dodging spotlights and battling with the odd army of German engineers. By a stroke of bad luck everyone seems to have been killed out with a bunch of prime quality lead-plugs. Lucky you remember to bring your whip, your gun and your fists.

If you make it, you're ready for stage three aboard a submarine. Your number one priority here is to deliver a fleet bomb and set the sub on course for Atlantis before the whole ship explodes and sends you and (gasp!) to another kind of kingdom altogether. Stage four drops you off on one of several Greek islands (an important clue early on reveals which one). The mission is to sneak past some decidedly blood-thirsty natives who just happen to be standing slap bang in the middle of a mysterious entrance to the underground world.

Avoid getting eaten for breakfast and all you've got to do now is up

point a few 50-



You come back of the script of the movie which doesn't exist, think those comics are responsible for and a jolly good read it is too. Here mechanics, skip across some death-defying chasms, whip your way past horrids of bodices and work out how to make it from Atlantis' outer bounds to its inner sanctum. And when you've done that, hey presto, you've won!

Sounds enthralling? Well, luckily you don't have to do it all alone. What's really unusual about this game is that you can



(Reader's voice) "Heck, unless I'm mistaken, those Greco (or whoever) have joined more civilizations together so that I may better understand the game as a whole thing. It appears, the Indy game is exploring the entire area. Now! Thanks again OY! Yes, well...



Inside the casino lady climbs up a staircase. You can see the stairs leading from the bottom left, up and into this square room.



Italy strikes a harelip pose on the threshold of the casino. As you can see, Italy's inventory is empty but for a large block of Turkey.



Twinkl! Oh yes, very Monte Carlo that is! This can only assume that this early version doesn't yet have the correct script for that Monte Carlo has gone very downmarket recently - **EH**

control two characters all the way through. There's Italy, of course, but if you prefer you can be Douglas Hapgood (old friend, former research assistant and fellow Alaskan expert). Douglas is just as good at solving puzzles and a bit hand with a knife. You can switch between the two whenever you like and if you're in trouble, just call upon your partner for backup in a fight.

Luxurants didn't want their fortress to be capable of dying, so if you get beheaded to a pity you still won't get killed.

Instead the Nazis can't you off to a prison camp where you'll stay until your fellow archaeologist has had time to launch a

rescue attempt and get you out. If you both get imprisoned, the Nazis win.

The whole shabang has been designed by Attention To Detail and P&G, the people who brought you *Anger Shift*, and is being programmed by Extreme Action (radio) and Mark Cook (graphics). Right from the start one of their main priorities was to get away from the more usual horizontally scrolling arcade adventure look, which is why all the levels feature a cinematic cut-away 3D approach.

At the moment programming is still in the early stages. Keep 'em posted for a full review around November time.



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Oh no! The summer lull is drawing to a close, so CF is again being pounded with new releases. Our radar can't cope and try as we might we just can't keep them away! Watch out!



The name Williams might not mean much to you young whippersnappers, but there was a time (about 1984) when they ruled the roost as far as arcade machines were concerned. Defender, Joust, and a geminal title number by the name of Robotron were the games of the day. Back then graphics were primitive, but it was the sheer brilliance of the gameplay that stood out, unlike so many modern arcade barks. By 1986 (or thereabouts) top C&A programmer Arthur Masland was threatening to unleash a perfect conversion of Robotron onto the world, hap-

SMA

ing already given us his starting Dragonair (a Defender clone of the highest order). Archer's game never saw the light of day. Sobs.

After something of a 'quiet' period, Williams are back, and as the saying goes, they're better than ever. Having already shown the competition just how to write a horizontally scrolling blast-'em-up in the form of NARC, they decided to dig deep into their own history, and bring Robotron tubing and screaming into the nineties. The result? Smash TV. Imagine if you will a cross between the aforementioned Robotron and that of Schwarzenegger flick The Running Man. Killing and prize-winning is the name of the game.

wipe out those deeds and that too much gunfire and cash prizes could be yours. It's The Ultimate Future Sport where one more laser blast means a few dollars more. This has to be the last word in ideologically sound shoot 'em ups.

Having scored coin-up junkies for several months now, Dozer - with code courtesy of Probe Software - are all set to bring the ringblast to all you lucky C&A people. Any initial fears about the impossibility of such a conversion (several different sprites moving at once on a high resolution 30-inch monitor for one) have been instantly dispelled by the cooling demo we've seen. It proves that the C&A is still tops at producing complete adrenaline-busting basters.

Although there's only five sample rooms and one



These swirling rotator jokers are hell. Pick 'em up and watch the money fly!

"ASSST-PASS IT AROUND...
...THE **Final Fight** IS COMING"

ASK YOUR DEALER WHEN

OR FOR FURTHER INFORMATION
please call 0828 654134

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SH TV

end-of-level guardian in there at the moment, things look well for the finished product. The final version will be as near-as-dammit a full implementation of the coin-op, with all 50 rooms and three heavy-duty guardians. Don't expect to dust this one off in a few of hours!

The idea of the game is a pretty simple one — to work your way through a grid of game rooms. Once a room is entered there is no escape until all enemies have been disposed of. In addition to floor mines and any droids in the room to start with, enemies more come plunging through the doors, all eager to make friends with your blaster. This being the '80s of course, there are power-ups galore to be collected giving limited use of missiles, rockets, deadly rotating discs and much more. And believe us, you'll need them to get past some of the rooms. Also appearing rather frequently are prizes and great wads of cash. Blasting droids whilst collecting these is no mean

feat, but the risk is worth it just to see that score go through the roof!

Bonus rooms are added around giving you further opportunities to get rich quick, and of course there are those boss guys to deal with. Each one must be given quite a

pointing before it goes up in a puff of smoke, just when it looks like the fight is over. These too-mechanical fighters spend time firing and come back for more.

And that's all there is to it really. *Smash TV* is a perfect example of a single-minded blast with just the right number of embellishments to



Destroy all the bad-boids on the first screen, and a level map appears showing you the route to take to the final end-of-level guardian

add lethality.

Mark Jones is the name behind the game, a man familiar with achieving the impossible on the C64. Games to his credit include *Superman*, *Time Machine*, *Cybernoid* (and

B. Bumblebee and *Deliverance*). Sad news, then that *Smash TV* is to be his swan song on the C64. Still, at least he's going out in spectacular style.

Smash TV should be pounding a computer screen near you come November time — watch out for a review in a month or two. Arcade purists should also keep

their eyes peeled for *Strike Force* and *Total Carnage* (these titles are brilliantly detailed and rather than just code up a set amount of shots and explosions, he is gradually blasted away bit by bit. Next, huh?)



Each screen has a different shoot theme. This particular arena of doom has a precision jumping ambience...

Blue tables are mines — step on them and it's bye-bye controller!



Here's the early *Smash TV* demo... all of it, in the full game you can choose your own route



At the end of some intense shoot-thriller you face the cocky great guardian. Butcher. This massive brawler is brutally detailed and rather than just code up a set amount of shots and explosions, he is gradually blasted away bit by bit. Next, huh?

SNIPPETS

NUMBER 1!

ABC stands for Audit Bureau of Circulation, and it is these official body who monitor just how many copies *Commodore Format*... and most other computer mags... sell each month.

So what? So CF's first ABC figure has just come in at 56,135. That's a 50,135 copies of CF sold, an average, each month. So it's official — we are the best!

Commodore

Commodore Format is the square one it will monitor size and pricing bigger and the best!

selling C64 mag in Britain (and by a good margin of thousands). Thanks to all our loyal readers who made it possible — stick with us and you won't go for wrong!

FAST DISK DRIVIN'

The CF crew were among the first to see a brand new C64 2.5" disk drive from TBI. This shrunken drive uses a clever interface which plugs straight into the C64's cartridge port, making it compatible with any C64 machine. Almost primarily as people who use the C64 as a programming tool, the drive will immediately load a 65K game in six seconds, and each disk stores 750K of information. The drive takes its power from the C64 (thus avoiding a cumbersome power supply) is planned to sell at around the £50 mark and come bundled with a games compilation on disk. Tune in next month for more words and pictures.



Crushing skulls, your chance to show up in pit-fights and victory blazes. Hehe...

PITFIGHTER

Fans of Tengen's *Pit Fighter* coming up. Strike up. Smark have a C64 version planned for release sometime in November. You can bet the digitised characters of the original don't make it to our beloved beige box, so the gameplay better be up to scratch to make it worthwhile. There's no excuse for not including the full range of moves and an awful lot of animation. Looks like Green's *WWF* could have a fight on its hands...

BUNDLE UP FOR WINTER

In a recent interview with *New Computer Express*, Steve Probert, Managing Director of

FINAL FIGHT

If there was ever a top ten list of video colosseums, Capcom's *Final Fight* would be up there, blugging it out for the number one slot. Its mixture of brutal brawls, bloodthirsty second-striking and general mayhem and chopping could be considered prime material for release as a computer game. We at CP however, being of low moral fibre and even lower intellect, reckon its gonna be great!

Final Fight is being coded by Creative Materials who were responsible for *Wolverine* (Museum), *CS SWAT* (The Hunt) and *Line Of Fire* (Pumpkin). As with many coin-up games, the game has been overshadowed directly from the arcade PC like via an Aetna. The four Megabyte of graphic code are squashed and squashed, redrawn and re-coloured until they fit in their intended machines.

Unfortunately the CGM cost 1:100 with the massive characters of the original. In this case, the sprites have been drawn from scratch by artist Andrew McCarthy, and as



Haggar is down in the lobby station at midnight (see what we did), looking like he's in a bit of a jam (you really)

you can see from the early screen shots, they're still pretty big. Thankfully, the two-player option has remained intact so that you and a friend can face up against the Mad Clear gang.

"The who?" you may well ask, that, the plot is another 'boy meets girl gets kidnapped' (plus a drum) out of their affair. The main players are Jessica, the mayor's daughter and kidnapped, Haggar the incredibly large and well built mayor, Cody, Jessica's equally meaty boyfriend, and Clay, Cody's built like a brick conservation chum. What a motley crew!

On hearing of Jessica's fate, two of these three bolognas (the choice is up to you) go forth to do serious damage unto the bad guys. This urban warfare takes place across six scrolling sections, each

ing you on a tour of the poorer sides of town. Two bonus sections give you the chance to smash up someone's car and break games of pool in a disused factory. Yeah!

Win *Double Dragon* II and *CS SWAT* under his belt, cooler like, *Midnight* has had plenty of experience in two-player beat 'em ups and, according to Creative Materials, everyone there is very happy with the way the game is progressing.

As long as the characters move well and the GBA gameplay remains intact, we should be in for quite a potent beat 'em up!



At the end of the lobby track (first stage, second level) Haggar takes a flying leap at his adversaries (looks a bit completely and releases them both by a good few feet)

... COMING SOON!

ALIEN STORM

SEGA

ARCADE HITS MARKETED BY

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Those whooping great squeaking noises often hide poorly pitch-bent, Finnish-like tunes. (Between us all, however) In several instances, these and numerous

CREATURES II

You can't keep a good fuzzy down and Clyde Rabbitts looks set to storm on to the C64 again this Christmas. The original *Creatures* gained the prize game 'It's A Coder' in C64, indeed the game has already sold in excess of 25,000 copies, but Apex Computer Productions promise an even better sequel.

After his triumph over the sixth video game (the war?) - i.e. Clyde and his boyfriend decided to... um... get together. Several tries to the cabbage patch later these were declared as little

Clydekins, populating the island and everyone lived happily ever after. Until, that is, the evil demons appeared on the scene again. Not only were they annoyed by the jangling activities of the new fuzzy, they were also a bit

which, nicely sets the scene for the game and its ensuing carnage. The first ventrally scurrying stages which formed the main part of the original game have

been dropped (well, only to be replaced by loads of subtle, totemic screens (that's right, the old-style screens are planned for the finished game) and Apex have



The extended house scene, with two houses in mid-ground

incorporated some really subtle to improve the action.

Finally the playing area has been enhanced considerably, allowing Clyde and fellow creatures to leap about in the top borders. The status panel sits neatly in the lower border, and subsequently

each before screen is a lot bigger than before. Secondly, Clyde's control method has been tweaked slightly, allowing him two to walk effortlessly up slopes and move around with

a greater deal of flexibility.

After each feature screen comes a fast action bonus screen where a designated quote of pulp hero is to be read. A rather nasty demon mercilessly chucks your

humble from a high ledge - your job is to bounce him to safety with the aid of a harpoon and a fellow fuzzy. One misstep, and his straw

arms can be cut clean off, which is a bit like the action 'BOMBER' right up to the letters and the letters are only five to six years. This

lack is made a much more difficult by the huge flying creature which swoops down on any vertically leaping fuzzy to whisk them away.

After every third bonus screen bonus phase comes an 'Island Hopping' section, which sees Clyde travelling from one island to another in his subterranean speedboat. It's still in the playing stages, but it should emerge as a fast-paced, horizontally scrolling puzzle shoot 'em up extravaganza. And, rumour has it, Maximal Mouse (star of Summer Camp and the forthcoming Winter Camp) should be making a guest appearance somewhere in the game.

Clyde Rabbitts is Torque Provider (*Creatures II* is due out this Christmas on the Thomson last) - in the meantime keep your eyes on the geometry screenloads of the first bonus screen and bonus section. *Creatures II*, dare we say, could be a real corker.

Commodore 64, and that there are some 'very, very exciting plans for the C64 home computer this Christmas. It isn't certain on them further but they are certainly the most exciting plans for the machine in five years'. Considering the final feature of the cartridge-based 68 and the recent move to remove obsolete ports from new kits, C64's last years is that no doubt can it also be included in new ones - most likely a 64+ add-on plus a bunch of disk based games. If this is the case it's going to be a great buy for new 64 users - it's just a shame that it's about three years too late. We'll keep you posted.

RUGBY WORLD CUP

To coincide with the Rugby World Cup in October (don't know have commemorated the probably oldest Rugby - The World Cup it sounds pretty much like your standard scurrying multi-



player team sport and does to compete itself to rugby as kick (it's to appear. But then if they're confident, we should be too. More news soon, sugar lumps.

MORE IDEAS

Following their first, decidedly average, 64 titles, Italian software house Ideo are planning a full frontal assault on the 64 scene with no less than five releases between now and Christmas. (Oh dear is a logic puzzle, in which you are tasked with taking rags of different sizes up their awkward, extraordinary stairs, mostly.

Jumping over the White Stone is based on a comic strip known as over Europe. It's, except for the bit. This horizontally scrolling bop it doesn't set up follows the formula of a World Atlas (aka-squaring, grammatically). Charming is yet another comic comic. 'Shift' said, Calista The Polar Bears is another comic, based on the 1990 Atlanta model, and finally Ideo have an as yet unnamed sports simulation boasting a revolutionary 3D on view. Japanese cartoon-style graphics and arcade gameplay.

DEEPER ON DOWN

Anyone who's battled through all the missions in *Exotic's* *Mini-Guns* should look out for the expansion packs coming to a C7 PowerTrek retail store. They introduce multi-level dungeons, swirling rooms, new traps and much more! *Exotic's* at the White

Land and *Killer's* *Keepake* the adventure to new levels!



'Bullseye' - a new, very tough bonus screen. Your fuzzy body is about to get hit!

infied when Clyde decided to annihilate all of their relatives.

They have taken vengeance on Clyde, his family, and all that is nothing to one fuzzy, wiped out for good...



Our scanner shows you how soon we'll be able to review new games. Each ring represents a month, so games on the outer ring are six months away, the 11 update them each month, so you can stay informed.

FIRST SIGHTING

Only James 64 (US Gold)
Arcade adventure with body up against flames in a quest for the lost city of Atlantis.



FIRST SIGHTING

Smash TV (Ocean)

Sleazy version of Asterix which really games the 64. Huge gas tanks, heaps of pick-ups and three-hour time of madness.



FIRST SIGHTING

Demolition (US Gold)

Split screen two-players with up fun with Flame and Moto, two bungling burglars. Our early version looks pretty damn good, so watch this space!



FIRST SIGHTING

Questures 2: The Last Tarnish (Tarnish)
Tarnish's Tarnish-looking sequel with less scrolling, more violence. There's a great bonus level and the first gruesome bonus screens are looking very impressive!



FIRST SIGHTING

World Class Rugby (Autosonic)
Detailed rugby simulator with a September release to compete with the World Cup.





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Bonus Maps	☐	☐	☐	☐		
Winky's Busy School	☐	☐	☐	☐	☐	☐
Death Chase	☐	☐				
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Full Throttle 1	☐					
Full Throttle 2	☐					
Jeepers	☐					
Jacky Wilson's Values	☐	☐	☐	☐	☐	☐
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Moonbase Blue Base	☐	☐	☐	☐		
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Pan City Kart Simulator	☐					
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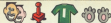
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It's fast, bloodthirsty and downright nasty - and that's just the review! Since the Ed's not very sporting, we thought who better to get beaten to a pulp in Imageworks' violent future sport?

SPEEDBALL



Right, let's not beat about the bush. Speedball 2 is utterly brilliant. It's fast, thrilly, exciting, intensely playable and downright wonderful. Now, unless you want to know the exact ins and outs of the game, you can skip the rest of the review and go straight to the PowerRating...

Still with me? Fine. If you're completely in the dark about Imageworks' latest venture (it's possible you might have been out of the country. Or living underwater. Or something) then allow me to introduce you to this ultra-violent future sport. In what amounts to a cross between rugby and American football, two teams of nine players face off against one another within the confines of a high-tech walled arena. The ball - which is made of polished metal and should NOT be Pissed - is carried along and thrown to other players who catch it and carry on. Get near the goal mouth and you have to try and lob it in. Easy.

Now this is a real contact sport, and tackles are more like muggings. Get within arm's length and hammer the fire button. (One brief compelling later, the ball has usually changed hands, leaving one player lying on the floor dripping the juice.)

You can pass the ball to another player either directly by shooting it in the air, or indirectly by bouncing it off the high walls and pinball-type bumpers strategically placed around the arena. Hitting these bumpers increases your team's, and there are star-shaped panels embedded in the wall which affect different bonuses.

Random pick-ups also appear in the shape of coins, tokens or armour. Coins go straight into the team kitty ready to buy new equipment; tokens have beneficial power-ups and affect entire teams; and armour and weapons are collected and utilized by individual players.

At the start of each bout you can pick your teammates from the full complement of 10 (nine players, three subs). During the course of competitions other players also come up on the transfer market.

Having selected your team, you can then wander down to the 'garage' to equip your players. You begin with a set amount of cash which you can apportion to different areas, such as power, speed, aggression, intelligence and so on. You can alter individual abilities to suit (like increasing the goalie's defensive capacity) or simply influence the team as whole.

Choose to play a friendly two-player game, practice in an empty arena or enter

Game	Speedball 2
Publisher	Imageworks
Cassette	£10.99
Disk	£14.99
Release	September
Contact	071 928 1454

POWER RATING

THE DOWNERS...

- Probably shouldn't be sold by

100

94%

- It utterly tore up into muscle and a good range of spot attacks during matches
- Probably the best of two-player team sport on the disk
- Violent gameplay is incredibly addictive - and computer teams play a decent game
- Unfortunately, there's just a single beat for the game itself
- Best game's option menu outside the interface
- It plays one really difficult and well balanced
- Eight one which travel is smooth and fast
- Management section is well implemented and adds some depth to the sporting action

...AND THE UPPERS

0



1 The ball is knocked to the ceiling of the pitch and there's a real chance to catch and make off with it



2 If a red player gets the ball and goes to towards goal, it's a real chance to catch and make off with it



3 After a tackle, red recovers the ball and fires it into the bonus multiplier on the wall; a goal now would score 15



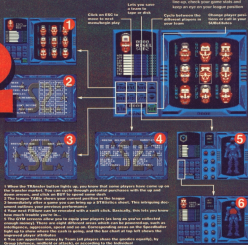
4 The ball is thrown left again, where red regains control and lights the star gas for an immediate bonus of four points



5 Red recovers the goal mouth, avoids the enemy who's quickly body checked and shoots the red team into 10 points up

'DER MANAGEMENT

From the main management screen you can access all manner of wonderful menus, enabling you to alter your players' abilities, change the team line-up, check your game stats and keep an eye on your league position.



into league, knockout or cup matches.

Alternatively, if you're not feeling up to the psychic challenge you can simply sit as coach/manager and guide your team from the sidelines. Set up the player stats as you want, and let them battle it out. Also don't worry about the longer campaigns running through tea-time: you can save your games and return out to tape or disk. Now is that user friendly or what?

The beauty of *Soccer Manager* is that for once, CGM games get the whole thing, not just a cut-down, clipped version of the 16-biters. Gameplay is pretty much identical and although the graphics aren't as flashy, it's all there: intro (plus superb Martin Walker theme tune), management screens, animation, the lot.

Anyone that slows serious cash trying to pick up a decent soccer sim (and my God there's some crap on the market) should think seriously about this game. OK, so it doesn't have some

garnished prime drama on the cover, but at least it plays a damn good game. The two-player option is the business, but even solo *Soccer Manager* have more than enough to get their teeth into.

Soccer Manager is simply spectacular - full marks to Carl Miller (code) and Alan Tomlin (graphics). If this title

doesn't hit number one in the charts, I think I'll quit reviewing and go and write half soccer games for a living instead.

STEVE

The acceptable face of violence



In the single player mode you control Brutal Deluxe, the monstrous henchman of speedball players you're ever likely to meet. Going by such fearsome names as Graham (dark), Damon (dark) and if can hardly bring myself to say it Nigel (weak), you can just imagine these warriors striding into the hearts of the enemy. 'Oh my God!' comes the whimper from the opposing team... 'They're playing *Brutal Deluxe*!'. Ugh, makes me shiver just thinking about it. (Don't... Steve, are you sure about this? - Day 12)

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Kicks have made a two-pronged attack on the soccer gaming market with this one, for starters, within the packaging is a management game and an arcade game rolled into one.

The fusion of the two game styles is handled fairly well. The main option menu contains a 'play game' icon. Select it and you have to physically take part in each and every match played. De-select it and all you need to concentrate on is the management side.

How can you tell the icon at the end of every season, giving you a chance to reselect.



A Why not consider such individual player's abilities? (It's not a footballer's life.)



B Click on the link to play a match. Here we can see a full match... well, first in progress.

MANCHESTER UTD EUROPE

The game is torn down to a large degree, the only exceptions being name changes for the players and so on. Unfortunately it's not immediately obvious what the options are but a quick scan of the manual solves this.

On the management side you can choose from four different cup competitions, the European Cup, the European Cup Winners' Cup, the UEFA Cup and the European Super Cup. There is also a World Club Championship.

Once into a main option menu gives you the option of changing various aspects of your team to greater or lesser degree. The formation is one option while team line up (or goals, defenders, attackers and so on) can also be changed. Complementing these options are statistical screens, again.



The main option menu, there's a glance around the page to see what each icon represents. The top left icon is the same option.

These display your current playing in cup tournaments and the individual status of each and every player, including a breakdown of individual skills.

If you're playing in management mode, the match variables which can be adjusted are match length, one or two player option, and whether the players are joystick or computer controlled.

Your options are brilliantly implemented, the root system couldn't possibly be easier to use. Having said that, as management games go the gameplay is not nearly sophisticated enough.

Some all-powerful duty plays in goal for the opposition while yours has been lovingly hand picked from the nearest vegetable patch. We almost never gets a grip on the ball during an attack and inevitably throws it back to an opposing player. It also takes too long for the computer to acknowledge your player's proximity to the ball. By the time you have control of a player the opposing team has the advantage.

Because you have to try to be as hard to achieve half as much as the other team, there's no incentive to keep playing. On the basis, it can't be recommended.

ANDY

Game	Man Utd Europe
Publisher	Emulatio
Developer	CEA 99
Disk	CDS 99
Release	Out now
Contact	0709 372290

POWER RATING

THE DOWNERS...

- In isolation the management game is not nearly sophisticated enough
- The game applies to the arcade version
- You and your opponents are unevenly matched
- There's no incentive to play so you're never certain where the players are
- Response is slow

100

58%

...AND THE UPPIERS

- Including two soccer sim types gives added life to a tired old football formula
- The team system is subtle
- Good arcade graphics and slick management screen
- Four different tournaments each with a wealth of teams to play against

0



C Why not play a friendly match against any team in the league (less pressure)



D One last item here you can change the formation and line up of your team



E Jersey options. Change match length, your name or the control method



F View any of the four cup leagues tables. You can see who you're playing next

OUT RUN

Blimey, whose is that car in the car park? Whaddya mean, it's a nicked Porsche? Our reviewer looks into a late arrival from US Gold and ends up having to explain a few expensive write-offs. Fortunately, his review isn't one of them. Rev it up for us, Mister Reviewer

Surprised that you weren't expecting this one. The thing is, it arrived a bit too late to be mentioned on the cover, but we squeezed it in anyway. Once again your super screaming CP gets you the exclusive on all the best new games.

You must all have heard of Out Run and if you haven't, all I'll say on the matter is that it was a mega-successful coin-op that converted into an average home computer conversion and went on to sell heaps.

This time around, those US Gold folk have merely taken the Out Run name and produced an original game exclusively for the home gaming market.

This seems to have worked better for them, 'cos I can tell you now, this is a bit of a stonker. You play a top secret agent who has been stupid

enough to let some rotten rat run off with a briefcase full of secrets (which is more realistic than it sounds) - *dit*. Still, he quickly makes up for his gross stupidity by using a bit of initiative. He picks a

materialise and sets off in pursuit of the thieves. However, fate decides to bitch in his face once more, now the authorities think he's nicked the secrets and are chasing after him, as well as the thieving cohorts who are also in pursuit. Worse still, while he was foot-chasing the biter he broke one of his fingers.

The first section sees you playing the hero as he speeds from London to Geneva. Being the first level,

it's also the easiest, the bike sticks in the road like glue and there is plenty of bonus boost (also to stick up along the way).

As you speed along there are a number of hazards to watch out for. Bends in the road aren't hazardous when you're slow, but get caught on the outside when an adversary appears and he'll try to ram you off the tarmac. Real problems occur when hills appear on the road.

Unless you strike the joyride before you go over them you tend to perform an all mightily jump which sends you hurtling right or left

into the scenery. On early levels you can get back on the road and complete the course, if you're lucky. But as you'd expect, later in the game the time limits get much tighter and one crash will put you out of the running for sure.

Your enemies appear at random and try to ram you off the road. There are two ways of getting out of



There may be blue birds over your head, where that there'll be dead sky all over the road unless you eat a few cheap scooters.



stealing loaded bits for petrol (after what? *dit*) It's time for a sport across the channel (and a crash course in helicopter dodging)



But the hanging gardens of Babylon, but the vineyards of France. Don't worry about driving on the right and don't stop.

this situation. You can either ram them back - after about six hits they give up and go home - or you can use your boost button to cut run them. You're better off trying to ram them though as you need the precious boost to cut run the police.

You see heard me - the police. When you hear a siren, it's only a matter of seconds before the squeal car rears up alongside you. The easiest way to ditch the buggers is to hit boost. You then accelerate and the gaudiers fly out of view at a speed approaching that of light. If you don't use boost, they tend to hang around



By the time you get in Spain your reputation has gone before you. The police get on your case very quickly. Not a chance of a siren, muck. It's full speed all the way

EUROPA



Yes, this isn't acid rain over the Alps, this is Germany at night, made French. For out of focus but can you blame us, I've just crossed a continent. Let's get on with it before a police car like this will get you arrested in no time.

like a big round mauling vegetables and it's only a matter of time before you're arrested. Take note.

On are the odds all cracked against

you? Not quite. As well as extra health, you can pick up boxes of ammo; they're completely useless on this level but you need them for later on.

One more thing to mention is the time limit. This starts off very low but, fortunately, each section is divided into segments. If you finish a segment within the time limit, the timer immediately gets replenished a bit so that you can at least attempt the next segment.



We're going to cross the Mediterranean by speedboat, assuming there's no Italian beach house don't stop the wheel motion (with slight changes).

In level two, you've stolen a jet ski and have to zip across the channel to France. This time other jet skiers try to turn you into France as you cross the channel. If that isn't enough to complain about, helicopters drop depth charges onto you. In this section you don't have boost but you can shoot down the helicopters (hold you that

ammie would come in useful). In level three you're back on dry land and you're kitesurfing across the Alps of clearing up. This time it's a Porsche

you're 'required'. This level, a jump through France, and the next level, a smooch round Barcelona, are very similar to level one in content. The major differences are the time limit is tighter and the car doesn't handle as well as the title.

In level five your speedy little elights have got hold of a speedboat to take you across the Mediterranean to Italy. We're nearing the end now.

Going abroad

Commodore Format has some useful advice for those of you about to go abroad.

- Do decide where to go.
 - Take your C64 with you or you'll be bored!
 - Remember to come back in time to buy the next issue.
 - Say hello to everyone for us.
 - Do eat the local food.
- Otherwise you'll die of hunger.

Once you've got your lend legs back you position a Ferrari F40 and drive to Switzerland, over the Alps to Germany, tap the brakes on the shoulder and use the words, 'I say old chap, I do believe you have something that belongs to me.'

They both said, say, 'Golly, gov'ner. It's a fair cop,' and hand over the briefcase.

The graphics in Out Run Europe are stunning, from the scrolling road to details like the looming white cliffs of Dover while up much of the left hand side

of the screen. The action itself is also fast and frantic. The controls leave you free to concentrate on your driving, and you need to. There's nothing complex about the gameplay, it's just slick.

AWP

Game	Out Run Europe
Publisher	US Gold
Cassette	£11.99
Disk	£16.99
Release	September
Contact	021 625 3388

POWER RATING

THE DOWNERS...

- Some of the quality is a little too similar to each other.
- If anything, controls are too simple.

100

87%

- The soundtrack is easy and excellent all round.
- The sound effects will completely flood your ears.
- The graphics are a marvel - from the white cliffs of Dover to childrens cars on cars.
- Seven massive levels.
- Each vehicle handles differently (a great feature).
- Presentation is spot on, but tediousness means keep the plot moving.
- Highly responsive controls mean a fine feel to control.
- Spinny spinny scenes to have a bit of their own.

...AND THE UPPIERS

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SHIFT	CODES				SHIFT	CODES			
1					16				
2					17				
3					18				
4					19				
5					20				
6					21				
7					22				
8					23				
9					24				
10					25				
11					26				
12					27				
13					28				
14					29				
15					30				

MYTH -

THE SOLUTION PART 2

In which Andrew Roberts finishes what he started last month and Andy Dyer takes all the credit for it. Take it away, Andy (which one? Ed)



LEVEL 3.1 - THE DESERT

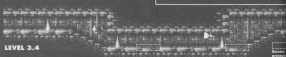
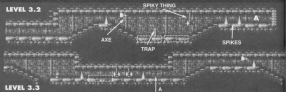
This is an incredibly difficult level. You'll be very lucky to get through it unscathed. Use your friend, and run right towards the pyramid. Kill the snake at the base of the pyramid, then jump up to the door marked (B). You are now in the tunnel 3.2 - make your way past

the multitude of traps and collect Adam's Eye (A) from the end of the tunnel. Then carefully head back the way you came. Outside the pyramid again, jump up to the door marked (D) to appear in tunnel 3.4.

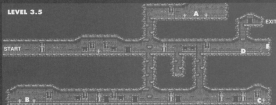
Again traverse the level with extreme care, avoiding the traps and spikes. Kill the snake at the end and go through the door. You are now at point (A) in tunnel 3.3, namely

if you enter this tunnel from the door-way outside the pyramid (B on level 3.1), you reach an impasse - a spike blocks your path; there's no way of getting past it. However, since you have entered via tunnel 3.4, you arrive just past the impossible bit - it's clever, isn't it?

Continue past the traps and spikes until you reach the end. Note that traps don't



LEVEL 3.5



appear until you stand on raised pressure pads, but because we're invisible and caddy and just wait... so super, we decided to stick them on the maps for you. If a spike blocks your path, standing on a nearby pressure pad often stops it. To get past it, moving spike safely, but past it just before it disappears into the ground (or jump over it if possible). To get past the pit, wait until it advances overhead, then run for your life.

LEVEL 3.5 - INSIDE THE PYRAMID

Use your sword to kill any goons who get in your way. Walk your way up to point (A) and kill the first booby to gain a headband and an Ashb. The headband is an extremely powerful weapon, so use it as soon as you've collected it. Smash the walls and collect the Canopic jar from inside. Move down to point (B), killing any enemies you meet, and again smash the walls and collect the last Canopic jar. Go to point (C), and collect the Canopic jar before. You should now have FOUR Canopic jars in your possession - if not, remove your shoes until you find the elusive jar. How do you know? (E), stand in front of the Ashb symbol on the wall (D) and use your Ashb. The symbol will start to glow

LEVEL 3.6



stand in front of it to gain low energy. By this time the dog will be lying at you, stand and use Phoenix Eye, and press fire to launch a laser volley at the dog. When it dies, (assumedly) collect the gift which it leaves behind. You now have the ability to jump great heights, so jump up to the exit.

LEVEL 3.6 - KING TUT'S TOMB

Be very careful here, as one mistake will be fatal. The four jars which you collected have symbols on the top: a duck, a goose, a bear mask, and a dog's head. Drop the golden on shelf (A), the duck on shelf (B), the bear mask on shelf (C), and the dog on shelf (D). Don't worry if the jars look confusing, as soon as you drop one, symbols appear to show you where to deposit the other jars. As soon as all jars have been correctly placed, walk to

the right. A ball will fly from the coffin towards you, which will booby up you the ability to fly. Avoid the beam between the mask and the coffin, then immediately shoot the eye on the mask while avoiding the fireballs. Thankfully the mask explodes, and you'll be taken to...

LEVEL 4.1

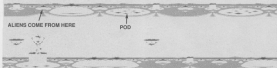
Too map for this level, due to it being a fast shoot 'em down. Kill everything that comes towards you, and collect the special items to gain rapid fire and a rather special weapon (which you should save for later). Shoot attack waves before they have a chance to fill up the screen, to prevent them being back.

LEVEL 4.2

As before, shoot first and think later. The black ants which sit on the raised platforms



REFERENCES AND NOTES



are quite a problem – the longer they are left the more lethal they become. The holes in the ground should be treated with caution, as plants have a nasty habit of appearing from there suddenly. This applies to the pools too, from which all manner of creepy creatures

At the end of the level two dimmers, will rise out of the smoke. Shoot the right hand one using your special weapon, and avoid the flames of the left one. As soon as he is disposed of, you are confronted with Damien himself. Shoot the target in the center above the screenbars, and he'll be completely bald (read Steve Jarrett-related joke here), and then shoot his eye until he is destroyed. Congratulations, you've completed Myra, so enjoy the tab and sequencer for your efforts. Thanks to Adrian Gale of System 3 for his organizational assistance, and to Jason Markey for his generous donation.

synonym (although, which I'll leave to those with the means to handle)

LIFESAVING CHEATS

Try the following Action Replay PC-MEMs for

PCWE 24030.105 (Level 1)
PCWE 24032.105 (Level 2)
PCWE 24032.105 (Level 3)
PCWE 24032.105 (Level 4)

And for owners of the cartridge version, here are some nifty new combinations — simple

LEVEL 1 — Hold down both **SHIFT** keys and

Figure 1

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 105–112

DOI: 10.1002/for

Abstract

This is the very best handling that will put up any kind of a struggle. We found it worked in shells and, as you can see, it can destroy the shells. We have seen more birds (parrots, cockatoos) eat them. But about the shells in the water you can have and then about the eye with the shell and body band.

the past thought
world had you this
information you
thought you all the
wrong things only to
the question for a week



SAMARITAN'S CORNER

THE UNTOUCHABLES

Simply loads if people have written in for help with this rather scummy game, including **Darren Guiting** and **Mr. A. Pomykalski**. If you're in the same boat, try the following cheat type **TRICKSCHEAT** on the prohibition screen, enabling you to press the **BACK** **SPACE** key to skip levels, as well as using **RT** to see up and down scores.

DRAGON'S LAIR

Donna Douglas and Paul Smith are liberty radicals at this game, and they don't mind submitting it. As a reward, they can enjoy the following before the infinite loop.

```

18 FOR I=0:1023 TO 4095:READ
AFC-C+R: FOR L=0:1023
20 IF C=PI4 THEN PRINT "CURRENT CAR-
DTYPE ADD...":EXITFOR
30 PRINT DATA ERROR:END
40 DIM L(1,1023,179,32,399,200,
149,0,32,399,250,32,32)
50 DATA 255,255,255,255,147,45,0,149,1

```

160, 378, 8, 163, 38, 184, 38
60 DATA 162, 377, 84, 1, 382, 14, 247,
74, 12, 8, 128, 73, 548, 76, 141
70 DATA 247, 89, 548, 138, 548, 243, 89,
169, 1, 141, 243, 68, 164, 89
80 DATA 74, 8, 48, 169, 243, 141, 54,
16, 74, 8, 12

MODPHELIUS

An easy game this isn't, and *Turn Gents* from larger would heartily agree with me. So, type in this listing for infinite energy, plus a simply huge amount of money to spend—with which you can purchase the biggest ship with all most-come. And by the way, Turn, your hand-position is beautiful.

[illegible]

```

90 DATA 343.8,169.4,141.148,8.239,
11.808
91 DATA 375.13,200.946,169.946,140.1,
81.8
92 DATA 348.8,141.82,8.78,24.8,348.0
308 8878142,68,78,148,171,112,132,88
118 8878 148,38,141,218,78,78,14.8,8

```

IMPOSSIBLE MISSION II

Robert Wright wanted a novel PCGE, but because we're so lovable here at CP, we've gone one better. Type in the following listing, then RUM is for considerably less collision detection, and infinite time to host.

[illegible]

If you are stuck on any C&A game, no matter how old, then write to: **Samurai's Corner, Chessdone-Forge, 20 Monmouth Street, Bath, Avon, BA1 2JH.** Give us all the details you can and we will help you.



GHOSTS

AND GOBLINS

These POKEs come from Michael Cooper in Sheffield.

- (ANY) POKe (208)(1-3) - invite bugs
- (ANY) POKe (214)(1-5) - to start on any level
- (ANY) POKe (208)(3) - makes the goblins jump around on level one
- (ANY) POKe (208)(3) - this makes the goblins carry you around without killing you

LED STORM

- 1 FOR 2-125 TO 270 : READ Y : G-C-Y
- 1 POKe 8,Y : NEXT
- 2 IF C=125 THEN POKe 127,128 : G=128
- 3 PRINT "DATA ERROR"
- 4 DATA 32, 88, 245, 248, 24, 181, 88, 8, 189, 78, 182
- 5 DATA 89, 9, 78, 26, 8, 72, 77, 80, 128, 32
- 6 DATA 208, 189, 185, 141, 209, 15, 181, 214, 29, 96

IMPOSSAMOLE

- 1 FOR 2-124 TO 200 : READ Y : G-C-Y
- 1 POKe 8,Y : NEXT
- 2 IF C=124 THEN POKe 127,128 : G=128
- 3 PRINT "DATA ERROR"
- 4 DATA 32, 88, 248, 248, 3, 181, 204, 2, 96, 32, 77, 80
- 5 DATA 169, 77, 141, 203, 181, 189, 1, 141, 234, 181, 78, 24
- 6 DATA 193, 189, 273, 241, 80, 82, 241, 182, 78, 76, 0, 5

RED HEAT

- 1 FOR 2-124 TO 483 : READ Y : G-C-Y
- 1 POKe 8,Y : NEXT
- 2 IF C=124 THEN POKe 127,128 : G=128
- 3 PRINT "DATA ERROR"
- 4 DATA 32, 88, 248, 189, 32, 181, 88, 8, 189, 124, 242, 80
- 5 DATA 3, 189, 1, 141, 88, 3, 96, 72, 77, 80, 173, 32
- 6 DATA 208, 72, 248, 185, 141, 58, 12, 141, 208, 15, 184, 96

FANTASY WORLD

DIZZY

I don't know - was pointed a complete map and solution only last issue and people are

still having trouble. In particular, Andrew Holmes and T Hill are both unable to get past Armario. Well, that's what we're here for. And to tell the truth, this bit had me stumped for a while, too. Check out the screenshot above - stand at position 'A' and drop the bone. Armario will run into his cave and play them, allowing you to pass him by safely. Perhaps now, the Dizzy Collector has finally been led to rest. Or then again, perhaps not...



Collect the boulder, then stand at position 'A' and drop the bone. Armario will run into his cave, allowing you to pass.

POWER PACK POKES

LIGHTFORCE

- 1 NEW LIGHTFORCE CHARTER CREDIT
- 1 FOR 2-127 TO 828 : READ Y : G-C-Y : POKe 8,Y : NEXT
- 2 IF C=127 THEN POKe 127,128 : G=128
- 3 PRINT "DATA ERROR"
- 4 DATA 52, 48, 247, 180, 17, 188, 84, 5, 238, 145, 82, 3
- 5 DATA 52, 138, 245, 282, 32, 141, 203, 18, 248, 81, 141, 204, 18
- 6 DATA 169, 2, 141, 275, 18, 188, 157, 248, 78, 88, 157, 188, 3
- 7 DATA 202, 208, 249, 189, 248, 180, 26, 3, 248, 2, 143, 31, 9
- 8 DATA 208, 254, 141, 12, 248, 32, 189, 32, 241, 248, 7
- 9 DATA 169, 82, 242, 242, 3, 159, 2, 141, 242, 1, 184, 96
- 10 DATA 169, 81, 141, 254, 112, 180, 2, 141, 203, 112, 96, 78, 3
- 11 DATA 259, 273, 242, 273, 25, 189, 249, 181, 189, 55
- 12 DATA 169, 8, 182, 218, 55, 188, 58, 8

PITFALL 2

- 1 NEW PITFALL 2 CHARTER CREDIT
- 1 FOR 2-127 TO 570 : READ Y : G-C-Y : POKe 8,Y : NEXT
- 2 IF C=127 THEN POKe 127,128 : G=128
- 3 PRINT "DATA ERROR"
- 4 DATA 208, 38, 181, 48, 3, 248, 3, 242, 41, 5, 32, 88
- 5 DATA 248, 248, 32, 141, 178, 3, 149, 3, 141, 178, 3, 96
- 6 DATA 72, 77, 80, 169, 10, 242, 232, 3, 248, 51, 141, 228
- 7 DATA 3, 248, 2, 242, 232, 3, 10, 49, 3, 96, 248, 8
- 8 DATA 241, 242, 88, 238, 32, 208, 96

MAGICLAND DIZZY - SOLVED!

The final episode of the Dizzy Collection comes to its conclusion as we solve the only game left in the series. Maps by Andrew Roberts

Alice Braccowski and her little brother were going up the wall over this game, let's hope this map and solution help. They particularly requested a stand alone POKÉ, so next month we'll be printing POKÉs for the whole Dizzy Collection. Enough better.

From the Start: Go L, get KEY, L, L, L, open BROWN DOOR, L, get HANDLE, U, L, L, U, get POWER PILL, D, R, D, R, R, drop HANDLE at top of wall, Get BUCKET, R, R, R, R, R, R, R, R, BUCKET in the GYSEER, L, Get POTION, drop POWER PILL, L, L, collect DORA the frog, L, L, L, L, L, L, Give DORA to PRINCE CHARMING, L, hit SWITCH, L, L, L, drop POTION and BUCKET, R, R, R, R, R, R, U, R, R, R, get STICK, U, jump R onto the MOMBATH, get CAT.

Put D onto WOODHOUSE, get DAGGER, R, R, give CAT to GLENDA, L, L, L, L, L, Use DAGGER to cut a LEAF from DRYAN'S BUSH (don't pick it up yet), L, L, L, L, L, L, L, Cut GOAT free with DAGGER, hit GOAT with STICK, drop the DAGGER, R, R, R, R, R, U, L, Get CROSS (then calm down - he's too hot), R, D, L, L, L, L, L, get BUCKET and POTION, L, L, L, L, L, drop BUCKET on DENZEL, L, L, D, D, get TORCH on the right of the screen, R, give POTION to DIZZY, L, U, U, R, R, Get FRY BOMBS, STRENGTH, drop CROSS, R, R, R, get APPLE, R, R, R, R, U, L, L, L, L, give STICK to the BARD. Collect the PIPES, D, R, R, R, R, R, drop PIPES near the well, R, Collect the LEAF, R, R, R, give the APPLE/TORCH/LEAF to GLENDA, get

the WOODKILLER, L, L, L, L, Drop WOODKILLER on OPLAR, L, get PIPES.

Put D onto the ledge with the diamond, drop PIPES, L, L, L, get LAMP, U, U, U, U, Get LIGHTNING ROD, D, D, R, R, get CLOTH DUSTER, L, L, D, drop DUSTER on LAMP, Pick up LAMP and DUSTER, L, L, L, L, drop LIGHTNING ROD on top of OGGY. Stand on the steps, drop DUSTER on the LAMP, R, R, R, R, R, R, D, L, Get STICKY THING, L, U, L, L, L, drop STICKY THING on FOGGIEBUN, L, L, L, L, U, U, Jump S, D, L, through mirror, L, talk to ORAND DIZZY, R, R, D, R, go to VOLCANO and jump over the clouds, D, D, talk to LUCIFER, collect the TRECRAT. Go to ZAK's tower and use the TRIDENT on

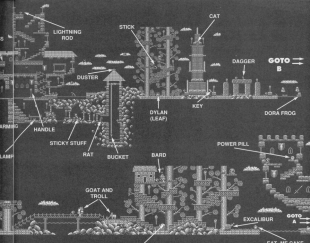
him, collect the RING, go back to LUCIFER - he will tell you to destroy the ring - get L, and drop the ring (standing on the middle rock), then take 50 DIAMONDS to LUCIFER to finish the game. Some are shown on the map, but 2 are hidden. As I'm feeling generous, the tips below tell you where they are.

And that, folks, concludes the Dizzy Collection (sounds of cartwheels or cat-leaping from exhaustion in the background).

CRUCIAL CLUELETTES

The three hidden diamonds are concealed behind fences in these screens: THE SWORD IN THE STONE





BUSHY GROVE CRACKS OF GEHENNA

- Do NOT use the 'EAT ME CAKE' on any of Oozy's friends!
- If you rest on a cloud, you'll slowly sink through it - be careful!
- Don't hang about on theilly path!
- Getting out of HADES is very tricky, but it can be done.

DOXY AND APPLE



GOOD WITCH
GLENDA
(WEEDELLER)

DRINK ME POTION

LUCIFER
(TRIDENT)

If you took the old board game *Contra* and threw it in to a bit of computer wizardry, you'd probably end up with something like *The Ball Game*. That's what's in this package (here) is the game in that you aim to dominate the entire playing area by getting rid of all its techs from one to four balls of your own colour.

The main difference is that in this version you control some little *Dukey* with a spring gun. Actually, here's supposed to be the subtext of one of the four



which you didn't actually place. Teleporting is a bit repeat if you can't walk or jump any where; the target square is chosen at random and unless there's at least one unoccupied square next to it, you're history, dude.

The game is really a sequence of campaigns. When the last player teleports into oblivion, the ball

there's an early level showing a different board layout (fewer gaps, basically)

corner of the board to start in, and you can select one of ten levels of play (later levels have boards with holes and high-value squares).

Unfortunately, the Medium, Hard and Lustrous difficulty settings make the computer player think too much when it's his go; you can stroll off, make a brew, take the dog for a walk, watch the car... (four's pass)

...with a barman and still expect in time to watch him take his go. With three computer players, waiting time

THE BALL GAME

elements: earth, fire, air and water. In reality, he looks like some little *Dukey* with a spring gun, dressed in blue, brown, red or cyan.

Your elemental chaps move in one of three ways: by 1) walking to an adjacent square (but not diagonally); 2) jumping to a square two spaces away (over a ball, hole or another player's); or 3) teleporting himself to an empty square at random. Now, step off a square and a ball

inflates behind you, effectively giving you control of that square. If you jump to another square,

any adjacent balls in the area (up to a maximum of eight, with you in the middle) get sprayed your own colour. In this way you can jump around the board, controlling balls

You aim to dominate the entire playing area with balls of your own colour

counted up for each player. Balls bearing your colour or your colour's tone and balls in high-value squares (white dots) count... or... more. The one with the highest score wins that round, and gains an extra teleport. Each player starts off with 20 teleports and the game ends when they're all used up. The player with the highest total is the winner.

One of the outstanding features of *The Ball Game* is the number of options: you can play any variations of human/computer players. There are four difficulty settings, you can choose which

board layout, and only on the later levels (interesting board formations) and in Easy mode (you won't die of old age before the game ends). Another annoying flaw is the random distribution of high-value squares. You often find that a certain player can stomp all over 'em and gradually win the game from the outset. Still, I did enjoy *PBQ*. It's a taxing little thinker and makes a break from *Laserix* and *Mindlink*.

STEVE

Game	The Ball Game
Publisher	Electronic Zoo
Cassette	£10.99
Disk	£14.99
Release	2nd Nov
Contact	0285 801861

POWER RATING

THE DOWNS...

- Unbearable time delay in playing the more intelligent computer players
- Random board layout can prove annoying after
- Limited variety in actual gameplay means that it won't be long after

100

75%

- Small characters are nicely animated and move well
- Large amount of game options is commendable
- Board visuals are very tidy and extremely functional
- Multi-player option promises loads of fun
- Good control method
- Addictive (though game style is with there - rather monotonous enough)
- Well made overall, but what is there is suitably effective

...AND THE UPERS

IT'S JUST A JUMP TO THE LEFT...



STEP 1 - These are the starting positions. The playing board and are up against three computer-controlled elements



STEP 2 - Oh dear, getting nowhere fast. Three jumped back and across to get into the thick of the action



STEP 3 - I've moved down the side and am just about to spray that cyan ball. It's been teleported over yonder to waste time



LAST STEP - Finally, we've all teleported off the board leaving the computer to tidy up. And, as expected, I was crap. Again

CURRENT BUNDLES

Resident compilations expert

Andy Dyer tucks into two new packages and decides that surreal silliness has more going for it than armchair sport

THE RAINBOW COLLECTION

BUNDLE OF 3 NEW ZEALAND STORY

Tiki Kied is on a real downer. All of his 20 friends have been whisked away by Wally Walrus to feed his fat, blubbery belly. There are 20 friends to rescue and 20 levels to explore. Your little yellow friend is a bit crap as he can't fly, just walk left and right and jump a bit. However he does wield a pretty mean laser and arrow. Each level consists of a number of platforms and other obstacles, such as enemy creatures, traps, ice blocks and such like. As well as these enemy creatures there is also a cast of assistants in such weird forms as ballooning frogs, fire-eating turtles and spiky, vicious, pointy things.

For the most part, the game is a route-finding exercise. The platforms are numerous and form a maze that seems

impossible to travel through. To overcome such problems you can shoot the various flying creatures, hop aboard the flying machines they leave behind and gently float around the hazards. After every little level comes a major battle.

As date games go, this one is pretty good. Both the backgrounds and sprites are impressive and attention to detail is excellent. A good example is the transparent effect of the balloons as you walk behind.

It's also hugely playable. There are only a couple of minor niggles, one of which is the difficulty of later levels. In places, it's so hard it becomes frustrating rather than challenging. The other problem is that the collision detection sometimes makes it tricky to perform jumps with any degree of certainty as to whether you'll make it.

BUBBLE BOBBLE

I've searched far and wide to find him but to no avail. I have traversed great continents to seek him out but my search has come to naught. Who is this elusive fellow? He's the one man on the planet who thinks Bubble Bobble isn't up to much.

Everyone I've spoken to thinks this game is an absolute cinch and, having played it, I'm forced to agree. It's not that the graphics are stunning, though they are colourful, smooth and well animated. It's simply riveting from start to finish.

You play Bob and Bop, the brothers Borenores. But as far as plot goes, that's about it. No far-fetched storylines, just a couple of dinosaurs who have to kill a mixed bag of monsters over a series of 100 screens. When a monster approaches, you press fire to release a bubble. This should capture the beast, leaving you free to head-but it or jump around on it until the creature pops its nog, leaving behind a bonus for you. If you aren't quick enough, the bubble bursts and the monster is released, angrier and stronger than before.

Unbelievably simple yet to stop a whole wedge of levels. There are dozens of little features like this hidden away, many of which only become apparent after extended play, and this is part of the game's appeal. Graphics are simple but effective, sound is suitable, but most importantly the playability is enormous.

RAINBOW ISLANDS

This is the follow up to Bubble Bobble. Though goodness knows why as the characters don't resemble those in Bubble Bobble. Their names are the same but they've been mystically transformed from cute little dinosaurs into cute little people.

What's more they've now learned the ancient magical art of Rainbow Creation, which means they can cast a colourful collection of pixels on screen to help them ascend the vertically winding levels or islands. Each island consists of four sub-sections containing swirling, and somewhat deadly arrays of obstacles. These tell you on screen whether they be Spiders on Insect Island, Tredly Beers on Top Island or Robots on, er, Robot Island. You can either kill these creatures using by shooting them with a rainbow or merely avoid them by making rainbows and climbing up them all the way to the top of the screen.

At the top of the first three sections of any island a cheery group of all sorts of creatures. At the final section of each island is a static screen containing a large and rather hard and evil level battle. The trick here is to avoid it and its response is all evils while gunmelling it with rainbows. Each island is end-of-leveler is a little harder to beat than the last.

Unfortunately, once you've seen one level, you've seen 'em all. New enemies appear and move towards threaten you, but at the end of the day, it's just too simple. Despite its repetitive nature it's very polished and you can have lots of fun just wandering around the levels until you're blue in the face. A beautifully programmed game but not much to it.

The Rainbow Collection



Play Computer for Rainbow's Island



Bubble Bobble in Bubble Bobble

SUMMARY

Rainbow Islands is the worst of the lot but even that is good but for a while. New Zealand Story is highly polished and challenging. Bubble Bobble is wonderful. If it's not too tough you're after, this is the equivalent of a big, pink lolly bar with an 18t lion.

It's a Corker!



New Zealand Story's lolly loney Tiki Kied

Power Rating

Game
Publisher
Cassette
Disk
Release
Contact

80%

Grandstand
Bosmark
£14.99
£19.99
Out now
081 760 2222

NDLES

GRANDSTAND

GAZZA'S BUNDLE OF SUPER SOCCER

4

Wow! Here are just some of the things the press said about *Gazza's Super Soccer* when it was first released. A delicious brew of multi-cultural

flavours, served up in their own exquisite styles.' — *Esper Roma*. 'Black, stylish and unassuming. And yet you know that inside there lies a core of total and unbridled colour.' — *Official PC*. 'Unsurprisingly, Brenda lives in Bello.' (That's quite enough gossip, thank you — Ed.

Sally, you don't want to know what other people said about it, you want to know what we think, and we think it's pretty good. There, so now you know.

Basically it's got another attempt at simulating soccer that settles for average. The controls are unresponsive, the graphics are merely adequate and worst of all, it's just like the quadrillions of other team-draft footy games that other software developers up and down this fair Isle of ours.

If your only reason for buying this compilation is that *Gazza's Super Soccer* caught your eye, forget it. You could have a more realistic footy experience buying two drinking straws and a marble and playing blow football until you're blue in the face.

WORLD CLASS LEADERBOARD

Any comparison with this one can't be at all fair. This golf game looks a little dated now but the gameplay is as engaging as it hardly seems to matter.

At the start of the game you can choose to either play alone or with up to four friends. Next choose how many holes you want to play from a choice of 18, 36, 54 or 72. Next skip, the golf course.

A panel on the right hand side of the screen gives you all the relevant data on the current hole such as parage, wind speed and direction and so. The left hand side of the screen gives you a really nice view of the golf course from just behind your golfer. A movable crosshair enables you to give your shot a bit of right bias and you can choose a club from a full selection.

By pressing and holding fire, you can see the power of your shot increasing. When you're happy with the strength you set go at the fire button and the power bar starts to plummet towards the zero mark. If you manage to stop its descent (by pressing fire again) exactly on the guide marks, your shot will be good. If you miss it up and it stops either above or below the guides, you have either overcooked the ball and it will veer off right or left.

At the end of each hole you are given all the info on how well you're doing and

Grandstand



'You're going in World Class Leaderboard'



'Pro Tennis Tour' serving up some action

SUMMARY

You definitely need to give this one careful consideration before buying it. *Pro Tennis Tour* is excellent, and *Pro Tennis Tour* is good, but as you're paying for the decidedly average *Gazza's Super Soccer* and the dull *Continental Circus*, we can't give it an outright recommendation. More games than grandstand.



'Continental Circus' could create spin-off

whether you're under or over par. As I've already mentioned, the graphics are a little basic by today's standards but frankly it doesn't give too many hints. It's great fun to play on your own and become familiar with trends.

CONTINENTAL CIRCUS

After years of racing to test your driving talents you fear you are now ready to take on the big boys in the *Panama One* arena. But these things are rarely as simple as we would like, so let's see if you're fit for the racing big time you need to prove yourself in the *Continental Circus*, a series of qualifying tests over eight different world famous racing circuits.

At the start of each race you are given a qualifying position, 60th for example. It's by the end of the race you finish outside that position you're out of the running and have to start from square one. If you manage to qualify, it's into the next circuit. Things get harder as you progress though. The qualifying positions get harder and harder to achieve. By about the fifth race you have to finish in fifth place or better.

You are also given a time limit in which to complete the race. It's nowhere near long enough to do so, but at certain stages on the track you pass checkpoints which give you extra time.

Controls have carefully been kept to a minimum. Move left and right with the joystick and change from low gear to high then back again with a quick tap of the joystick button. Pushing the joystick forward and backward accelerates and decelerates your vehicle.

Crashing is also incredibly easy. Hit another car, the crash barrier, road signs or simply go too fast around a corner and poof! history. But don't worry, if you do any damage a quick pit stop should remedy the situation.

It's a bit basic but it all runs and plays smoothly. The trouble is it's all rather dull as well. When you're actually playing the

game you start to feel that there's something missing, like fun, or enjoyment, or challenge. You could carry on a phone conversation and play it at the same time without losing any of the pleasure.

PRO TENNIS TOUR

It's time to prove yourself in the four major world tennis tournaments:

Wimbledon and the Australian, French and U.S. Open. You play to win the four tournaments but even if you fail, you can still improve your overall ranking simply by winning individual games.

But what if you're completely useless? Well even this unenviable hopelessness has been catered for. There's a built in training mode in which you can either practice your tennis or go up against the fairly big machine, which randomly rockets balls at you so that you can practise returning them.

When you play a program game you can either go on against the computer or a human opponent. The court is viewed from behind your player and when you serve, you have to position a crosshair in the opponent's half, thus directing the point to which you want to serve. Once you get involved in a rally it's simply a case of fast reactions, correct positioning and well timed swings.

If you're doing particularly well, there's a handy extra game option so that you don't have to lose all your hard work. The game looks good and plays even better. The graphics are well animated and the action is very fast. If you want a tennis sim (and don't have this as another compilation) then *PTT* is the one to go for.

Power Rating	90%
Game	Rainbow Collection
Publisher	Ocean
Cassette	£9.99
Disk	£19.99
Release	Oct new
Contact	061 602 6633

Commodore

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way. In level one the opponents are professional, dinosaurs and Covenants to name but two. On later levels you need to dispatch Egyptian mummies or medieval knights to make progress.

And that's it as far as the gameplay goes. Just keep moving and fighting, and jumping the odd spike trap or pit. Boring.

As I've already said the graphics are pretty good but the awkward and unresponsive controls make it a bit of a chore to play.



RENEGADE III

Not dead, but repetitive gameplay and flimsy controls mar this slick cartoonish looking beat 'em up.

FRAME RATE

65%

VINDICATORS

The Hit Squad, £3.99

An excellent combination of a quality dual arcade game. We reviewed this back in C95 when it was released at full price. The rating has gone up slightly to take into account the



Only months after its initial release, Vindicators moves into the budget arena, but it isn't really up to much, sorry...

Hold it right there! No longer will you extract money from this insouciant local banker (also you gain a full bar or about 11% - big)

collection in cool but at the end of the day it's still a machine worth avoiding. There's out of work and it's called the Tangent. They're on their way to invade earth in 14 enormous space stations. All you have at your disposal is a tiny little turtle tank (or two if you're playing with a friend).

The space station scrolls from top to bottom as you move up it. You can collect stars as you progress which can be exchanged for power-ups at the end of each level.

There are also keys to pick

up enabling you to get the local you're-on. Enemies come in the form of other tanks, gun turrets, flying saucers and mines. The graphics have translated nicely from the arcade as has the gameplay. There's really nothing wrong with this conversion other than the fact that it's not very interesting. Two or three plays and you'll switch off.



VINDICATORS

Good graphics, average sound, fine gameplay but, horror of horrors, it always was a snooze-worthy game.

FRAME RATE

69%

THE GAMES SUMMER EDITION

Kixx, £3.99

Personally I don't think these games work very well on cassette. Because you have to load each one separately the annoyance factor outweighs the pleasure you get from it. It's unfortunate really as there's something strangely enjoyable about games that require a bit of joystick wiggling (yes...)

As it is that funny

apex - 50%

If there's one thing I can't fault about this game is the presentation. It opens with a 3D flyover of the stadium in which the games take place - very impressive. But it's merely cosmetic. Fortunately where it counts, in the game itself, the graphics are equally impressive.

Each competitor sports is exquisitely animated. And this coupled with the excellent backdrops makes it a real treat to watch. As for gameplay, well there



One of the more skilled events in The Games, the frantic joystick wiggling, but gently easing the stick around to perform graceful acrobatics

are only so many variations on the joystick wiggling game you can have. Still, each event has been given a complementary control method, each working equally well. The cycling involves fast wiggling, the parallel bars require teasing the joystick to build up the momentum of your attack and diving is simply selecting the manoeuvre you wish to use then watching the result.

If you can tolerate the long wait when loading in the separate events then there's a seamless and highly playable offerings and here for even the most ardent water players.



SUMMER GAMES

This game is slick in every respect but one. The annoying loading times between the events.

FRAME RATE

73%

SPIKE IN TRANSILVANIA

Code Masters, £3.99

Now I've always said, and Steve will back me up on this, that if there's one thing the computer gaming industry lacks it's Vikings. Oh yes, there are more than enough sparsely shoot 'em ups around and scuffles of fantasy arcade adventures. But get a sudden craving for beefy hordes who gleefully rape villages and pillage women and you're stuck.

Fortunately for all us Nordbohrles, the hero of the latest Code Masters title is Spike the Viking, a cute little fellow who bears a startling resemblance to Roger the Houndie.



Game and talent, my way is blocked. Still, all that is needed to get past this shabby looking character in some sort of steady state, he looks a bit short of cash

The game takes place in and around a castle in Transylvania (note the spelling, this isn't the Transylvania of vampire fame). Your ghosts have been locked up in the dungeons of the castle and it's your job to get them out. Thus the scene is set for a mini puzzle-solving arcade adventure. You start the game in the village outside the castle and your first hurdle is getting past the guard who blocks the drawbridge. To prevent you completing your quest are plenty of rats, ghosts and other strange creatures who must be avoided, though sometimes the loss is unavoidable.

There are also human characters who, when approached, say things like, 'Oh be absolutely reasonable.' In the case of the hungry Farmer Price, this response should make you think 'ah, it's soddy off and find some food for him, he'll give me some other useful object'. And you'd be right. In fact most of the puzzles in the game take this straightforward form.

There are also little problems to overcome though, like switches on walls, locked gates and lightning bolts on the battlements. In total, the adventure isn't that big but it's testing and nicely structured.

Visuals are very good; there's not much animation but it's all competently done. There are also some pleasing sound effects like the realistic bell ringing in the belly. Easy puzzles are simple enough to keep your interest while later, they're tricky enough to provide a decent challenge.



SPIKE IN TRANSYLVANIA

Good graphics, a bit of humor and a well structured adventure that'll give you no end of fun. Well worth the money.

FRAME RATE

81%

No, you must listen to me. We can give you police protection, a new identity in a new town. They need never know you held us... JAMES!



Head-the-ball Frames

Cult software have been remarkably busy churning out footy management sims this month - in fact we've had four of them. They all take the standard 'footy sim' formula but each has a different slant on the genre. So, let's take off with...

STRIKER MANAGER

Cult, £3.99

This first game puts you in the unenviable position of both playing in and managing your own soccer team (but not at the same time). There are four divisions and two cup championships to take part in, fairly stan-



dard stuff, but as well as making minor management decisions you must also play a small part in the actual matches played.

A view of the goal mouth is displayed. When you feel the moment is right to take a shot at goal, hit the 3 key and that's your shot, you either score or you don't.

It's not a bad little game but the management sections are a little limited and to be honest, the action sequences might as well not be there.

FRAME RATE

52%

PROFESSIONAL FOOTBALLER

Cult, £3.99

Loudly, a complete departure from footy sims this time. There's a small amount of management involved, transfers for instance,



that exciting footy match in full. None of that boring unedited stuff, just best and others... Now, I wonder what's on the telly but this time you predominantly play, instead of managing.

Having said that, it's not an arcade footy sim either. A match is carried out in the following way. When a goal scoring opportunity occurs your 1st gives you a list

of options such as shoot for goal, pass forward, pass backward or head the ball. Making the right choice will improve your reputation so and help you towards your ultimate aim, which is to impress your manager so much that he places you in the first team and keeps playing you in each match (great for the ego).

Okay, this game may be different in its approach, but surely that approach is crap. Unless you're total and utter football-crazy, give it a miss.

FRAME RATE

30%

2 PLAYER SOCCER SQUAD

Cult, £3.99

This one is a bit more involved than Striker Manager, the management section is more akin to usual games of this sort. The twist in this one's ball is that it is based around



A more traditional management game, as you can see there's a whole range of play options to put your team into

like an yet non-existent super league in which a small number of high power teams battle it out in an exclusive league competition. It also has the added advantage of being playable by two humans as opposed to being limited to the usual (and somewhat exclusive) solo play.

This is a test-only affair I'm afraid and tends to run slowly in places, but it is pretty involved and allows a friend to join you in the fun.

FRAME RATE

63%

THE MATCH

Cult, £3.99

This one doesn't really have any unique features although the ability to send out spies is an interesting one.

If you don't already own a soccer sim then this one's as good as any (well nearly). Loads of teams, several cups, match highlights, transfers, seasons, rankings, game receipts, it's all here.

The presentation is also pretty good, playing this one well above the other three in the quality stakes. So comprising as it may seem (because you lot think I'm so miserable, I going to give it...

FRAME RATE

75%

The Mighty Brain

Got a problem? Want to get something out of your system? The Mighty Brain (probably) has the answer.

Address your letters to: The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath BA1 2BW. And now, it's time to hand over to someone with no hands at all



COMPLEX SITUATION

As the editor of *ComFlix*, possibly the best 64 feature ever, I was very pleased to get an advert in your stupendous mag (*CFM*). However, I was slightly disappointed when I discovered it was a small box in the corner of one of the least read pages in *CF*, next to the list of who makes the tea for Future Publishing's staff, etc. Apparently, some of your readers did have the necessary equipment for reading microdots, but I'm sure many people who would otherwise have had many happy hours laughing at *ComFlix* have missed out on a truly amusing experience. For the uninitiated, *ComFlix* issue 1 contains over 20 full pages (or longer reviews, five competitions, The Big Tixx Bit, a special on playing games and an interview with *CF*'s very own Rob Hanna). That's over 58 pages of news, reviews and previews.

To order a copy, just send £1 to *ComFlix*, Tarnside, Dean Street, Glastonbury, Somerset TD1 1LY. The first 50 copies get a free poster, so get your orders in the post as soon as possible.

To all of the people that have already ordered (both of you please be patient, *ComFlix* is bi-monthly so you'll be receiving your issue, with loads of free gifts, soon. Thanks must be extended to the staff of *CF* for backing such a fabulous project. (Okay Steve, it wasn't your fault.)
Gemma Virtue, Editor of *ComFlix*

ELECTRO SOUNDS

Dear TMB

There are a few questions I want you to please answer for me:

1) Will there ever be music programs on the tape?

2) Will there ever be music kits on the tape like *CDM*'s *Music in the Classroom*?

These would make music and have a function so you can put them in your own programs and demos.
3) Will you give up the name for *Mighty Brain* for the most popular *Brain* in the Universe? Was it *Monkey Brain* or *Steady Brain*?

4) Can you help me with this problem? How much would it cost me to get a good sound sampler - remember I must be cheap and be able to provide samples that can be loaded into my own programs. Give me a name and address please.

5) Where do you stay after the magazine has been written?

6) Last and final question - this is really hard you know. How do you do *Reader Interupts*? How do you make them sound in the graphics you do or is it just that you get a demo done with an art picture and

inside that reader scrolling up down? If you can help I be most grateful.
Sharon Cox, Birmingham

1 & 2) We would really like to put some music programs on the tape. How can we expect

3) It's not my real name, just a title which people seem happy to use in my presence. Understandable, really, isn't it? Oh, also... 4) If it's hardware you're after, *Brain* can still be good to speak to. Check out their digital sound sampler ad on page 32.

Alternatively, call 0932, on 3300 33000 and maybe there'll be a better one. 5) Apart from, I never do it, and I can get where it's nice and quiet and I can get back to perfecting my written style theory.

6) Don't you sound terribly confused and interrupted, a reader interrupt in a specific machine code operation, but I think you're referring to the noisy reader that that whizz up and down in the border when a game is loading. It is possible to do these but to be honest, you'll need to brush up on your machine code. Keep reading *Brain To Brain* - Phil Dean promises me that he'll be covering this sort of stuff in the months to come. So there you have it (or will do anyway).
TMB



Microchips is a rather pleasant issue (coded by Sharon Cox, the man responsible for our stunning *Microchips* game on *CF* 1), and if we could find out who owns the rights to *Brainstorm* (write in and let me know) then we'll be ready to sign that on the tape as well. As regards your specific requests, you'll get what you're given, matey.

How long is, *Golden*. Complaining about the size of the *ComPlus* review isn't really fair since (a) you asked if it *could* go there and (b) it wasn't an advert - you didn't pay for it. And it's not on one of our least read pages (which on earth makes you say that it is?).

A fanzine is an amateur magazine and because many people here at *Future* seem to work on amateur magz, we believe they ought to be supported, not we supporter yours. We'll see if it's the best paid fanzine ever when you print it (which I understand, you haven't done yet). *Golden*, you can't really go about producing a magazine (or fanzine) in this manner. Mail it 20 or 30 pages per month you money and then something goes wrong, which isn't your fault, and *ComPlus* doesn't come out? What if you lose the money you've been trying to get *ComPlus* printed? You should find a way of funding it yourself. If the price is really worth it, you'll get back your investment when you sell out of copies and you won't have any worries about owing people money (above all else, avoid this - use the cheapest means of printing available). And then you can put in a line at the OF, okay?

THB

SALAD DAZE

I didn't know whether to write to you (cos of your high IQ) or to write to Ticky Dyer (cos we vegetables stick together) so I picked the obvious of the two, which happened to be you (I'm a poet and don't know it). I have

several questions to ask them:

- 1) What is the best disk drive (I know they're slow) for the C64?
- 2) Is *Golden Age* better than *Docu Collection*?
- 3) What is the cheapest device to enter Action Replay PCMs with?
- 4) It maybe a bit early to ask but will *Interstate II* be converted to the C64?
- 5) Can you enter back issues without subscribing (even though I'm going to)?
- 6) This may stretch your IQ a bit far but, what is the best budget the going, in your opinion?
- 7) How come Dyer didn't tell us that the inflex loop cheat on *Centurion* (CPS) doesn't work while you're in a torture room? I let Otho (and torture screens) get ripped apart by the star for a laugh, and I lost a life! And another after that, and another, and another and another, etc. Please, please find an easier way to kill the fat beast as well, as I can't get past him.

Robert Clydesdale, Bradford

- 1) The *Compendium* (54) I like it is your safest bet, really. If our guess is right (see *Stripped*, page 11) you could see a proliferation of cheapies (54) by the end of the year.
- 2) It depends what sort of games you like playing. However the *Docu* adventures are incredibly popular and there are four in the pack. Also, *Golden Age* is too easy and a bit too buggy.
- 3) Erm, an Action Replay cartridge.
- 4) Dimitris apologetically informed us that *Interstate II* just couldn't be done on a 64.

WANTED!

Your honest opinion of COMMODORE FORMAT

■ To help us keep improving your favourite magazine, please fill in and return this form each month

1. Rate COMMODORE FORMAT in terms of value for money: (Tick one)
- ☐ Excellent ☐ Good ☐ Reasonable
☐ Poor ☐ Disappoint

2. How did you buy this issue? (Tick one)

- ☐ I subscribe
☐ I asked (or was to receive copy)
☐ It had been delivered to my home
☐ I just went in and bought it

3. Out of ten, how much did this month's cover make you want to look inside? /10

4. How much does this issue appeal to you overall? /10

5. How does it compare with previous issues you've seen? (Tick one)
- ☐ Much better ☐ Slightly better
☐ About the same standard
☐ Slightly worse ☐ Much worse

6. Rate out of ten this and any other computer magazines you buy regularly.

/10

/10

/10

/10

/10

/10

7. Out of ten, how do you rate this month's cover layout? /10

8. How many other people read your copy of COMMODORE FORMAT?

9. What do you like most and then least about this issue?

I read like

I read like

And I read like

And I read like

And I read like

Your name and address:*

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- 10) Yes - just read the magazine more closely.
11) Good question. AF hasn't got really wound up for ages, but you can check out the full list of budget games reviewed over the last year on page 65. I don't think any of them are so good that they are irrefragably the best, but this month's best budget buy, *The Unhatchables*, is truly hot.

12) To find the dollar you need to find *Interzone*, and you have to collect loads of barcodes in order to buy it. As for *Andy*, we're just taking time to the dollar store now to see what he has to say on the subject...

THB

KEEPING IT IN THE FAMILY?

I am writing to say you mag is the best. I have one question to ask you. When can I get *Great Games Sisters*? I have looked every where in Dublin (Eire) but have not found it yet. I would be over the moon if you could tell me where it is in Dublin. And if it's not available could you give me the name of a mail order company that sell it and the price as well and if that's not possible could you give me the 128's dad's phone number. Please print this it's the first time I've written.

Colin Leary, Dublin

Remember that *Great Games Sisters* (which was actually called *Great Games Sisters* on the version I played) was indeed going to be released by LSI Gold. However, Nintendo thought that the game resembled *Super Mario Bros* too closely and the threat of major legal action (you do NOT mess with Nintendo) prevented its release. Also and less as usual.

THB

RADIO WAVE

- 1) Is it possible to get a network of computers connected by radio, because telephone is too expensive and cable is impossible?
2) How many joysticks could be plugged into a C64 at the same time?
3) Where can I get *Retrospect*?
4) Whatever happened to the *Amiga Multi-System* console?
Markus Westhead, Cleveland

1) The amount of interference you'd pick up using radio waves makes networking practically impossible. What about *Isany?* *Future Publishing* has a clear relay enabling computers in one building to talk to the network in the other. Head, eh?

2) You need more than two joysticks with the 64 you would have to build some sort of plug-in interface - four-player games have been produced for the Amiga using such a device.

3) Try *Thames* on 0294 81 7887 (and watch out for a *Retrospect* players' guide coming to *Compendium* soon).

4) Another innovative games system has, unfortunately, gone to meet that great Alan Ford in the sky. It was a good idea, but a mix of bad planning and lack of funds meant that *Amiga*... well... missed it out. They're sticking to joysticks, from now on.

THB

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SPECIALS CASSETTE

101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140
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181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200

CBM64 TOP 50 HITS

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SPECIALS DISK

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CBM 64 CLASSICS

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FORTHCOMING ANTICIPATIONS

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BACK TO BASIC

Phil South brings you part 7 of his *Basic programming series for beginners*. In this issue, Phil starts to explain

how you can show off the 64's graphics, how to create your own sprites, and takes a look at hi-res graphics.... Go forth, fearless programmers, and paint your 64s

In *Commodore Format* 13 we looked at character graphics but this time I'm going deeper - deeper into sprites and hires graphics. Sprites are graphic objects which can move around the screen and because they are on a different level to the main screen graphics, they don't distort it in any way. It's as if the sprites were on a different level to the screen, like they were floating over a sheet of film held over the screen. Up to eight sprites can appear on the screen at a time. Many games programmers can get around this limitation by very slowly moving but for the time being this is out of your reach as this is usually done using fast machine code routines.

MAKING SPRITES

The first step to making your own sprites is to design them. Sprites are blocks of pixels, 21 pixels high by 24 wide. Get a sheet of paper, graph paper is good for this, and mark out a block of 21 x 24. Then design your sprite on the paper, filling in the squares with ink from your pen to make up the shape. Now each of these little squares on the page is equal to one pixel in the sprite. Take a look at Fig 1 on page 46, to get the idea, and then come back here - because this is the computer bit. Write these numbers across the

top of the grid three times: 128,64,32,16,8,4,2,1 making each number correspond to one column of the grid. As I say, do this three times until all the columns are used up, as in Fig 1. Now number the squares down the side as 1-25.

This is your basic sprite grid, and you will use this every time you build a sprite. (If you want to make a sprite which is bigger than 21 x 24, you have to build two sprites together, and move them around the screen as one.)

Each of the rows of 8 squares from left to right along the top (numbered 128 down to 1) are a zone, and you can divide the three of them up just like in Fig 1 and number them 1-3. Each zone holds a byte of data, and you get the numbers to put into your Basic program by writing down the contents of a zone in binary. If the first line in our example has nothing in the first zone, eight pixels in the second zone, and no pixels again in the third zone, you would write down that row as:

```
00000000,00001111,00000000
```

In binary a "0" indicates an empty square and a "1" indicates a full one. To convert these binary numbers to decimal you can either use a calculator that does hex to dec conversion, or we can add the numbers for the second zone up like so:

$$128+64+32+16+8+4+2+1=255$$

So the bytes for that row of the sprite would be:

```
0,255,0
```

The next row is like this:

```
00000001,00000000,11000000
```

And you can add them up like so:

```
Zone 1: 2x1 = 2
Zone 2: 0x0 = 0
Zone 3: 128+64 = 192
```

So the bytes for the second line are: 3,0,192 and so on down the sprite until we have the whole batch of data for the sprite converted into decimal. All you are doing is adding the numbers for the columns which have a "1" in them. So if there is a number in the column with a 128 at the top, and one in the column with 64 in it, but no others, then you add 128 and 64. Like this:

$$128+64+32+16+8+4+2+1=255$$

$$128+64+32+0+0+0+0+0=192$$

This is the way you convert binary (base

```
10 PRINT "Z:"
20 POKE 256,13
30 FOR S=832 TO 832+62:READ Z:POKE
EXT
40 U=53248
50 POKE U+21,1
60 POKE U+39,1
70 POKE U+24
80 POKE U+1,100
90 DATA 0,255,0
```

...continued on SPRITE2.IFF!

It is decimal (base 10). I'm sure you've come across this before, so I won't dwell on it.

Our example sprite is a little Monty Mouse type character in a bubble-shaped spaceship. Obviously to get him facing the other way, you'll have to reverse all the data on the grid and recalculate the decimal numbers.

To load all the data into a sprite, you have to POKE the location in memory which deals with sprites. Any data POKEd into these locations can then be written to the screen as a sprite. And where are these locations?

The locations for sprite data and movement begin in the Display Chip at \$3848, so in order to make it easy we let this number equal a variable like Y, and just add numbers to it to load in the data and move the sprite around. (See this month's program for details about what locations in memory do what.)

You will notice if you list the program or move the cursor around under the sprite that it looks almost as if it is stuck onto the screen, as everything passes underneath it. The sprite will stay on screen until you move it around or turn it off. Just enter POKE Y+1,0 in direct mode and you'll turn it off.

Homework prob 7

Now easy one this month. See if you can create a lot of basic code which draws a cube on the screen. Make it a perspective cube, you know the sort of thing, like the one we've drawn here.

Use the techniques outlined in the main text and create the program to draw a cube on screen. And for the really ones...



Now, try filling it with colour (but if you're really OK at it, ambitious you can try rotating the cube round in 3D, but I don't think you'll succeed, personally. We'll cover tricks like that in the months to come, but give it a go anyway and see what you come up with. Let me know how you get on. Don't forget at the work we've done in this series so far and you'll be alright in the end.

Step by step

This month we learned about:

- 1) How to design a sprite.
- 2) How to transfer that design from paper to computer.
- 3) Access to res graphic screens.
- 4) Plot to those screens.

HIGH RESOLUTION

Unlike so many other magazines, drawing lines graphics on the 64 isn't very easy and you have to do a lot of POKing around to get lines on the screen.

You turn on the Hi-res screen by using:

```
POKE $2060,PEEK($2060)+128
```

To turn it off you type this:

```
POKE $2060,PEEK($2060) AND 255
```

You can save yourself a bit of typing by making a variable equal the number of the memory location, like so M=3268. Then you can just use: POKE M,PEEK(M) OR 128 and POKE M,PEEK(M) AND 255 which is a bit simpler to handle.

Once you've turned the mode on you can plot points and lines to the screen using the following steps. First you must clear the screen. Then you must set the colours that you are going to use. Finally you put the lines or plots on the screen.

First you have to set the beginning of the Hi-res screen to \$182 and you do this by typing:

```
POKE M,PEEK(M) OR 8
```

Then to clear your Hi-res screen you must start at an corner and set all the bits to zero, and you do this like so:

```
G=0:192
FOR G=0 TO 8192-1
  POKE G,0
NEXT G
```

Finally to set the colours of your screen for both int (the lines you draw) and paper (the screen colour) enter this:

```
FOR B=1024 TO 2023: POKE B,3: NEXT
```

and the colours will be set to cyan and black. (Remember the R, G and B variables can be any letter you like. These are just the ones I use for the time being, but

you could use R,G,B or A,B,C if you wanted, it doesn't matter.)

Now all we have to do (BUT the way!) is join the points and lines to the screen. Although the screen resolution is 320 x 200, for some strange reason you address each point on the screen by looking for its row (0-249, character (0-25), and line within that character (0-7). It's as if you are saying "go to characters along and down, look for the nth line in that character and choose the nth bit" and there's your dot. That's how you have to do it.

The row number of the point you want to plot is expressed as:

```
ROW = INT(Y/8)
```

The character position is add to be:

```
CHAR = INT(X/8)
```

The line is:

```
LINE = Y AND 7
```

And the bit on that line is:

```
BIT = X AND 7
```

Sounds complex, but let's put it all together as one formula:

```
BYTE = B + ROW * 320 + CHAR * 8 + LINE
```

B is the start of the screen, as we said above. This all sounds very complex, and indeed it is, but read it all very carefully and you'll soon get the hang of it. Let's draw a sine wave on the screen using these techniques. First set up the screen and clear it as we said before:

```
M=3268
POKE M,PEEK(M) OR 128
POKE M,PEEK(M) AND 255
M=192
FOR G=0 TO 8192-1
  POKE G,0
NEXT G
FOR B=1024 TO 2023
  POKE B,3
NEXT
```

Then draw the sine wave:

```
FOR S=0 TO 319 STEP 3
  Y=INT(S*3.14159/180)
  C=INT(Y/8)
  ROW=INT(Y/8)
  L=Y AND 7
  B=Y/8-ROW*320+8+CHAR*8
  POKE B,PEEK(B) OR 3 AND 7
  POKE B,PEEK(B) AND 255
NEXT S
```

And put a line on the end like:

```
999 GOTO 999
```

Or whatever the last line number is. The

formula which actually draws the first wave is in the line beginning "Y=INT(500-50)... etc. From this you should be able to put your own mark on the screen.

This should give you enough to be going on with, and soon, if you take all this apart and make your own programs, you'll be whizzing lines all over the screen in no time.

GOODNIGHT

So that's the beginning of advanced graphics on the C64.

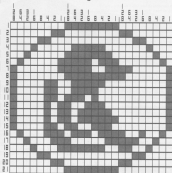
Simple, isn't?

For more about this and delving even deeper into the graphics modes, see me next time for the scoop on 4-line multi-colour mode and multicolour sprites.

Write to Phil

And tell him how you're getting on with the series. Or ask him about anything that has you puzzled. The address is: **Back To Basic, Commodore Format, 30 Monmouth Street, Bath BA1 1BW.** Phil cannot answer individual letters.

Fig. 1



Blow by blow (that listing in full...)

This month's program is a sprite program, which draws it but doesn't move it around. (Some of you might like to steal data from my previous sprite program in issue 6 to move it, but for now you may have to wait and see what we do with it next issue.

Line 10 clears the screen by printing a CLS/Home character.

Line 20 sets the "sprite pointer" to get its data from (sprite number zero at location 3048).

Line 30 starts loading the sprite data from the DATA statements and POKEs them into 65 bytes starting at location 800 to 854. This is where sprite 0 stores its data.

Line 40 serves as time and typing by setting the variable T to the same number as the start of the Video Chip location in memory, that is to say 51040.

Line 50 turns the sprite on. To turn it off you simply have to POKE 5:21,0.

Line 60 sets the colour of sprite 0 to white.

Lines 70 and 80 tell you where the sprite will sit on the screen, using X and Y co-ordinates, where X is left to right and Y is up and down. Line 70 POKEs Y with the X location of 24, and line 80 POKEs Y+1 with the Y location of 100. 24 is the furthest left you can place a sprite on the screen and

see 8 off, as there is a border around the screen which you can't see.

This is so you can bring a sprite onto the screen smoothly without having it appear suddenly at the edge. If the X and Y were both zero, the sprite would be at the

top left hand side of the screen, out of sight (but not invisible).

Lines 100-200 are the DATA statements which the READ command in line 30 uses to build the sprite. The data was calculated using the sprite diagram in Fig. 1.

```

10 PRINT "W"
20 POKE 5:20,0
30 FOR S=0:31:READ Z:POKE S,Z:NEXT S
40 Y=51040
50 POKE 5:21,1
60 POKE 5:22,0
70 POKE 5:23,4
80 POKE 5:24,1
90 POKE 5:25,1
100 POKE 5:26,1
110 POKE 5:27,1
120 POKE 5:28,1
130 POKE 5:29,1
140 POKE 5:30,1
150 POKE 5:31,1
160 POKE 5:32,1
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HOW TO MAKE GAMES

PART 2

(AND INFLUENCE PEOPLE)

Back by popular demand (and 'cos we didn't finish it last month), your guide to making vast wadges of cash by writing games. And who is going to let you in on the secret of untold wealth? Why it's that successful gamesmith Martin Walker of course

At the end of the first part of this feature we got as far as presenting the game to game testers for feedback. This information is extremely important in perfecting the learning curve. For those who haven't come across the idea of a learning curve before, it's a way of describing your success at playing the game by means of a graph which plots a player's progress through the game against the time spent playing.

The first time you play you will have little idea of what to expect (unless it's a clone, in which case it may seem all too familiar), so you won't expect to get very far. Having lost all your 'lives' on the first occasion you might expect to get a little further on the second and third plays and so on. If you get further into the game by the same amount each time you play, then a graph of progress against time will be a straight line (as your skill steadily increases).

In the case of the classic multi-level shoot 'em up there will nearly always be an end-of-



level monster which is much harder to destroy. This causes the learning curve to rise more steeply until the player masters a new skill. Unfortunately, if the monster is made too difficult to defeat, a lot of players will never manage to pass this point – a frustrating experience!

The object of achieving a good curve is to make the game accessible to the widest range of people. Getting it right is a fine art.

There's a fine line between the two reactions: 'just one more go!' and 'FFF! this!'. Many games rely on plying on opponents at higher levels to make a game more difficult so that, eventually, only the fittest trigger finger can survive. This approach appeals to only a certain percentage of players but it's typically found in arcade machines. Here the object is to keep people feeding in the money. It works.



Hidden strategies can be used as a major part of gameplay (I think therefore I am!) or you can offer players options to enable them to choose a style of play which best suits them. One of my all time favourite games was Star Raiders on the old Atari 400/800. This had four levels of play from beginner to expert but each higher level introduced new features. Thus the first time players could start with minimal skill and enjoy the game. Once the basics were mastered the next skill system would introduce more serious opponents and more things the player had to do. The only way to get the highest scores and become a 'Blazing Commander class 1' was to perfect each level in turn until the most difficult mission could be attempted. The result was a game that was satisfying for at least six months of play!

DE-BUGGING

During the course of development it is inevitable that bugs will appear in the programs. However carefully you code, something nasty and unexpected will happen that you'll have to track down and fix. This frustrating turn of events has many a programmer burning the midnight oil. A sensible approach to coding helps here: always make sure that one routine is fully tested before starting the next – never be tempted to finish something else before you try to track down a bug. At least then you can narrow down the bug to one routine, when a few appears and then further reduce it to a specific line of code.

The worst sort of bug is the intermittent one. With a consistent fault you can be systematic in your approach to finding out what's causing the problem. You can't be so methodical when the bug only occurs once a week. Such odd bugs should not be assumed to be a smart spike from the mains supply, however. Try to note exactly what was happening in the game each time the bug occurred and where in memory the program crashed. If you then notice a common factor from your notes, it can at least point you in the right direction.

SPIT N' POLISH

It's easy to underestimate the time it will take to add the final presentation touches. Although finishing the game itself is your top

priority, there are also these final touches: loading sequences, title screens and options, ending sequences and instruction writing. Bear in mind that the first thing everybody will see is the loading or title sequence. This will set the scene for what's to come. Here's an example of a good presentation screen (well we liked it anyway!)



the game, and final impressions are always important (and lead to good reviews). But, however important the presentation sequence may be, always try to include a bypass for the player who has already seen the it dozens of times before. Adding options for two players can sometimes be a tedious task for the programmer but different people may like to play in different ways, and they will appreciate a choice.

By this point in the project one of two other situations may arise. Either the programmer will feel burnt out after too many all night coding sessions (and in need of a little encouragement), or the deadline will have arrived with programmer still desperately trying to add little touches. Meanwhile, the publisher is impatient to get the product into the shops.

Knowing when to stop can be tricky and your programmers are very helpful here. They are far enough removed from the development process to be objective but involved enough in the 'feel' of the product to have definite opinions of their own. A letter with a creative mind and good powers of communication can often suggest a tiny change that adds a definite edge.

Once the programming's complete, a final thorough testing session is normally undertaken by several people with the master files, in order to spot any bugs that may have escaped unnoticed. Once this has been done, the product will be mastered. This involves transferring the completed and tested code (along with any turbo loaders and protection routines) to the machine which produces the actual product that will appear in the boxes. Normally the duplicating company will be able to add some protection against copying, but programmers may also add some protection of their own in the game itself. Why give pirates a break?

When the first few samples have been produced from the duplicating machine, they're tested thoroughly to ensure that no corruption of the files has occurred. We've all heard the horror stories when thousands of tapes or disks arrive on the market with a bug caused by one corrupted byte. No-one wants this to happen – after all, besides the frustration the customer suffers, it's extremely expensive to re-master and then replace the faulty copies!

The publisher's marketing department organises the design and manufacture of packaging and instructions. Check the instructions carefully before they're printed and get other people to read them through too. Bad instructions are onerous. Getting some one to play the game for the first time helps the process.



The Mighty Demolish turned out well because it built on the already successful Demolish formula. The Demolish, while being an original idea, succeeded on the strength of the gameplay. Finally, this is an exception to the rule.



You may want (or be asked) to offer sneak previews to magazines during development. There are two schools of thought here – previewers tell people how what is sure up for (hopefully), as well as letting the programmer have the benefit of more constructive feedback. Most reviewers get to see and play most games that come onto the market and know as much as anybody about the market. But in the past, exclusive previewers have caused much animosity between rival magazines and some writers also feel that it is better to get the full impact of a truly honed and polished finished product than it is to see it warts and all in the earlier stages. (Editor's note: we like to see previews but we always make say whether it's a preview or a finished product and Commodore Format never makes any judgement about the quality of an unfinished game.) In the end though, publicity always counts, and any mention will be valuable.

Well, here we are at the end of the journey. The finished product has been mastered, duplicated, mastered and finally appears in the shops. We can now sit back and wait for the royalty payments to come flooding in and then retire to the Bahamas. Alas, in real life things are rarely so simple.

WHETTING APPETITES

One problem with an original game can be trying to describe it to a potential customer. The most potent part of an advertisement is the image that accompanies it – either an artist's impression of the game or screenshots. It may not be feasible to convey the feel of some games with screenshots. After all, a static image can't convey gameplay. In help if you can supply the publisher with a list of features that encapsulate the feel – otherwise you may find that the marketing department dream up some dubious ones of their own, after seeing the game for only a few minutes! And if you want people to buy the game, you need a decent advertisement.

As I said last month, there always seem to be far more clones than originals on the shelves. So what goes wrong?

MONEY FOR OLD ROPE

One difficulty an original faces is, ironically, a strength of the clone – familiarity. Arcade conventions and games that stick in your head become formula (horizontal shoot'em ups top the list) offer the customer a pretty safe bet. Everybody knows roughly the kinds of games they like or dislike. An original is a gamble, especially if you can't try it out in the shop, and in the case of disk based games this may mean gambling £25. If you've ever bought a disappointing game, you'll know the feeling only too well!

Even getting original games into the shops can be difficult. Most retailers get guaranteed shelf space, whereas an unknown game presents a gamble to any outlet. Success can only judge by the commitment of the publisher – so the size of the ad campaign is important to big shops. Good reviews help to sway them, as well as your track record.

However, if I'd H. Smiths and Boots don't choose to stock your game at their selection meetings then it may have your potential sales at a stroke. You may even be unlucky to suffer from bad timing – despite being proposed as an excellent product, four other excellent ones are published at the same time, and yours simply doesn't end up on the shelves.

Independent shops and mail order outlets tend to order games in lower numbers but they have more time to read reviews and tend to take more interest in them. Original games that get good reviews tend to be well stocked and you can probably get a demo if you ask. Having said all this, it has to be noted that an original game often fails to produce huge royalty cheques, although the project might have been satisfying in itself. And critical success is still very worthwhile and appreciated. But the bottom line is that only occasionally do original manage to force their way to the top of the selling pile – it's a sad fact of life that it's more profitable to program conventions and clones.



The Time Machine ad is useful because it tells you nothing. Lord Nibbles II though, even gives a mouth wide professional about its feel.

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PUBLIC DOMAIN

Over the last couple of months the PD scene has been virtually bombarded with an increasing number of new and impressive "disk mags" which are being continuously created and released in all shapes and forms. It seems these days that any new demo group wanting to get their name well known work hard at looking a good disk mag. When it's released they put it for instant attention, make noise and the attention of the masses, and why not, I say. (Slightly on - 50)

Disk magazines are simply mags published on 5 1/4 inch disks as opposed to paper and ink. They're novel and entertaining. Many come with a flashy menu, music, and graphics. Some even take up the whole of a side of a disk, with kilobytes of packed news. The actual contents of these mags usually included info about demo groups, games, news, music and demo reviews, party reports and demo disks (level codes, field codes and so on...). Some mags even go one step further and include regular interviews with top stars from the C64 scene. Some have amusing cartoons and joke sections, other are more wackier and wackier.

The vast majority of disk mags are very well put together and I recommend any keen follower of the 64 to have a couple out. One of my personal favourites is a German mag called Mantis. It includes many nice touches and the recent issue contained an interview with Tuncel (and sadly how as 64) programmer Manfred Tenz.

Raise your hand if you thought Tony Crowther's Juggler demo was well worked... One... two... three... four million enthusiasts (myself included). You'll be glad to hear that Ben has made a sequel titled Party Movie 1. While it isn't as eye popping as the Juggler, the clever animation could teach a lot of coders a thing or two.

That just about rounds it up for this month. But if you have written any of your own demos then please send them to me, care of Commodore Format and, who knows, with luck and a following wind they could be featured in a future PD column.



What is it then, it's a game engine working the ending of the *Lord of the Rings* era.



This is actually a most animated effect, but sadly we can only give you this static look.



An idea, screen from the *Lord of the Rings* era—this, if only most of the people... 64

if you are interested in public domain software and what it has to offer you as a C64 user, try writing to David Dewar at the usual Commodore Format address?



A scene from an animated sequence generated by none other than Tony Crowther

Five demos no 64 freak should be without

1. **Digital Acid**: over three years old, this demo is still a classy piece of coding. Includes a complete acid track complete with hypnotic striding, pulsating beats.

2. **Juggler**: a stunning, state-of-the-art animation successfully converted from the Amiga by Tony Crowther.

3. **Roar Of Eternity**: a musical demo that includes a hypnotic ventriloquist with all kinds of shapes appearing perfectly.

4. **Hot Hot Chili Pepper**: simply packed with loads of mind blowing in that really drives the 64 to its limits.

5. **No Dream Castle**: another classic from Crow. It includes a massive 100 sprite multiplier in one part alone!

These are just a few of the demos that currently stand out from the crowd. There are promising new releases all the time. I'll keep you posted.

CF SHOW - WHO DUN WOT

Calls and calls: David Dewar, Commodore, Paul Rogers

Some dead impressive facts:

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- Four different bit rates, 100 sprites and
- Four separate bit colours in each of the
- Four games to be displayed on the screen
- Four
- Four rapid horizontal colour shifts
- Four status routines which state sprites in
- Four, mathematically calculated positions

Music news from the scene

If you can check out the demo of a new German game called *Gordian Knot*, you should. It includes some remarkable music by some maestro Thomas Dewar that tests for a staggering 20 minutes.

The recently released word that the much loved music group, *Manica Of Noise* are no longer together. MGN leader Jerrold Tui (the man responsible for *Out Run* (Japan)) has moved from his native Holland to set up base over here, working

in-house for Probe on projects which at this stage are still shrouded in secrecy. Fellow member Charles Dewar has left the 64 scene altogether and is now earning Big Bucks writing music for TV and radio commercials in America.

Keep an eye (and ear) open for a new German music group *Demon Of Sound* whose name making is making waves at the moment. Their quality tunes are destined for game jams.

3D CONSTRUCTION

Domark finally release the secrets of Incentive's Freescape design system and our reviewer is sent to investigate this thing called Virtual Reality. He finds nothing less than the power of creation... and the CF office - in his C64!

Hands up everybody who knows what the words "virtual reality" mean. In case your peers are still both

blindly fixed to these pages, virtual reality is a term used to describe computer generated environments. It's been over-used by people who want to impress you ever since it was first coined. Now there's 3D Construction Kit and it uses words like "artificial" and "reality" all over the place. It's not a game but, so the box claims, a program which allows you to build virtual realities - and then play games with those VRs. Independently of SOCCA itself.

If I start to describe the things you can do and how you go about doing them, we'll run out of space before I get very far at all. But the basics are simple. So simple in fact, that I made a VR: Commodore Format office just by sitting down with the program loaded up in front of me and experimenting for a couple of hours. And incredibly, I only had to look at the manual now and then. Wish around and I'll tell you what exploring VR is like.

Actually, the Kit consists of three programs and the first one of these I

loaded up was the Environment Editor. The first thing you see, once the program is run, is a screen split into four halves: at the top, your window onto the environment; at the bottom a control panel.

In the beginning there was nothing. The "area" covered by my environment was no more than a green floor with me in the dead centre. You can create well over 200 areas and link them together but the one you start with is big enough to explore. So I faced one edge and moved the cursor over



the Create button on the control panel. Another row of buttons offered me a choice of things to create. I chose a rectangle and it appeared in front of me, standing on its edge. I selected the Edit button and the edit menu replaced everything else on the screen. I selected the rectangle to edit and the normal screen display returned. This time, the control panel was adorned with labelled arrows which enabled me to edit that rectangle any way I wanted. I began by putting it away from me, watching it shrink as it went right up to the edge and stopped. Then I stretched it left, right and then up - as far as I could - in every direction. I'd built my first wall. I turned 90 degrees and did the same again with another rectangle. Using the Shade button, I made this one a different colour so that if I had to re-edit anything later, I could remember rectangles by their colours. When I got to the third wall (again turning 90 degrees) I made a long low rectangle. Then I used the Copy key to duplicate this, shaded it a 50-



The simplest system in the beginning of what will be a computer terminal sitting on a desk top but the colours need changing...



Keep! The Shade menu allows you to paint every face of every object differently - you can even make things invisible!



The incredible size your house. One of its aspects with a mouse and the object will disappear, open at the whatever you want!



Using the Compiler and Condition Editor programs, you can give games displays which work (time, money, score and so on).

Furnis



Having made the office shape, I floated in the corner of the room (where there there's desk would be) and looked down.

CONSTRUCTION KIT

ferent colour and hang it above the lower one to create a wall with a handrail effect.

But I wanted to make a model of the CP office so that you could have a look around it. Our brown cupboard-like doors, which houses everyone on the team, is L-shaped. So I moved out of the centre until I stood with one wall behind me, and my two other walls leading off into the distance. Then, because 3DCX displays co-ordinates at all times, I could make another rectangle and move it to where one of our office's intruding walls would be, ahead and to the right of me. After another about stroll around this, I built the other part of the L-shape and finally added the remaining far wall.

This was a good point at which to start taking advantage of some of the memory saving tips in the manual. You see there's no need to shade things you can't see. In fact, the program shows down if you do. All those rectangles I'd made had two faces. But from whenever you stood in my new office, you'd only ever be able to see their inner faces. So, going back to the Shade function I selected each rectangle in turn and painted each outer face BW (which stands for invis-
ible). Now the computer would only draw the rectangles from the point I could see them. Because these were also two intruding walls in the office, I activated the Bolt function, so that no wall extended behind any other. But it was when I attempted to put the door in that I got lost in virtual reality.

As I've already mentioned, the 'entrance' was generated along with the area. It was right in the centre, so I used a Reset control to put me back in the middle of the area. I

I forced the edge of the wall away and squeezed through the gap back into the office

Controlled construction

Line display of movement, where you are in X Y and Z planes, and size of object

View from four compass directions or overhead and select Walk or Bolt (spin of Bolt) for movement



Move in any direction, look in any direction. Even when you're in a sub-menu, you can still use all of these controls

Master commands like these are self-explanatory. All of them reveal a sub-menu to enable you to do what you want quickly

was moved instantaneously but the centre of the area was now outside the office. I was somewhere on the other side of the two L-walls. But the genuinely spooky part was that I'd just made all the walls invisible from this side, so when I tried to move back into the room, I heard a sound effect like a gnat as I bumped into the invisible rectangles. Mocking my path. Talk about not looking before you leap. I fell my way along one of these invisible walls until I got to a join.

Then using Bolt's shrink, I forced the edge of the wall away and squeezed through the gap back into the office. When I turned around, I could clearly see the doorway I'd made and closed it behind me by stretching the rectangle to seal the gap again. Maybe it wasn't time to make an exit.

I went on to make the desks and computers out of cubes, adding them with the same controls that had made the rectangles into walls. It didn't take long.

3DCX doesn't take advantage of the extra memory of a Q128 and there's only 5K

working space when you load it on the 64. But all the work I'd done only added up to a handful of bytes and there's certainly room enough to design a decent sized adventure. And with games in mind, there's just time to describe a few of the KIT's other features.

You can attach 'sensors' to objects so that they respond to interference during a game. A sensor can contain an instruction for an object to disappear if it's shot, for example. You can also design an overlay screen with an art package so that a game has its own direction controls when it's run independently of the KIT incorporating finishing touches is easy, as I'll show you next month when we have another look at 3DCX.

This isn't a normal PowerTest but then 3D Construction KIT is by no means normal test. But be certain of this: it's A1 Canker!

PowerRating	83%
Game	3D Construction Kit
Publisher	Domark
Comments	£24.99
Disk	£24.99
Release	Out Now
Contact	081 782 2222

Finished with details



From a slightly different angle you can see Lam and Ollie's desks made from stretched cubes and add into position



Turning right around, from right to left: Steve's desk, Andy's desk and mine. The Bolt menu enables me to slide my desk left



Looking from Steve's desk to mine. On the left I make a desk where the office 0108 goes. The desk will have to go next to this



The main options screen. From here you can choose your team, select the team line-up and change the number of games you want to play.



A fast bowler shouling his stuff. The animation is pretty good on the bowler, but less so on what he is doing with the ball.



To score is certainly not too simple. To bowl is a little more so. The animation is pretty good on the bowler, but less so on what he is doing with the ball.

Well, this makes a change from reviewing foxy simulations, but to be honest it's not a refreshing one. GOWCC is a fast-paced cricket game, with both strategy and simulation modes. In reality, it's the same game, but with your direct control over the action removed in one mode.

Would-be batsmen start by choosing their team from the steep list of international teams (New Zealand, Pakistan, England, West Indies and Australia – to name a few).

Before kicking off (oh? – did you select your team members, either individually or by clicking on the first eleven? option to make things faster), you can then choose the number of games, enabling you to play the equivalent of a limited one-day game, or a full-blown test match.

The game starts with a coin toss and from that point on, if you've selected sim mode, you don't get to control anything that happens in the game. You merely sit back and watch a game of cricket like you would on the telly, except you get to decide the batting and bowling order of your team. The game has a number of different deliveries, a bowler's repertoire, and the batsman has a choice of strokes with which to (hopefully) fend them off.

You view the game from behind the batsman until the ball is struck. At this point the screen switches to an overhead view, enabling you to watch as the batsman smashes his stuff. In the top left corner of this screen is a miniature window showing the batsman's movements, while any more mode are faded out for you.

Real cricket fans will find a lot here, although a game of the order of 50 overs would take hours to play and most of the time in sim mode there's nothing to do but watch.



The batting screen. The screen (top left) tells you how many runs the batsman has scored, it also shows if a four or six is achieved.

GRAHAM GOOCH WORLD CLASS CRICKET

While that seems typical of cricket to me, I still don't think it's enough to do in sim mode – the pauses between bits of action are just too long.

But the biggest problem with GOWCC is that the part of it which could have made the game appealing to everyone – the arcade option – fails to start off achieving its goal. If you're in to bat, all you have to do is watch the joystick in the direction of the stroke you want to perform and keep it there. Once the bowler has bowled, your man automatically carries out the selected move. Bowling works just the same: select the type of ball you want to deliver and leave it to your bat to go through the motions.

The only real-time interaction comes in fielding. When a batsman actually manages to hit the ball and the screen goes into overhead view, you're given direct joystick control of the fielders. If the one you're controlling is too far from the ball, hit the aim and control



Admission tells us the night of Gooch. And to achieve this fast in only 100ms is a simple but rather subtle point to be made of you.

pressing to another, more appropriate fielder. When you catch with the batting batsman, press the joystick up, then press the again to get back to the screen. And this is by far the most involving sequence.

As you can tell, it's not impressive. The graphics look the same as you would expect from a so-called simulation. The batsman moves smoothly but is fairly clumsy, and the ball moves in a fairly realistic way, with primitive animation and collision detection. The ball's flight is quite good, but the batsman's swing is not very impressive at all.

As you can tell, it's not impressive. The graphics look the same as you would expect from a so-called simulation. The batsman moves smoothly but is fairly clumsy, and the ball moves in a fairly realistic way, with primitive animation and collision detection. The ball's flight is quite good, but the batsman's swing is not very impressive at all.

Game	Graham Gooch World Class Cricket
Publisher	Windsor
Cassette	£11.99
Disk	£15.99
Release	TBA
Contact	001 0011155

POWER RATING

THE DOWNERS...	100
■ The two play modes aren't different enough. Sim mode must provide any more fun when you're bored of arcade mode.	—
■ Controlling batsmen and bowlers is tedious. There's no feeling of involvement in the action.	—
■ Confusing delay between batsman swing and flight of the ball.	—
■ Balls flight path is dodgy. It's hard to tell exactly where it's going.	—
■ In the absence of skill, bowlers play a major part in winning.	—
■ All these wonderful cricket rules have been so reduced in the simulation that it's pretty good.	—
■ Strangely the game is sound, with competent use of music and option screens.	—
...AND THE UPPIERS	41%

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THE CHARTS

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FULL PRICE GAMES

GOING
UPGOING
DOWNSTAYING
STILL

1	DIZZY COLLECTION Code Masters	It's taken a while but the second shell shock makes it to No. 1. Dizzy fans should watch our full players' guide!	
2	SUPREMACY Virgin	After an all-star trial day at number one, this superb (looking) 16K space strategy game slips down a slot.	
3	MAN UTD EUROPE Krisalis	We've only just released this soccer game and with 84% it's just another soccer game to add to the pile.	NE
4	CREATURES Thalamus	Clay's and co. topped for a mammoth 81% and have managed to crash back up a place this month.	
5	NORTH AND SOUTH Infogrames	We gave this old title some bonus 80% - not too bad, not bad. Looks like its found a few fans, though.	NE
6	BIG BOX Borew Jelly	That old chestnut. It's huge compilation of 30 games some good, a few average, and one or two rubbish!	
7	M-P SOCCER MANAGER B&H	40% was all that this ancient-looking soccer manager could muster, but everyone's buying the Nipper thing!	
8	S.C.I. Ocean	80% only scored 84%, so we didn't think it was too hot. It is shoddy, wait for that Star Europe or TurboStar.	NE
9	SHADOW DANCER US Gold	88 just missed a Carter with 80% but is now your catch-up game. Came straight in at nine - and stayed there.	
10	POWER UP Ocean	A nice compilation which gained 88%. You get Rainbow Islands, Chase HQ, H-shit, Turbstar and Advanced Wars.	
11	GOLDEN AXE Virgin	With 86% we obviously thought this was OK - and so do you. Shame about the old bug or two though...	
12	SUPER MONACO GP US Gold	OK racer which wasn't rated 10%, it crashed position 10 on the grid but its starting to get better.	
13	BACK TO FUTURE 3 Imageworks	Oh dear, Marty and Doc have plummeted to 13 from 8. Given a decent 81% couldn't stop the rot.	
14	VIZ Virgin	Your poor translation of the brilliant comic drops the ten points it deserves. We gave it 10% so don't buy it.	
15	HERO QUEST Gremlin	It comes as little surprise that this excellent role-player has shot straight in at number 15. It's a Carter!	NE
16	TURRICAN 2 Rainbow Arts	This makes its first appearance in the charts of a position that reflects the rating we gave it. 85% in fact.	NE
17	H'WOOD COLLECTION Ocean	From two players, but a bad bundle but considering the age of the games it has done well to stay here this long.	
18	LAST NINJA 3 System 3	Splendid oriental action. We gave it a Carter if you're wondering, and' movements are coming out just 80%.	
19	TEENAGE TURTLES Imageworks	The turtles have gone out of fashion faster than the 84's trousers. 70%, but they're dropped 11 places!	
20	F16 COMBAT PILOT Di	Well we move out the back of this one? It's done well but we didn't rate being the best by next month.	

BUDGET GAMES

1	BUBBLE BOBBLE NH Squad	NE	1	SPIN IN TRANSILVANIA Code Masters	NE
2	AMERICAN 2D POOL Zappatin	NE	2	BOULE B&B&H Mastertronic	▼
3	MULTIMIX 1 Brix	▲	3	QUANTO C&H Code Masters	▼
4	DRAGONNIA NH Squad	▼	4	PAPERBOT Enesco	▼
5	WADCLAND BERRY Code Masters	▼	5	PRO FOOTBALLER B&H Games	NE

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