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C64 Pit Fighter
PP Hammer
Final Blow
REVIEWS Demark Rugby
THAN Hero Quest +
ANY Battle Command
OTHER Savage Frontier
MAG!

PLUS LOADS MORE...

LOOKY HERE

2 FANTASTIC GAMES!
2 SCORCHING DEMOS!

SCREAM TEST!

Horror of horrors!
Is Elvira a monster
hit or what? page 32

HEROQUEST

POWER PACK

POWER PREVIEWS

Super Space Invaders
Double Dragon 2
World Wrestling
Mega Twins

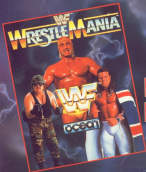
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WWE WRESTLEMANIA



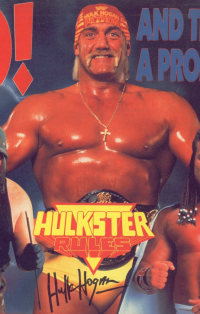
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TEENAGE MUTANT HERO
TURTLES

THE COIN-OP!



**THE RETURN
OF THE
AWESOME
FOUR SOME!**

Figure 1. Time duration of observations over 1000 hours and double-tagged silverfishes (*Salmo gairdneri*) and 1000 hours of observations in a field in spring (April) and September¹. Notes: duration of your observation 1000 hours in this further observation: duration of the observation 1000 hours.



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[illegible]

Image courtesy: Peter Hultine, University of California, Santa Barbara

A hearty dozen games are reviewed this month as the **BIG** season really kicks in. If you want to know what to buy, make sure it's been...

POWERTESTED!

32 ELVIRA - ARCADE STYLE



FLAIR

Elvira the voluptuous returns to the 88 in a running, chasing, spooking and otherwise shooting platformer crammed with ghouls, ghosts and unreasonably large monsters.

44 RUCK CITY

36 SMASH TV

OCEAN



It's a Corker!

BF, violence, greed and speed meet up in this conversion of Williams' coin-up hit. It's an endless death-fest from start to finish - and it could be game of the year...

DOMARK

Now the thumping action of the real thing has left our TV screens, it's time to tackle Domark's Kick-Offish simulation. Sweet, billed, the World Cup and broken jockeys shop. It's rugby all right. But is it worth a try?



81 BATTLE COMMAND

OCEAN



Control one beast of a tank in some of the toughest and most missions since The Battle of the Bulge.

58 PP HAMMER

DEMONWARE

When old fashioned fun meets spicily graphics, you've got PP Hammer and his Pneumatic Drill...



POWER 15 PACK

ELVIRA

FLAIR

Take Elvira through the Realm of Fire in this specially coded playable demo. You'll be totally spellbound. Try it!

EQUINOX

MICROBALL

Stop the reactor complex from being blown to bits

midtown in this frantic flick-screen shoot 'em up.

WORLD CLASS RUGBY

AUTOCENTRIC

More rugby! Yes, the big A have got an up and under aim of their own coming out and you can

try it first on our demo. It's the safest way to scream by hell.

DANDY

ELECTRIC DREAMS

This excellent one- or two-player Gauntlet look-alike will keep you crunched in front of the screen well into the early hours. The denizens of these dungeons are deadly indeed, so enter only if you dare! Blough, heh, heh, heh, heh...

15 GAMES

33 ELVIRA THE ARCADE GAME

FLAIR

35 PIT FIGHTER

DOMARK

36 SMASH TV

OCEAN

38 STRATEGO

ACCOLADE

41 HERO QUEST ADD-ON

DOMARK

44 RUGBY - WORLD CUP

DOMARK

58 PP HAMMER

DEMONWARE

78 THE CYCLES

ACCOLADE

81 BATTLE COMMAND

OCEAN

85 GATEWAY TO THE

SAVAGE FRONTIER

091 / 145 0010

87 FINAL BLOW

SPORM

OF SPECIAL

32 HARD DRIVING

Post out the best and worst driving games in our high speed chaos special

55 CISCO HEAT COMPO

Five fantastic sets to be won as Imagawork's San Francisco race game wraps up

REGULARS

6 POWERPACK PAGES

Check out the coverage selection

10 EARLY WARNING

Super Space Invaders, WWF, Mega Twins and Double Dragon Ward more drive

14 CF SCANNER

Each the first glimpses of the latest games and from all over the page

17 THE CHARTS

Gppers, download and a special wrap

19 GAMEBUSTERS

We take Last Ninja 3, Terminator 2 and Aliens. Plus, the conclusion of New Zealand Story, and much more

48 BUDGET GAMES

Roger Freeman gets stuck into Italian Jones, and ends up in a fix

63 THE MIGHTY BRAIN

Loads of means, packs of posing and a weapon-load of useful tips

68 INSIDE INFO

Twinkl questions asked. And a rare selection of PEEKS and POKEs

70 BACK TO BASIC

The best of the present series

72 YOI! CLYDE GUIDE

Apes carry on making Creatures 2

90 NEXT MONTH

CP's future unveiled

QUICK START

FULL GAMES

DANDY

Take sword and spellbook and go forth into the creepy south by putting a joystick into port two (or both ports if someone else is also playing) and slice or try anything that moves.

EQUINOX

Slide your stick into port two and explore, shoot anything that moves (that ought to go without saying). If something doesn't move, try picking it up and taking it somewhere and see what happens.

DEMOS

WORLD CLASS RUGBY

By all means slam your joystick into port two and go for a try against the toughest team there is. But we think you're going to want to read the instructions carefully and think about the best way to break the All Blacks. Have fun.

ELVIRA THE ARCADE GAME

Help yourself to a huge chunk of the new arcade game featuring the world's best loved cunny. Put this joystick into port two and enter the realm of fire. But don't get burned. What a screen.

NO LOAD ZONE!

If your tape should fail to work properly follow these simple instructions:

- 1) Switch off the machine, and start all over before you try loading again.
- 2) Check that your machine is not faulty, by loading a piece of software you know works properly.
- 3) If all attempts fail, put the tape in a strong jiffy bag, with a stamped Addressed Envelope, and send it to:

**Ablex Audio Video Ltd,
Harcourt,
Halesfield 14,
Telford,
Shropshire,
TF7 4PD.**

Ablex will swiftly send you a replacement cassette. Please DO NOT send the tape to Commodore Format in Bath, as this will slow down the replacement process.

NO LOAD ZONE!

POWER PACK

Date the mistress of the dark in this hot little demo from her new arcade game. And if you've got any energy for sport after that, give our rugby demo a try. And when you get an appetite for epic adventure take your pick: dare to duel with the denizens of Dandy's dungeons or avert an atomic apocalypse in Equinox. Go on, live - a little...

WORLD CLASS RUGBY

AUDIO-GENIC

JOYNOISE, WE ROAR!
If you want to give the All Blacks a hard time after they shipped England at Twickenham and Scotland in Cardiff, load this tape. There are quite a few brother teams here, but this is a teamwork master of a demo from Audio-Genic. Here we go.

The player you're controlling moves in the direction you hold the joystick. There are also game control keys used for set-pieces (pre-programmed plays). We'll come to this shortly.

The player you control is obvious by the marker over his head. Control always changes to the player nearest the ball.

Press fire and select a direction (in that order) to pass the ball. When you let go of the fire button the ball will be passed to the player in the best position to receive it. You can perform a dummy pass by cancelling the joystick before releasing the button.

If you select a forward direction with the joystick, the player kicks the ball instead of passing it, the strength of the kick depending on the amount of time you keep the button pressed. The exact direction is modified by the small dot on the bar underneath the player with the ball. Pressing the

fire button again as the ball is kicked and holding it down increases the height the ball reaches (obviously useful for drop goals and conversions).

If you're in possession in your own dead ball area (behind your touchline), you can ground the ball by selecting a backward pass. This results in a 22-yard line scrum or dropout.

To score a try, press fire while in the opponent's dead ball area or press fire and push the joystick in the direction of play, to drive over the line.

When you hold the fire button down with the joystick centred you gain control over the player on your team in the best position to tackle the opposing player with the ball. To tackle a player, press fire in the direction you're running. If nothing happens it's because you're too far away to tackle. Centre and press fire again to



Beaten this state you'll be a more appealing way of playing the game than the traditional and somewhat more painful method! Play a full match against the computer without getting a beat in the test.

pick a more appropriate defender. When you're tackled you can attempt to pass the ball before you hit the ground. Otherwise, the ball is released anyway and a ruck takes place.

Set Pieces

When your team is putting in for a scrum or line-out, you can choose a special play. The appropriate menu appears automatically. Move the joystick in the direction matching the choice you want to make and press fire to select it.

Rucks and Mauls

A ruck takes place when a tackled player releases the ball (a ruck is like an impromptu scrum); a maul often precedes a ruck. Both start forwards automatically rush in. As soon as you are in position, you can control them with the joystick. Wriggle it like ball from side to side to push forward and up or down to pass (assuming you gain control).

The coloured arrows which indicate the position of the ball, show which team is winning. The number of players in a pack and their weight determines how easy it is to push back the opposition — but stamina also counts. This decreases the longer the ruck continues. If the ball reaches the back of the ruck or if the ruck is about to collapse then the ball is passed to the scrum half.

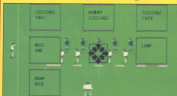
Scrum

A team whose scrum it is can choose a special play. Then, when fire is pressed again, the ball is automatically thrown in. Controls are the same as for rucks.

Line-outs

When the ball goes into touch during play, play restarts with a line-out. The team throwing the ball can select a special play (then press fire again to throw the ball in). The length of the throw depends on the position of the dot in the bar below the header. Press fire to make the player in the best position jump for the ball — if he makes good contact, he'll gain the ball to the scrum half or the hooker, and away you go.

Mud in your eye



If you want to win this forthcoming match, practise the set-piece moves like this line-out. Move the joystick in the direction of the play you want to make and press the fire button. Then watch what your players do. Once you know where they're going to run you'll be able to take advantage of the other team's disposition.

Drop-outs A drop-out is a dropkick taken by the defending team. When both teams are in position and the fly-half is ready to kick, refer to the panel in the bottom left of the screen. This has a crosshair that controls the power and direction of the kick.

The vertical line controls drop-outs, press fire to select it. At this point, the horizontal line starts to move. Release fire at the point you want the kick to take place (the higher the bar the more powerful the kick). Remember to press and hold fire as the kick takes place, to alter the left of the ball.

Conversions and Penalties

After you score a try you can attempt a conversion. Use the ruler to help judge the strength and direction of the kick. If you're awarded a penalty you can kick the ball into touch, for goal or attempt one of the pre-programmed special moves.

Special Plays

Most of these are automatic and are triggered by the scrum half. However, you can initiate a move by holding down the while the player is in possession. The **blind side (scrums only)** allows the fullback to go down the blindside with the left winger in support. The fullback makes his run when the ball is thrown into the scrum, so the ball should be held long enough for him to reach position.

In the **Number 8 move (scrums only)** the Number 8 breaks from the back of the scrum with flankers in close support. There are two **Scissors** moves. These aim to switch the direction of attack, thereby confusing the defender's. **Bushy** territory is identical except the final pass is not made.

These are just a few of the tricks on offer, but you'll get just as much fun out of trying new ideas. Get stuck in...



DANDY



Graphics take second place to playability in this arcade hunt and shoot fantasy action. Get these cut-throat and give them a taste of a deadly Thunder and Love.

ELECTRIC DREAMS

JOYSTICKS IN PORTS 2 AND 1
(Or that order)

If you're a fan of arcade adventures in the *Clawfist* mould you're going to find when you load this one up. It's a cast of two-player game in which you're been called by the council to clear the bugs, ghosts and slime infesting one of their poorest Dungeons — or something like that. Actually, there is a choice of four levels of Dungeon to start on and they're all just as over-populated by monsters.



When you get stuck into the mayhem, it's pretty clear what you have to do to survive. Those spells like *osay* at anything that moves (who isn't a friend playing with you), pick up new spell supplies, keys and food. Keys work automatically and you can change spells with the function keys.

Keep an eye on your health. You'll snuff it before you can say, 'Something bad is about to happen' unless you regularly rest and eat.

Use the channels to take shortcuts into different rooms but don't bother remembering where they lead.

There's no need. Don't get the difficulty level too high at first or you'll find yourself playing many more games.

If you're new played *Clawfist* or *Warlock* there's a good chance you'll find a few seconds longer than you would otherwise. You've been warned.

ELVIRA - THE ARCADE GAME

FLAIR

JOYSTICK IN PORT 2

(She was never far from our hearts but now you can get her into your own video player thanks to Flair's tasty and perfectly playable demos of her journey through the realm of fire. Don't start! Come on, it had to be said.)

Apart from the fact that it ranks as one of the largest demos we've ever run, there isn't a lot to say about this without giving away those things best left for learning as you play.

DEMOS

It's worth knowing that there are three levels of Elvira - the first level, like evil princesses who wander around on the low level.

But you where you're stuck on platforms. The third one features springy mutant guarding things. Fortunately, these aren't marvellous. Watch out for cave pits, they're extremely dangerous. When you realise you've cracked it and you're ready for some more, turn to our PowerTest on page 32. Even if you haven't cracked it, you might be able to pick up a few useful tips from the review.



He who isn't taking a bow, Elvira can't take the head, which she's up to her neck in it.



Watch this way: Elvira herself, making the potential riches of the fire level.

MICROVALUE

JOYSTICK IN PORT 2

Older Commodore may remember this beast of a game coming out four or five years ago, and may have wondered what became of it. Well, here is the full version of Equinox, especially for you.

Control a versatile little robot in its attempt to save the base from going kaput. All the shooting and stuff will be obvious when you get going but there are some important objects to look out for (illustrated and explained here). Get ready for a real chain-charge and turn the volume right up.

FULL GAMES



Once you can identify the five kinds of installation scattered through the room for samples, your task becomes a bit easier. The next trick is to learn the order in which you have to use them.



EQUINOX



Always like the start in machine numbers but what's that cute little guy doing down there on the left? The 'teleporter' of the reactor complex takes the form of boxes of apertures which automatically reference you when it's used.

LOSS OF CONSCIOUSNESS BY G-FORCE

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U.S. Census Bureau, 1997; National Survey of Health and Aging, 1998; Fed. Res. Bank, 1999.



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Never monsters off! You just can't get rid of the blighters. Unless of course you can...

As if to bring a splattering of mischief to the proceedings, here come the Mega Twins, a colourful conversion of a Capcom coin-op, by US Gold. These devilish sword-wielding brothers are the king's only sons (well they were until a dragon invader killed all the other people, including the king). Now, fifteen years later, the twins are ready to hack, slash, maim, kill and maul the bad guys for everything that's wrong.

So far, the speedy and colourful sprites look chunky and pretty



with exceptionally large sword. There's plenty of looking to be done throughout the game

capture the Dragon Blue Eyes, and put the world to rights. The action rages across six levels across the kingdom, under oceans, through forests and caves.

MEGA TWINS



The boys can glide and in their wings, but look up to the sky, things get tricky



And there's a good deal of exploration to be done, though most of it is dangerous



To help you out along the way there are coins, power-ups, extra weapons and even tricky bits of magic to be picked up and used on the villains. The chunky and colourful arcade-style graphics coupled with a cheeky sense of humour and jolly soundtrack should appeal to Double Dragon and Runbow fans. Fans who'll probably enjoy playing in one or simultaneous two player modes. It looks as though it'll really come into its own in two player mode because, and let's be honest, who wants to face a dragon invader and certain death without some help?

Well the old version is as sick as top-top platforms such as Islands and Double! Well it is received as well as the recent, and really quite hell 16 bit versions? Thankfully, you only have to wait for our review in the next issue of Commodore Format to find out for sure. In the mean time it's a corker candidate...

Name	Mega Twins
Publisher	US Gold/Capcom
Release	November
Cost	£29.99/\$29.99

O my second month on from the first Elvira adventure, the bionic boobies with the glowing in gilding feet (you'll see) excitement, adventure and really wild times all over again, in Elvira II the action starts in Elvira's unusual house in California, where she is visited by the ghost of Alucard, ex-king of Lament Forest. He explains that his family name are being



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dead and he wants to leave his castle and lands in France to Elvira, if she can prove worthy of his name. So Elvira teleports

ELVIRA II THE ADVENTURE

if all looks a bit like the Elvira's first adventure which was pretty darn good indeed with graphics ported straight from the Atari 800 and re-coloured on the C64. A new interface has been designed to speed up play and there's a completely new set of control items and a beautiful star-map display that shows how well (or not) you are doing battle on.

And, of course, it's all done in the best possible taste.

Name	Elvira II
Publisher	Plex
Release	December
Cost	£29.99/\$29.99

who else can save you, for a start? If she can, would you mind? Well



WWF WRESTLING

For years and years, wrestlers on telly used to pretend that what they did was serious stuff and no, they weren't acting, really, honest. Now with the American World Wrestling Federation, everyone knows that it's a bit of a laugh (apart from my granny, who still thinks that it's all for real), so we can get on with enjoying the spectacle and stop trying to pretend it's something it's not (like apart for instance).

For anyone who doesn't know what WWF is all about (Terry White, the Dair



Hulk's in the ring, he's looking mean, he's roaring hard, and, that other chap is dumb enough to attack around!

Let's see, it's exactly what you'd expect the Americans to do with wrestling. It's loud, trash, colourful and it lets you do lots of silly fun-type things like jumping off the posts into your opponent.



Broomer, looks like Hulk Hogan has a touch of the sallywaddies. Fear chap



Ladies and Gentlemen, it's time for some grapple-grapple action



hanging them with the ropes and putting their noggies back out. All your favourite star-actors are there including the big one with the silly haired and, er, the other big one with the silly haired and, er, well, you get the idea.

You get to play one of three 'good guys' Hulk Hogan, the Ultimate Warrior or the British Bulldog and are automatically pit against a bad guy. After the important pre-bout stampering match, where you get to trade insults with the bad guy, it's into the ring and on with the show. Moves include flying kicks, catapults, jumping off the posts and throwing your opponent out of the ring (you can even climb out of the ring after him and fight in the audience). There's also special moves like the piledriver (5) and backbreaker (3). One thing's for sure, this ain't cricket.

Game	WWF
Publisher	Ocean
Release	November
Contact	011 885 9630

DOUBLE DRAGON III

plenty of things at you, when they put their corrupt little minds to it.

After collecting the stones, you are whisked off to Egypt to fight your way through three levels of seriously heavy monster-type dudes before confronting the Ultimate Evil, which is a...well, I won't spoil the surprise.

Double Dragon II is just going through the last stages of playtesting, bug fixing and sound adding and should be out in time for Christmas. We popped into Ocean's headquarters for a cup of tea and a gander, and it's looking good. The backgrounds are detailed and colourful, the characters all move well and even when you're being attacked by six monsters (happ) everything's fast and smooth. Twiddle your thumbs for a more four weeks, and we'll bring you that review.

No sooner does the season of fluffy goodness loom over the game-makers, than another pair of rippling-muscle martial artists team in the front door and start beating people up. In Double Dragon III, our heroes Billy and Jimmy return for another never-mind-the-plot just-smash-the-baddies extravaganza of murder and mayhem. Unlike the first two DDs, The Rosetta Stone is an

entirely new game, written from scratch by Battosai based team Storm.

The plot (for plot read, excuse to see nice pictures of Ancient Egypt in the scenery) involves running through forests, castles and towns in search of the three (three!) Rosetta Stones. These are awarded after the ends of the second, fourth and fifth levels, over which the baddies get ever badder. One big change from the first two DDs is that on the earlier

levels there are shops selling weapons, power-ups and extra lives to make the going a bit easier - which is just as well because the nasties can fire

Billy and Jimmy get main screen together for another round in the jungle. And the stones, beat up loads of characters and take a nice holiday in Egypt



It's another two-player simultaneous affair, but you'll both have to be good to win.

Game	Double Dragon III
Publisher	The Sales Curve
Release	December
Contact	071 885 9630

Nostalgia, eh? Can you remember when *Space Invaders* first started appearing in arcades? No, no actually, it's a bit difficult isn't it, since it all happened in the ancient year of 1977. It was 1000 long ago the C64 hadn't even been invented, people wore safety pins in the noses and anyone now under fifteen wasn't even born. But then everyone knows about *Space Invaders*, so it probably doesn't come as a surprise that *Space Invaders* is back 1990s style. Super *Space Invaders* is like the original game with whistles, bells and coons added (Cows? Yes, we'll come back to the cows).

They're back, and they mean to burn earth into an alien theme-park. Stay 'em tight!



SUPER SPACE INVADERS



Aliens come in all shapes, but mostly like this one...



Certain battles have a hint of growing larger out of the Vegetarian Society for certain...

Despite the happy colours, nice noises and cow plays, in the end all you do is go backwards and forwards across the bottom of the screen, shooting, so long-term fun may be limited. But if you're a big *Space Invaders* fan you might find that the whistles and bells on *Super Space Invaders* turn this thing of beauty a joy forever.



Each of the screens are beautifully illustrated.

As well as a nice set of sound effects, the aliens split up, re-join and generally make life difficult for any self-respecting earth defender. And then there are the cows. Every five levels, you reach a bonus level where the bottom of the screen fills with cows and the aliens keep dodging and try to carry them away. If you shoot the alien, it drops the cow and the cow floats back to earth to keep making milk for the real effort. If you shoot the cow, you'll be shocked.



They came, they saw, and they got a bonus sticking from gently swivelling defences.

Game
Publisher
Release
Concept

Super Space Invaders
Domark
November
080 700 0000

AND FINALLY (THE MORE THINGS CHANGE...)

It's been a most weird month on *Commodore Format* and no mistake. Editor Steve Jarrett and staff writer Andy Dyer have taken leave of their senses and moved into a new (and as yet unnamed) magazine here at Future Publishing, while two new features have been drafted in to fill their empty chairs.

The new editor is Colin Campbell (ex *Amiga Power* man, games nut and long-term C64 fan), and our production/everything

else person is the very odd Paul Lynde (who's been writing lots of weird stuff for *CP* since Day One anyway).

The strange art people Ollie and Lari are still their exact self sometimes, and resident games guru Sean MacKenzie remains on the case. So, while things are changing, they're not really at all of it that makes any sense. Anyway, a sad farewell to our old friends and hello and thank for the new faces. Enjoy the magazine, and keep in touch...

SNIPPETS

LEMMINGS AHOY!

After months of teasing, it looks like Psygnosis will release their monster 15-bit hit *Lemmings* on the C64. Although the chaps were initially unsure whether the C64 had the power they needed to make a good conversion, after negotiations with the



game of the year - I can see how to do this.

Nintendo and other 16-bit systems.

They think they've discovered some new tricks that will make the game possible. A final decision on the go ahead will be taken in the next few days and the game is expected to be out in time for Easter.

CHECK THIS MATE

C64s have just released Collector's Chess and Collector's Bridge at the bargain price of £19.99 each. These two classic games have been around for some time and have a huge following. They're two of the greatest 8-bit battle games and a real bang for under four quid.

ADIEU ACCOLADE

Accolade have just published their last C64 game, *Cynical*. Over the last few years they produced a range of fine games including the best drive series, Jack Allstar (golf things) and Star Central. For a full review of Accolade's career song, see page 78 (actually, it's a bit chod).

MAN THE RAMPARTS

Domark are working on *Ramparts*, a new game best described as a 'wacky' cross between *Tetris* and weird 16-bit power games. Besides, after battling against the clock to build your castle's walls, with strangely shaped blocks, you then have to shoot your opponents' walls down and destroy his keep before he destroys yours. *Ramparts* should be arriving around Easter.

Plus, victory speed and shoot game. *Apocalypse* will not now be released as a separate game. The ongoing conversion - released on other formats over six months ago - will be held until next year, when it will be used to boost Domark's range of compilation packs. Domark have also decided not to release *Race Driver*, but to move the team into other, more fruitful projects. Apparently, it's simply not up to scratch, so cheer us Domark, for keeping some old mess away from hot bits...

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The crystal loquax relaxes with the couple in the pretty chaise longue.

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from smelly socks
and empty landfill holes
with the greenest duct of
them all - real duct.

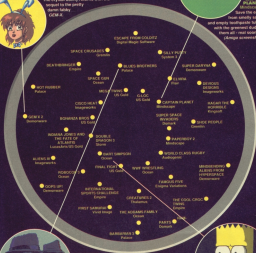


TABLE 1 *Summary of the 10 studies included in the meta-analysis*

A massive surprise on the Amiga, the rhythm & drive repeats are heading in my job and wood's mission from the the 1980s.

TIME 14:00-14:30 - MEET AT THE
TIME 14:30-15:00 - MEET AT THE

Evil deeds and mortal crimes
Bartholomew of Simpson wants this
way on his mission to wipe the
spine mutants (and the mutant hor-
des) off the face of the Earth. Look out
for the previous next month, man!



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JUST WHO ARE THESE GUYS?

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SPACE MUTANTS

ARE INVADING SPRINGFIELD!

That's right man!
A buncha slimy, horrible, scally gross and patrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PRETTY COOL HUH?

Anyway, yours truly is the only one who can save 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a realness, man. Plus, with cool dudes like Nelson the billy and Stideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person, a patriot, and somebody who cares about this carry planet, you'll do the right thing.

BUY THIS GAME!
Thanks man.



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The CHARTS

The definitive guide to the best-selling C64 games!

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FULL PRICE GAMES

1	◆	TERMINATOR 2 Ocean	78%
2	◆	SPEEDBALL 2 Mirusoft	
3	■	MANCHESTER UNITED Krisella	58%
4	▼	RODLAND Stern	82%
5	◆	FINAL FIGHT US Gold	NR
6	▼	BIG BOY Beau Jolly	NR
7	◆	RUGBY WORLD CUP Domark	
8	◆	TURBOCHARGE System 3	
9	◆	F16 COMBAT PILOT Digital Integration	82%
10	▼	S.C.I. Ocean	76%

BUDGET PRICE GAMES

1	◆	NEW ZEALAND STORY Hit Squad	
2	◆	TURBO OUTRUN Klax	65%
3	◆	ALTERED BEAST Hit Squad	75%
4	▲	MULTIMIXX 1 Klax	
5	▼	BUBBLE BOBBLE Hit Squad	
6	◆	TURRICAN Klax	
7	◆	SLIGHTLY MAGIC Code Masters	38%
8	▼	MOONWALKER Klax	41%
9	▼	AMERICAN 3D POOL Zeppelin	
10	▼	SHINOBI Mastertronic	82%

IT'S THE CF STAR GIVEAWAY - 400 GAMES TO BE WON!

Electronic Zoo have just released a curious compilation of 20 old games, in a package called the Disk Star Collection. Some, such as Battlefield, Survivors and Penelope Up are classics of their time with smashing graphics and the kind of gameplay that makes a lot of full-price games curl up in a corner and go 'So-so-ho, it's not my fault I'm rubbish'. Others are well, er, a bit crap actually. (But even they're good fun (in a silly sort of way). Anyway, we're giving 20 complete sets away free! For your very own copy of all 20 games in the Star Collection, just answer this simple question:

What is the nearest star to Earth?

But, just for the hell of it, you must answer the question accurately. The most dreadfully inaccurate answers will be the

winners, so anyone who sends in stuff like the Sun or Alpha Centauri won't have a hope. Remember, this is a disk only compilation so if you haven't got a 3.25" disk drive, don't enter as you'll only win a very thin but expensive magnet stand. Put your answer on a postcard - or the outside of a slash down envelope and address it to:

Bit of a crap competition,
Commodore Format,
29 Monmouth Street,
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Make sure your entries arrive by 30th December. Employees of Future Publishing or Electronic Zoo aren't invited.

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AMIGA ATARI ST

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AMSTRAD
SPECTRUM
COMMODORE

new Roberts Andy Robe

GameBusters

What with Andy Dyer bumbling off, we've handed over Gamebusters to veteran tipster Andy Roberts (he's been cracking games for CF for months anyway). This month he spikes Spike, reveals Exile, crushes Terminator II, flattens Last Ninja 3 and much, much more...

SPIKE IN TRANSYLVANIA

On rather spunky map and isolation featured in CF's was, as many of you pointed out, lacking certain rooms and clues. Rather than make some lame apology, here is Part One of the official solution courtesy of **ASH HOGG** and **BREVE CLERKE** from Gamesa Software.

From the start in the village blacksmiths, on the outskirts of Castle Transylvania, pick up the pair of gloves and the darkknob, then use the darkknob to open the door. Walk left to the next cottage, enter it, and collect the bag of gold sitting next to the fireplace. Leave the cottage and walk right until you bump into the guard at the castle entrance.

Grab the bag of gold next to the guard, who will accept this as a bribe (allowing you to enter the main castle complex). Move quickly through the central corridor, avoiding the energy-sapping ghosts at all costs.

Touch the lever in the next room which will move downwards (subsequently do so, activating a trap in the next corridor).

Go through the door in the next room, being careful to avoid the acid-sapping moose (s). Now now find yourself on the outer flanks—DO NOT pick up the apple, as it has a delicate herbicide flavour. Keep going up the stairs, then climb the ladder in the next room to arrive at the ramparts. Here you will find a glowing green bottle, which contains juice of lead (which you should give to Arkad the wizard later on).

You will also find a key here too, which is used further on to release the captured rebels.

Go right into the church and collect the crucifix, which can be used to kill any ghosts you may come across later on. There is also a bag of chicken to be found here, which should be used to revitalise your strength.

Work your way back across the ramparts (avoiding any lightning bolts), down the ladders, and through the outer flanks until you are back in the central corridor. Take the door on the right into the rat-infested lower corridor, and walk left until you come to a room with three bats. Continue left, avoiding the bats, but don't go up the stairs just yet—go left into the dining quarters where you will find an energy-rejuvenating chicken on the table.

Walk left once again and continue through the doorway into the kitchen.

Pick up the ploughman's lamb; this must be given to Farmer Piles (who) later on. Go back past the guards the way you came, climb up the steps to the upper balcony, then pick up the key next to the guard.

Go back to the far right of the corridor and take the door on the left. Walk along the upper corridor until you come to the dungeon entrance, walk through it, then walk left until you reach a lava pit. Pull the lever on the far left to activate a drawbridge (which allows you to cross a lava pit further on).

Head right, ignoring the torch, and unlock the rebel's cell—the dungeon gate will fly open until you come to the dungeon entrance, walk through it, then walk left until you reach a lava pit. Pull the lever on the far left to activate a drawbridge (which allows you to cross a lava pit further on).

up releasing Prisoner One. Walk through the door to the right of the cell, continue left and release Prisoner Two. Go back the way you came, pick up the torch on the way, and once outside the dungeons climb the batty ladder to your right. You will find a key—pick this up, and continue climbing.

When you reach the batty, select the gloves in your inventory and touch the rope to ring the bell. This will disable the bat, stunning it. When it drops to the ground, pick it up and climb back down the ladder. Drop the bat next to the key. Next month, Part Two...

EXILE - CF DEMO

If you're having problems finishing the CF demo version of Exile, try some of Mark Smith's Action Replay PCRs for a variety of amazing effects.

PCR# 41911.255—Unlimited Jet Pack energy

PCR# 41580.255

PCR# 41912.255—Gun and unlimited bullets

PCR# 41881.255

PCR# 41913.255—Star and unlimited bullets

PCR# 41582.255

PCR# 41914.255—Bomber and unlimited energy

PCR# 41584.255

PCR# 41915.255—Shield and unlimited energy

PCR# 41576.255—Booster

PCR# 46883.113

PCR# 41586.15—Unlimited plasma bolts

And for the Pythonologist among you...

PCR# 46883.255

PCR# 41588.11—255—to pull chords, bells, levers, etc. from your pocket!

PCR# 54448.255—Original explosion

PCR# 41583.33—Turns you into an angel



Search for some games in CF's demo of Exile, if you take a few Action Replay PCRs!

FREE GAMES!

Simple! This month's £28 software voucher goes to Warner Publishing for his amazing PCMC listings, and so should he'll be swift for choice by our tantalising mail order selection. If you would like to get your mitts on one of those prestigious vouchers, send in your name, solutions, tips, and PCR#s to: **Andy Roberts: Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 1BW.**

A final word of warning: we've received a few PCR#s and tips taken from other magazines recently—it takes your chances of winning a voucher, and, well, it's a bit pointless really.



LAST NINJA

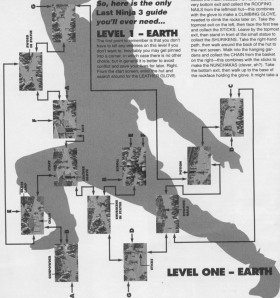
It's the most atmospheric, Japanese (and difficult), beat-'em-up you're ever likely to see, featuring amazing graphics and music.

So, here is the only Last Ninja 3 guide you'll ever need...

LEVEL 1 - EARTH

The first point to remember is that you don't have to kill any enemies on this level if you don't want to. Inevitably you may get pinned into a corner, in which case there is no other choice, but in general it is better to avoid conflict and save yourself for later. Right from the start screen, explore the hut and search around for the LEATHER GLOVE.

Take the right-hand path into the next screen, then the right-hand exit again. Avoid the sturken-looking enemy and collect the SHOGUN from the statue. Take the lower right exit, then stand just inside the doorway and collect the much needed POTTERY. Take the very bottom exit and collect the ROOFING NAILS from the leftmost hut—this combines with the glove to make a CLIMBING GLOVE, needed to climb the rocks later on. Take the topmost exit on the left, then face the first tree and collect the STICKS. Leave by the topmost exit, then stand in front of the small statue to collect the SHURICENS. Take the right-hand path, then walk around the back of the hut to the next screen. Walk into the hanging gardens and collect the CHAIN from the basket on the right—this combines with the sticks to make the PUNCHKNUCKLES (clever, eh?). Take the bottom exit, then walk up to the base of the rockface holding the glove. It might take a



LEVEL ONE - EARTH

A3

While to find your footing, but once you have, climb up the rocks and go into the next screen. DO NOT go near the Boulder (yet). Just continue right into the next screen, then pick up the LAMP from the wall. Go back the way you came, climb the rocks, and then go through the gateway into the gunpowder section. Holding the LAMP, stand next to the first barrel on the left and use your 'pick up' motion to transform the lamp into a BOMB. This too can be tricky, so keep trying. Switch to the glove, then climb up the rocks again and into the Boulder screen. Select the BOMB and, facing the boulder, use the pick-up motion to blast it into the boulder gone. Go back down the rocks, take the left-hand path into the temple screen, then take the topmost exit. Walk onto the Boulder, then face the strange box thing and called the SCROLL. Go back the way you came, into the temple screen, then enter the temple with the NUCHAKAKUS and SCROLL at the ready. Use the forward jabbing motion with the occasional kick to defeat the Shogun with ease.

LEVEL 2 - WIND

From the start screen, take the top exit into the next screen, then take the left exit into the next. The door at the bottom of the screen leads to the end-of-level Ghougou... later on. Take the right path and collect the **SHULI ONO** on the next screen. Before you leave, use your pickup motion to move the **LLW BIRD**, as it comes in rather useful on the next screen. Take the right path into the water/sky screen and jump over the river via the floating lily. This is tricky but you can do it simply by pausing for a second when you enter the screen and then running straight towards the lily. Continue into the next screen and collect the **POTION** from the doorway to replenish your strength.

Go right again, then take the upper-left exit and collect the scroll from the centre of the screen. Take the leftmost path, then take the upper-right exit. On this screen you must collect the **ROPE** situated just under the window, but be careful not to venture near the tree—there is a nasty bug in the program: which other gate you stuck behind the screen. Take the bottom exit, then the bottom-left path into the scroll screen. Take the bottom-right exit, then the bottom-left, then to

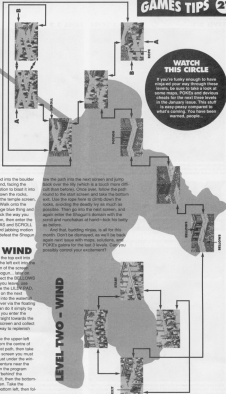
Use the path into the next screen and jump back over the big fence to a touch more Climb than before. Once over, follow the path round to the start screen, and take the bottom exit. Use the rope here to climb down the rocks, avoiding the deadly ivy as much as possible. Then go into the next screen, and again enter the *Wagwag's* domain with the serial and vanguarders at Farn-Back his lair as before.

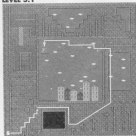
And that, budding virgins, is all for this month. Don't be discouraged, as we'll be back again next issue with maps, solutions, and PCRE's galore for the last 3 levels. (Are you, possibly, covered and entertained?)

**WATCH
THIS CIRCLE**

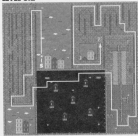
If you're lucky enough to have wings and soar way through these levels, be sure to take a look at some maps, PQMIs and device updates for the next three levels in the January issue. This stuff is wayyyyyy compared to what's coming. You have been warned, people.

LEVEL TWO - WIND



LEVEL 3.1


Follow the route up the right-hand side (avoiding the entrance of all corridors). Move as swiftly as you can to the exit. The turtles present an awkward but avoidable obstruction. Keep clear for best results.

LEVEL 3.2


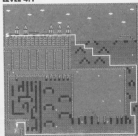
Get on a vehicle as soon as you can. (The things you have to do, sir!) Then fly up and drop into the main. Move into the open again. Next, jump into the water and swim upwards towards the exit.

NEW

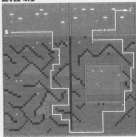
S = START **☆** = GET ON A FLYING PAD

ZEALANDIA

PART TWO: Guidef

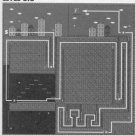
LEVEL 4.1


This level isn't too bad at all. The only hazard you face is the risk of running out of oxygen (which would be pretty bad for you), so remember to stop regularly to replenish your oxygen supply.

LEVEL 4.2


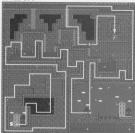
Much the same as the previous level but be careful of the wild apes lying around. And avoid going through the 'hole' on the right of the level - you can try if you're brave, but you'll die horribly.

LEVEL 3.3



Move quickly to the right, drop down, get on a chicken again and fly down to the striped pyramid. Make your way up and right. Then move on to the rocky section and get on a flying pig, bottom right

LEVEL 3.4

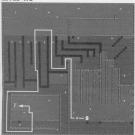


Don't being scared. Climb to the waterfalls and make your way down to the bottom-right section. The Escalator is an idol. Simply stay at ground level, then jump and shoot at him when he's not being

AND STORY

the fluffy Kiwi to the enthralling end...

LEVEL 4.3

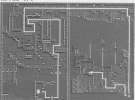


Get on a flying pig as soon as you can and fly quickly upwards. Next, make your way through the water and swim towards the exit but be careful when you emerge from the water (you'll see why)

IT'S BIGGER THAN HUGE

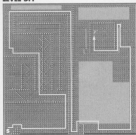
Just for the record, New Zealand Story is probably the biggest old game ever, boasting levels that make Darius look tiny. There are hundreds of screens in there, making it one of the most challenging, absorbing and fun games around. Why not give it a whirl?

LEVEL 4.4



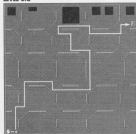
Get a flying pig and carefully pass the wily snakes. If you come out of that in one piece walk up to the solid wall at the top right to gain access to the pink ship. Finally, drop down and find the exit

LEVEL 5.1



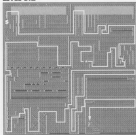
The poisonous darks can be a real pain in the hindquarters. You've got to take care when you come up against some dirty flying saucers. These alien types never give up without a good fight.

LEVEL 5.2



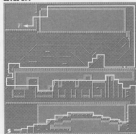
Gain control of a flying pod and weave your way towards the exit. The enemies don't pose any real threat but take care to deal with the bots - your only chance is to shoot him as soon as possible.

LEVEL 5.3



Looks complicated, doesn't it? Yes it is. Keep a cool head and stay on the move. There are very few dangers, except for a few of the darks. Jumping the platforms to the exit is, like, very hard indeed.

LEVEL 5.4



This final level is extremely difficult. What's more, you've seen back to the start of the level every time you get killed! If you can kill Wally Walrus the Guardian, consider yourself a well-bred dude.

COMING SOON: TIPS AND TRICKS APLENTY

This completes part two of the biggest game we think we've ever mapped. Ace GameBuster Andy Roberts is even now tackling another bagful of beastly games including *Batman - The Movie* which is leaping all over the charts after a budget re-release and the climax to the terrifically difficult

Lost Ninja 3. There's also *Pillars II* from CFT's *PowerPack* (which seems to have caused readers more than a few tricky moments) plus loads more - all for next month. And for those of you who wanted more cartridge POKÉ, he's got a ton of those, too. And don't forget to send us any tips your own...

ALIENS - THE MAP

Last month's cover tape game was difficult, to say the least, what with 250-odd rooms to explore (and six players to guide through them!). That's why we bring you this comprehensive page of tips topped off with a handy map of the terra-complex. Oh, yes. Don't forget, this time it's war...

GAME PLAN

The basic aim is to search out and destroy the Queen, who is situated in room 248. However, you must also repeatedly visit the generator, shut down the generator and rescue that weird little girl.

So, guiding your man, here at a time, force this comecop to the AIRLOCK (26), then on to the COM-TROL ROOM (76), up to the GEN-PLANTING ROOM (176), down again to the MEDICAL BLOCK (177-182), and finally into the QUEEN'S CHAMBER (248). What you do after that is anybody's guess, but moving for the atmosphere processor seems to be the best bet.

ESSENTIAL TIPS

• Guide your man here at a time, leaving them in light rooms as you progress.

• DO NOT blast any door unnecessarily. It's just a waste of valuable ammunition.

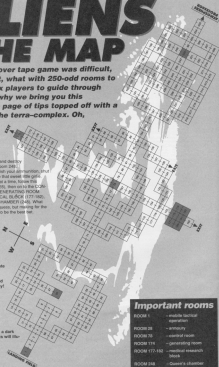
• Certain doors are obscured by alien growth - blow it away!

• Whenever possible, move using the so-called 'programming' technique.

• Play with a friend, as two heads are better than one.

• If you can't see an alien in a dark room, firing a couple of shots will illuminate it.

• Watch the film on video - it's great, and it'll give you some ideas.



Important rooms

ROOM 1	- mobile tactical operation
ROOM 26	- airlock
ROOM 76	- control room
ROOM 176	- generating room
ROOM 177-182	- medical research block
ROOM 248	- Queen's chamber

TERMINATOR 2



LEVELS 1, 5 AND 9▲

These best 'em up sections are difficult to provide any decent tips for. It'll take a lot of practice on each one to find the best methods. But don't succumb to the lure of pushing left and



LEVEL 6▲

This second tile-sliding puzzle is a little easier if you have a picture of Arnie's face in front of you to work from — as here it is!



LEVEL 2

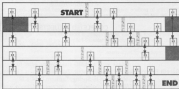
After the first 'easyish' section, suddenly you're hit with 'very hard indeed'. Study our screen plan on the left, memorise the layout and get ready to steer round all the obstacles. Or better still, get someone to call out directions as you go along.

The whole map cycles round a few times, so this level takes a lot of concentration and quick reactions.

LEVEL 4▶



When you have to guide Sarah Connor through the corridors and elevators of the Pennsylvanian mental institute. Don't worry if you think our route may give the game away — this tricky level is still a tough nut to crack!



Terminator 2 is a bit of a toughie, so we've prepared this player's guide. Beware! If you don't want to cheat, flip the page now



LEVEL 3

This third number one, where you have to repair Arnie's arm. This one is easier than level 1, and is made simpler still when you know what the final picture is supposed to look like.

LEVEL 7▼

Easy-peasy this level. To get Arnie out of the Cyberdyne labs, run left, ignore the first elevator and carry on. Catch the second elevator down. Run right to the end and antcatch the elevator to the

ground floor. Run left and it's haste is waste level seven.

If your energy gets low, take your time. Keep ducking, watch the enemy fire, and then bob up and take a few pot-shots. It's a doddle. Just be patient.

LEVEL 8▶

With a T1000 in a helicopter on your tail, you have enough problems without having to reddy about the street layout. So we've taken the worry away by making a map of the route. As with level two, the map keeps on cycling round but you only have to memorise the part shown. Keep your eye on the road, avoid the approaching hazards, and hammer that fire button!

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Please send a DEMO and covering letter to:

Gareth Briggs, Head of Development, Zepplin Games Limited, PO Box 17
Houghton-le-Spring, Durham DH4 6JP.

All replies treated in the strictest confidence



Good old Warren Pilkington has been busy to say the least - just feast your eyes on this plethora of **POREs**! To use each listing simply type it in, **SAVE** for any subsequent use, then **RUN** it (ensuring the relevant game-cassette is in the CDR).

CHIPS CHALLENGE

Here's a wonderful little **PORE** for one of most entertaining puzzle games around! What might be the fruit of your labour? Why, quite simply infinite time.

0 RUN CHIPS CHALLENGE CHEAT BY NAG
1 FOR 0-104 TO 411:REAR Y=C+C+Y+PORE
2,Y+REAR
3 IF C=C+100 THEN PRINT "DATA
ERROR" :GOTO
4 PORE 107,128,070104
5 DATA 002,004,200,008,100,140,
200,000
6 DATA 100,007,141,200,000,070,
010,000
7 DATA 100,010,141,045,107,000,
200,041
8 DATA 000,107,100,001,141,040,
207,070
9 DATA 000,006,173,010,107,200,
273,200
10 DATA 000,000,000,041,100,200,
200,240
11 DATA 101,040,107,041,000,207,
141,047
12 DATA 107,000

SHINOBI

This is for the re-released version only - whether it marks on the full colored game remains to be seen. Anyway, type in the listing for infinite time and magic.

0 RUN SHINOBI CHEAT BY NAG
1 FOR 0-104 TO 431:REAR Y=C+C+Y+PORE
0,Y+REAR
2 IF C=C+100 THEN PRINT "DATA
ERROR" :GOTO
3 PORE 107,128,070104
4 DATA 002,000,200,200,140,140,
000,000
5 DATA 100,000,141,000,000,070,
000,000
6 DATA 100,207,141,000,001,100,
001,141
7 DATA 000,000,070,000,001,100,
000,141
8 DATA 107,000,100,000,141,000,
010,000
9 DATA 000,010

040,070
10 DATA 000,000

NARC

This first ever disk listing in CP rewards both players with infinite energy.

0 RUN NARC DISK ONLY CHEAT BY NAG
1 FOR 0-104 TO 721:REAR Y=C+C+Y+PORE
0,Y+REAR
2 IF C=C+100 THEN PRINT "DATA
ERROR" :GOTO
3 PRINT CHR\$(147): "INSERT NARC DISK
THEN PRESS ANY KEY"
4 PORE 100,0,000100,1,070100
5 DATA 100,001,000,000,000,100,
001,100
6 DATA 000,100,000,100,200,100,
001,000
7 DATA 100,100,000,000,000,000,
100,000
8 DATA 010,100,000,100,200,141,
100,000
9 DATA 141,000,000,070,010,000,
071,000
10 DATA 070,000,000

SWITCHBLADE

The following **POREs** for infinite time will come as a relief for even the best players.

0 RUN SWITCHBLADE CHEAT BY NAG
1 FOR 0-104 TO 421:REAR Y=C+C+Y+PORE
0,Y+REAR
2 IF C=C+100 THEN PRINT "DATA
ERROR" :GOTO
3 PORE 107,128,070104
4 DATA 002,000,200,200,140,140,
040,000
5 DATA 100,000,141,000,000,070,
200,000
6 DATA 100,207,141,070,000,100,
001,140
7 DATA 070,000,070,000,000,000,140,
000,141
8 DATA 107,000,100,000,141,000,
010,000
9 DATA 000,010

THE POWER

Try this listing for more time than... er... something with lots of time needed.

0 RUN THE POWER CHEAT BY NAG
1 FOR 0-104 TO 507:REAR Y=C+C+Y+PORE
0,Y+REAR
2 IF C=C+100 THEN PRINT "DATA
ERROR" :GOTO

3 PORE 107,128,070104
4 DATA 002,000,200,200,000,141,
140,000
5 DATA 100,000,141,100,000,070,
010,000
6 DATA 100,000,141,000,000,070,
010,000

BUBBLE BOBBLE

Here's a neat listing for one third of the Rainbow Collection - type it in, then **PLAY** it for infinite credits.

0 FOR BUBBLE BOBBLE CHEAT BY NAG
1 FOR 0-1000 TO 12304:REAR
Y=C+C+Y+PORE 0,Y+REAR
2 IF C=C+100 THEN PRINT "DATA
ERROR" :GOTO
3 07010000
4 DATA 010,000,200,100,000,141,
207,000
5 DATA 010,100,000,100,270,141,
000,141
6 DATA 141,000,100,100,141,141,
000,141
7 DATA 070,170,007

LEAGUE CHALLENGE

Fancy starting in Division 1 with **CR0000000**? No problem, just enter the following...

0 RUN LEAGUE CHALLENGE CHEAT BY NAG
1 FOR 0-104 TO 973:REAR Y=C+C+Y+PORE
0,Y+REAR
2 IF C=C+100 THEN PRINT "DATA
ERROR" :GOTO
3 PORE 050,120,070107
4 DATA 100,010,141,000,000,000,
000,141
5 DATA 001,000,000,000,000,200,000,
000,141
6 DATA 100,000,100,000,141,270,
000,000
7 DATA 100,010,141,100,001,000,
000,141
8 DATA 207,000,100,000,141,200,
000,010
9 DATA 000,000,000,000,000,007,141,
207,000
10 DATA 100,040,141,007,000,200,
000,200
11 DATA 000

SUNBURST

Martin Pugh delivers the goods. Type in the listing, then **PLAY** it for infinite lives. Your energy won't need it any get killed.

0 RUN SUNBURST CHEAT BY N PUGH
1 FOR 0-104 TO 500:REAR Y=C+C+Y+PORE
0,Y+REAR
2 IF C=C+100 THEN PRINT "DATA
ERROR" :GOTO
3 PORE "DATA ERROR"
4 DATA 10,00,000,000,21,041,100,0,
100,0,141,000,0
5 DATA 000,07,00,000,0,100,000,0,
70,0,0,100,0,100
6 DATA 110,0,100,0,041,110,0,70,00,
0,100,070,100,00
7 DATA 000,141,141,100,141,100,110,
141,000,100,000
8 DATA 00,141,141,140,140,70,141,
141,110,70,27,0

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Our heroine has been left out in the cold with nothing but traps and weapons for company. Fortunately, there are always plenty of weapons and traps lying around for her to use.



Players have just that longed Elvira stand off to confront them. It's only this early with a few dark bits of game backstory. To be honest, these bad guys are little more than stonking creeps.



Jumping from one platform to another is often a tricky business. But it seems, and Elvira can be falling to pieces in the after-act loop. The game does include some very convincing traps.

This is a man's, man's world. But where would he be without a girl like Elvira? I mean, who else has a house by the name of Large Ascent, and an ancestor called King Abnerus of Brest?

Now Elvira's wintery ride is about to begin. She's been ordered to prove her self sufficiently spooky to win the family's ancestral home.

Three levels lie between Elvira and her prize: The Fire World, the Ice World and the Castle itself. The Fire and Ice worlds can be played in any order, but both must be completed before the castle can be reached. If this all sounds like some real excuse to put her politeness into a completely impractical arcade adventure, it's because it is.

Okay, so the story is an easy, stoney and boring as you'd expect. But just how good is the game? Well, it's fog, very, very fog. For a scrolling arcade adventure, Elvira manages to be good to look at, and expensive. Once you get used to the idea of controlling a (top heavy) sprite like that of Elvira, everything starts into place quite nicely. It is a little strange to dump such a well-crafted girl into a land saturated with spots, cameras and uncomfortable noises (but—hey!—it's all in the name of good, clean, clean entertainment).

And entertaining this most certainly is. Can there be anyone out there who can't

ELVIRA

THE ARCADE GAME

Having already been treated to an adventure-based walk through Elvira's warped life, we now come to something which requires a little less brainpower. Yep, it's arcade-adventure time, and what a jolly good romp it is too

familiar with Elvira and her unmistakable spirit? Well, after making a film, presenting heavy metal programmes, and bulging out of this month's January cover that to mention the cover flap's possible presence, it's hard not to feel like you know her intimately. In that regard, it's a standing idea to put her in an arcade game.

If playing Elvira brings any other games to mind, it's Ocean's Takt 6000, a multi-directional scrolling arcade adventure. Both games have a slightly insecure pace, but not to the detriment of the game. The ability to freely control the jumps, and the weapons while in mid-air enables precision problem solving. There's nothing over these games which caters for the gamer's needs. The other really great touch, is the way that Elvira keeps the fog

it's a pretty stonking idea to put her in an arcade game



Like Ocean's excellent Takt, the Elvira character requires a bit of a touch, and not a little precision against some of the more villainous opponents. You'll need to make use of all her misanthropy.



Well, hey, hey. Heavy stepping outside for a splash, eh? They always fall for it, and usually end up losing their heads. But don't forget to keep firing off at those deadly properties.



The trouble with waggymen is that they're not always correct. It's worth remembering that some of these clues are designed to send Elvira to her doom.



Oh-oh. Looks like someone's forgotten to take his mad-as-a-Bat T-shirt and sit at least, and this one has to be a clue to Elvira's back-bone. Luckily, this is another incredibly stupid hint, so a couple of shots should put it down.



If you like your games cluttered with gaudy bits, might want to look further. But I'm sure you'll understand it's a joy. There's lots of new stuff for thinking about in search of nice things, and things. And try not to get lost.

RA



Puzzles are restricted to finding keys and such standard fare. But they must be picked up in the correct order. Golden rule.



These requests are as dumb as rocks, but they do tend to help progress unless you follow them to the letter, stupid.



The price for Elvira is a huge and shiny coffin at the end. Let's hope someone's remembered to pay the burial bill.

lures of the landscape. Along every rocky bank and jagged shore her figure follows the flow of the land, the swirling waves gliding along smoothly as she does so.

Spells are also thrown into the game equation, ranging from simple shield and fire spells to more necessary feather-fall and fire resistance spells. Weapons too enter the worlds of Elvira. From the humble little daggers which she is initially equipped with, Elvira can arm herself with all manner of wondrous, dangerous and magical projectiles. When faced with some of the nastier bad guys, they're certainly appreciated.

From the nightmares which launch deadly spiders, to the sepias, to the tentacles which swing from the roof, the bad guys all look like they've had a little thought put into them. Their intelligence leaves a little to be desired, however. Movement patterns are a bit on the simple side, and a touch of monetary sense occasionally set in when fighting off hordes of nasties.

There's a certain amount of puzzling to do in Elvira. The right keys must be collected, and in the right order.

Various areas require the right spell to progress, and the devices here are sure to catch out any player who tries to grouch on.

Graphically Elvira pleases, with smart and varied landscapes. Paneflex scrolling is also used to good effect, making the whole thing look slick and classy.

Much as the epic side of the game brings playing time and stretches the CD-R disc, it's also responsible for



The intro screen tells you where which of the first two levels to start with. Neither five nor six are a piece of cake.

the game's biggest problem. You see, Elvira is just too loose – the spaciousness of the playing area occasionally making things a bit too unstructured and aimless for my heart to be completely won over. The gameplay could have done with a bit more of an edge.

Thankfully, the structure of the game's puzzles are well thought out, so they alleviate the synapses just enough. Getting lost in the maze of tunnels and rooms is never too much of a problem.

In the end it can't help but falling for Elvira's charms. It's just such a broadly and playable game that it's impossible to get frustrated. But the urge to continue is always there. It's a big game, it's a good game, and it's nice to see the famous female back in vogue.

MARK HAMMERS

Game	Elvira Arcade
Publisher	Play
Console	CD-ROM
Price	£14.99
Release	December
Contact	0800 880000

POWER RATING

THE DOWNERS...

- The instructions are, frankly not enough of Elvira's tongue-in-cheek humor

100

82%

- The male spells to resist - it really does look and (then) feel like Elvira
- A good range of spells and magic adds to the usual arcade adventure format
- Brilliant graphics and exciting playing area
- There's magic and winks of mystery in these
- The way Elvira follows the contours of the land is an excellent little trick
- Ability to play the last two levels in any order is an excellent touch
- Great in-game presentation

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PITFIGHTER

There's nothing better than the promise of a quick dose of pulsed blood 'n' guts to get 20px pouring into a coin-op faster than rows of a less sophisticated game fingers out of a lucky dip. So it comes as no surprise that the brutal, bloody and downright awesome coin-op *Pitfighter* has soon become Atari's quickest-over money-spinner.

The coin-op's most immediate attraction is the use of digitised images of real fighters to represent the central characters. There's something sinister about seeing real people getting pummelled, instead of the usual cartoon-style graphics. The atmosphere of menace gets even darker when you take a look at the scenery. It's not a pit, exactly —

but this definitely isn't safe. As any good boy knows, you should never fall in graves. But what if they starts flailing pointed stars at you?



Every third fight you enter a grueling 'last man on his feet' the winner' match. You must defeat your opponent three times before he does the same to you. It's fun all at the moment, with everything to play for



You heard of being 'barned chested' before fed into a ribcrafter. It's no good, if your opponent are going to start playing dirty, then you'll have to do the same



At the end of each challenge you've finished a knockout bonus, a brutality bonus and a share of the fight purse. Then it's on to the next fight



more of a random wilderness attack. But the jarring reward and the abundance of hard objects lying around all combine to make it a place you would definitely not take your granny to for a nice evening out.

No, these guys are far real. They're not fighting for honour, king or country. They're not even fighting for a smug old particularly scary girl. They fight for cash and they fight dirty. End of story.

OK, so you're still feeling up to it? Good. Now you'll be wondering how your C64 manages to emulate a 195000 coin-op checked in the pits with state-of-the-art visual technology. Well, it doesn't really. You're left with what can only be described as a sad, shambling mockery of the coin-op's original visuals. Over is via. But that doesn't necessarily mean the game underneath is no good.

There are eight different warriors waiting to take you on. You can play the part of one of three different characters — a kickboxer, a wrestler or a karate champ. Two players can take on the opposition simultaneously and, with 18 different moves to master, the help certainly comes in useful when you're still learning the ropes. There's more to this game than first meets the eye.

But is it worth the money? If you were to look at *Pitfighter* as merely a faithful coin-op conversion, then you'd have to conclude that it's really a bit of a dud. The coin-op was never intended to provide anyone with long-



Yol. History after a tough struggle. Your opponent's energy has reached the top score before yours. It's his turn (that's on the deck. Stop playing and get on with it.



Meet To, Bow and Kato. They are here to please. In pass and to pummel. Chase your character. See, take a step back and enter the world of the Pitfighter



Not The Executioner even took himself on the deck looking up to a trawler leg when it's two against one



No-one warned you that this would turn into a 'no sleep' match (groan). But this big state isn't jolting, or not enough!

term value for money, and mainly based upon the groovy graphics to get those 20px clanking in. With the graphics gone, the C64 version really has nothing to say for it at all.

Well, that's not completely fair. Treat *Pitfighter* as a straightforward beat-'em-up, forgetting the game's roots, and it isn't bad. You'll find an entertaining challenge well worth consideration for Christmas.

AND MORE



Game	Pitfighter
Publisher	Demtek
Cassette	£10.99
Disk	£14.99
Release	November
Contact	001 780 2222

POWER RATING

THE DOWNERS...

- The coin-op's amazing visuals have been lost in the conversion
- Winning stars has been added
- Absence of any plot could've led long term interest
- Unimpressive sound effects

100

74%

- Lots of hard-hitting
- Loads of moves to grab like and master
- Two-player option really adds an extra dimension to the gameplay
- Good beat-'em-up action
- Three different characters
- Fairly good graphics and sound effects
- Fairly good graphics and sound effects
- Great bonus game as well as could have been expected
- Great transition optional

...AND THE UPPIERS



SMASH

Turn on, tune in and drop dead. That's the message Ocean are sending out on the airwaves as they release Probe's conversion of the Williams coin-op game. Our reviewer stepped on down and took a shot at the TV game show that kills its contestants

There's something about a good Williams coin-op that can turn normal human beings into slot-machine junkies. These games are usually fast, always loud and, chances are, they'll involve killing lots of things at super-sonic rates. The result is long hours in arcades and empty pockets.

Smash TV is definitely no exception. As a coin-up it was an even bigger hit than those now revered Williams coin-ops *Defender*, *Robotron* and *Alien*. The C64 version looks destined to repeat that phenomenal success.

Here's the plot. It's our old friend the dark and depressing future in which television has finally taken over, and consumerism is not so much a way of life, as a reason for living. Not surprisingly, everybody's favourite TV event is the game show. In the future, game show contestants can get killed in the pursuit of fame and lots of goodies. Let's hope *Smash* viewers is still around in fifty years, eh?



These blue blobs are mines and, needless to say, they have a habit of getting in the way. To the right is the number of shots left



Say goodbye to an odd lot level position. Say hello to heaps of tricky games. Welcome



Yikes. It's a band of motorised single tyres in 'attractive' green overalls. Kill 'em all

In *Smash* TV, the most ludicrously violent game show of them all, contestants run around, kill everything the TV company throws at them and pick up prizes on the way. That, as they often say, is entertainment.

You guide the contestant through a grid of game rooms, all of which are populated by killer droid types, automatic tanks, and mobile shrapnel barrels. There are even minefields to negotiate. What makes this completely insane, as opposed to marginally crazy, is that once you enter a room, there's no way out until you've finished off everything that moves.



When a room has been cleared, you are offered a gold map. It's when to work out the easiest way through the chaos to come



It's impossible to leave any room until all blobs have been destroyed



That yellow multi-shuriken weapon is very useful indeed. It wipes out everything

While you're frantically avoiding bombs, bullets, shrapnel and mines, you can pick up prizes (quantity oft wrapped), as well as cash, silver and gold. There's also a comprehensive

selection of bonuses such as bigger weapons, extra lives, speed tables, small bombs and shields that grant temporary indestructibility.

Weapons include short range bombs, long range missiles, three-way spray guns and an exceptionally nifty little number which surrounds you in deadly electronic shuriken. These are especially useful when dealing with heavily armoured enemies.



Look at all that lovely telly. In Williams-land, game players always get lots of points and loads of innovation. Here, greed is good

In the most ludicrously violent TV show of all contestants run around killing everything

H TV

It's a corker!



Most of the big standard enemies look like robotized ninjas, and they're just as nasty. It's like having a never-ending supply of Terminators on your case. You'll have guessed by now that it's important in this game to keep moving at all times. The baddies home in on you and they absolutely will not stop until you've been killed. Incidentally, this sets off a speedily depressing death scene in which the hero spins round a few times before thumping to the floor.

On screen, there's a special window that lets

you know what prices you're picking up (cash, video recorders, rifles, handbills, that kind of thing) and how many lives you have left. Even a good player won't go long without losing a life so it's a good job that (a) you've got nine lives plus three from the continue game and (b) there are quite a few extra life bonuses to be picked up.

You have to move fast though, because bonuses and prices are only on screen for a few

seconds before disappearing. These prices can tempt the greedy to their doom. They are often positioned tantalisingly close to you but also hideously close to enemies or mines.

Easily the most impressive aspect of Prober's conversion is the stupendous speed of the game. I don't think we've ever seen a game on the Ode that moves so quickly and so smoothly. We're talking dozens of sprites on screen at the same time, all moving around busily and purposefully. It's only rarely when the screen is packed with characters, bullets and bonuses, that the game-speed slows down, and only then slightly and briefly.

Each room has a different theme, so some are packed with exploding shrapnel machines, others with tanks, and some with prices or other bonuses. It's up to you to explore and find the best route.

The end-of-level quantities are huge, ugly and not at all easy to kill, but so is usually the case with such monsters, there's a proper way of disposing with those guys. When the level is complete, you're rewarded with points based on how many goodies you've picked up along the way and how much cash and gold you've accumulated. There are only three levels and, to be honest, the last two aren't all that difficult. But the third is absolutely huge, and it'll have you playing for hours on end.

In fact, if you like your action thick and fast you can't go wrong with this game. It's simply one of the most frantic titles ever. The bottom line is this. Buy Smash TV.

JOHN CHAPMAN



This same type character comes up at the end of level one. You must shoot off bits of its body, until he literally falls apart.



These tanks are a fairly lot, but if you get a small bonus bonus, they'll even see things your way. Otherwise, steer clear of 'em.



It's faster moving about quickly, and being constantly. As guardians go, he's a bit of a slomp, but still quite dangerous.



That ring around the character is an extra ability item. But it rarely lasts for long. Check out the extra life bonus on the right.



It's not of what for our item, and on to the big money rounds. This sequence really shows off the game's outrageous speed.



Screens can get crisscrossed with goodies and handbills, but there's hardly any noticeable slowdown in game speed.

Game	Smash TV
Publisher	Gremlin
Cassette	£14.99
Disk	£15.99
Release	Now
Contact	061 632 4630

POWER RATING

THE DOWNERS...

- No two-player option

100

97%

- Excellent action for three bonus levels
- Terrific speed as a multi-balls of sprites apart from one side of the screen to the other - amazing!
- Great sound effects - these are the nucleus killing machines make
- Lots to explore - level three is enormous
- Lots of bonuses to kill
- An abundance of weapons and bonuses (but beware of the mines)
- Amazing plot
- Impressively similar to the original in many respects
- Just fun in every way

...AND THE UPPIERS

STRATEGO



To start the game, move your first soldier forward, in this case a major, which is quite a high-powered one (as it probably takes one of that weaker's pieces).



My minor has just moved on enemy player's board, as that's one less he has to contend with (but there are plenty more to shuffle into - watch).



**The first one to lose
all his men or have his
flag nicked is a sissy**



Looks pretty exciting, doesn't it? Well, for those, there's no creativity, no smart bits and definitely no blood. It's a lot of mind-bending opening screens, really. Oh wait, chessboard flags, here we come (don't cry).

I've never heard of Stratego but apparently it's an enormously popular (ahem) strategy boardgame. Now, I don't want to shoot myself in the foot here but, if you don't like strategy games, stop reading this now. I'm no great fan of the game but even I was hooked - for a while. The game requires vast amounts of logic which, when applied to games (as opposed to Maths GCSEs) means that you've got to be cunning and convincing - a right old spy. This comes in handy when you're on a battlefield with 33 men, six bombs and a flag. The two sides are evenly matched and the first one to lose all his men or have his flag nicked is a sissy.

Stratego is a one-player game only. But why? The only thing that makes boardgames even slightly enjoyable is shouting at and being shouted at by your opponent. The lack of response when you yell at a computer is frustrating. Anyway, on with the game. First decide whether you want to go for a campaign (five battles) or just a single game and then choose which of the five levels to play at. Next, place your pieces on the board. You

can do this all by yourself or tell the computer to do it - just choose from 13 setups. You can place your most powerful pieces at the front, backed by their minors and leaders (or send in the cannon fodder).

You want to capture your opponent's flag but you can only take a piece if your attacking piece is ranked higher than the defender. However, you can't see what rank your opponent's pieces are, so your first moves are all based on guesswork. It's best to move your lowest ranks forward first, to check out the (potentially dangerous) enemy.

The computer takes ages to record each move (yawn). At the same time, it's also quite addictive. Oh, I hate this sort of game. I kept thinking how boring I was, yet I had to know how it would end, and that play is a whole campaign? No way. I couldn't keep my eyes open or brain functioning for that long.

LENN KAMBER

Game
Publisher
Console
Disk
Release
Content

Stratego
Accurate
£5.99
£7.99
Now
081 877 0880

POWER RATING

THE DOWNERS...

- It takes forever to get through even a single game. And it will last!
- It's very difficult to play.
- There's no two-player option which is sorry for a computer.
- It would have looked loads more if the pieces had been shaped a bit like more like soldiers and a little less like chess-board tokens.

100

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David! I thought he was only after me for my bombs. Never trust a man with a jelly mould on his head.

- If you like strategy games, you'll love it. You have to know all the moves in there.
- At least the graphics are nice and clear.
- The manual explains everything you need to know.
- Five levels of computer opponent skill.

...AND THE UPPIERS

50%

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RETURN of the

WITCH LORD



The most successful role-playing game of the year stages a comeback thanks to Genie, in the form of an expansion pack that gives *Hero Quest* players 18 new scenarios to choose from. *Return Of The Witch Lord* isn't a computer game in its own right, however. You need to load *Hero Quest* itself and select the *Witch Lord* option from the menu to get *Witch Lord* up and running. And even then, playing the new adventures isn't easy unless you've previously saved some dragon-slayer level characters from past *Hero Quest* sessions (otherwise you won't be able to buy any equipment until you've completed at least one of the new quests).

Just as the original game took shape up of 10 adventures that linked together, an equal number of new adventures take in the shadows of the *Witch Lord*'s domain. They're best played in the order they're presented because they lead up to one big showdown at the end. But be warned — they're best designed to present a serious challenge to even the toughest adventurers.

Moving up to four players to join in, the game is presented as an isometric 3D map of the area the players are in. This is marked



A right *Witch Lord* view of chaos. Time for spells!



Shake what's creeping up behind with the map.

out in a square grid, allowing the characters and monsters to occupy one square each. Each character is controlled in turn and when all the characters have had their goes, the 'Big Wizard Morde' takes control of the dungeon, meaning that the computer has its go, moving its monsters and making their

attacks. This sequence is repeated throughout the game, move by move.

Characters move a random number of squares each turn. Before or after they move, they can search rooms and corridors for traps, treasure or secret doors. Whenever they move off the map through an exit, another map is drawn to show their new location. At any time, players can also take a look at an overhead 2D map of the whole area. But this only reveals what you've already explored.

Combat is another 'dice rolling' exercise that's weighed in favour of the players,

though sometimes you wouldn't believe it. Unfortunately however, Genie doesn't show you the dice rolling. This would have been easy to do. It was missed in *Hero Quest* and this is shame it's been ignored this time as well. Most of the monsters fall over for good when they get hit once. But, as players of the original will know, some of the tougher monsters can take more of a beating — and *Return Of The Witch Lord* loses zombies, mummies, ghosts

warriors and a thoroughly rather supporting cast of creatures. In fact, as you hack and slice your way through the last of the scenarios, you encounter greater and greater hordes of monsters, making progress bloody and slow. But if that was all there was to the *Return Of The Witch Lord*, would it be worth



Only the part of the board occupied by the character you're moving shows up, making for a more speedy game indeed.



The bloody graphics are easy to get used to. There are new rooms, new traps, new exits. But there are no new monsters, treasures, characters or spells.

And there are still bugs that Genie hasn't fixed since first time around. Spell casters still can't interrupt their moves to cast spells, for instance — niggle, niggle.

If you got to the end of *Hero Quest* and wished for more, then don't wait a moment longer. *Witch Lord* will give you what you want. But if you thought that any future add-on would be one big bundle of exciting new ideas, think again.

DEAN MORTIMER

Name	Witch Lord
Publisher	Genie
Cassette	£8.99
Disk	£7.99
Release	Now
Contact	0742 783423

POWER RATING

THE DOWNERS...

- There are no new spells, weapons or monsters (ah)
- There are actually fewer types of monster than in the original game
- Some old patches are still there (and you don't need the disc yet)

100

73%

...AND THE UPPIERS

- Up to four people can play
- More of the original game can share 10 more dark dungeon adventures — if they're lucky enough to survive
- The original game system is a great way for anyone to play
- Many interesting graphics make events absolutely clear
- Typical old characters from past *Hero Quest* sessions
- Easy joystick control
- New traps and settings
- Hordes of monsters



Smell, oh, barbarian and wizard shake out the rolls in a room. Which way now?



The barbarian intelligently chooses this way, falling into a pit trap in front of doors.



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FORMATS

Commodore Amiga,
Atari ST,
IBM PC 386*,
IBM PC 586*,
Commodore 64 disc,
Commodore 64
cassette,
Spectrum cassette,
Amstrad cassette,
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4 GAME COMPILATION





Oh-oh! When there's a bunch of badly shaped leaping down on you, the line away so give the ball to some other way. Otherwise, you'll be the filling in a most unpleasant sandwich. Pressing the ball is usually easier than legging it.

➔ Hurrah, it's the All Blacks who've scored. Those blasted Kiwis again...

easy as it sounds because the controls take a bit of getting used to and opposition teams are definitely no monkeys (gorillas, maybe).

Ripping the conversion is just a matter of stopping a speedy cursor in front of the goalposts as it swings hastily from left to right. The graphics on this tiny section aren't all they might be but the effect is convincing enough, for all that.

If the opposing team is on the attack, you just need to run your closest player into the attacker's way to cause a scrum-down or force a pass.

Watch out though; he can dodge you if he's quick enough. (It's an All Blacks, isn't it?)

All the teams for the recent and really quite big World Cup are featured, so you can test your chances against the All Blacks, the Kiwis or the Western Samoans in a single game or full tournament. Or if you'd like to play a more exotic team, the choice extends to Fiji, Japan, Wales, USA, Canada, Argentina and Romania (and it might have missed a few). As is often the case with such

games, though, the best way to play is against a pal — the CP office was busy with distinctly rugby flavoured language as certain members of the team attempted to cut-do one another.

For a game that moves so quickly, the graphics are impressively slick. There's hardly any flicker and none of the block which appeared in Kick Off. When it comes to audio quality however, what you get is the disappointingly basic.

The soundtrack is limited to accompanying renditions of bouncing balls and reflexes whistling. It's not much of an event.

But that's a minor quibble against a game that's really heaps of fun. All right, so it's not going to sway you if you really hate rugby anyway. But personally, I'd much rather tackle this, than spend 30 minutes of a freezing Sunday morning facing up to 15 head-crunching nut-cases. Or is that not crunching headcases?



WORLD CHAMPIONS



Game	Rugby - The World Cup
Publisher	Danmark
Cassette	£10.99
Disk	£14.99
Software	None
Contact	081 760 2222

POWER RATING

THE DOWNERS...

➔ Fiddly controls, poor sound effects

100

90%

➔ As true a rugby game as we've ever seen — only a couple of real game features have been missed

➔ Strides into the World Cup format, with plenty of opportunities to tackle — a wide choice of teams

➔ Excellent fun as a three-player game

➔ Slick graphics, and a real feeling of speed

➔ Good documentation and well presented throughout

➔ The special graphics included for conversions and like like are well designed

➔ Pretty easy to get into and addictive into the bargain

0

...AND THE UPPIERS

10 THUG-TASTIC RUGBY FACTS

➔ The Rugby World Cup is the third biggest global sporting event — only the FIFA Soccer World Cup and the Olympic Games attract larger audiences.

➔ Some two billion people are estimated to have tuned into at least one of this year's World Cup matches.

➔ A qualifying match between Morocco and the Ivory Coast had to be abandoned with ten minutes remaining, because of a huge snap between the players.

➔ England coach Roger Miley also holds the job of head of games at the famous public school, Harrow.

➔ French front-row players have been known to head-butt each other before a game, in order to psyche themselves up. (E.g. p.p. (See P.)

➔ All Black, Grant Fox holds the record for the most points scored in a World Cup tournament. He notched up a whopping 126 in 1987.

➔ Twickenham was a market garden before the Rugby Union bought the land for a little over £15,000 in 1907. (So? Well, the place has a long history of badly bruised vegetables.



➔ If you ever go to Blackpool, don't get into any trouble. It's glad's ghastly second row forward Wade Doolley works as a clog in the seaside town. You have been warned.



➔ Al. Arin, the now-deposed and then-doggy-bombing Ugandan dictator, was a keen rugby player in his youth.

➔ The rugby ball got its shape by being set on by hot iron at Rugby School. (That's utter nonsense but we run out of facts. Oh dear.)

Commodore

ELVIRA ARCADE STYLE • SCREAM TEST





ROGER FRAMES

buys
Budget Games



People always accuse me of getting carried away. This time they say I'm obsessed with World War 2 hardware, after playing Indiana Jones And The Last Crusade non-stop for two weeks. Honestly, people exaggerate the effect playing these games has. All I said was that I wanted to go to the Imperial War Museum...

INDIANA JONES AND THE LAST CRUSADE

Klax, £3.99

Fight, here, Indy must wander around the scrolling caves of doom, collecting expensive artefacts and avoiding the badies who have recognised their investment potential.

As well as bashing these guys with your whip, you (as Indy, of course) come up against the kinds of puzzles, traps and traps that you see in the film. Not that really. The traps consist of stuff like lighting up torches when it gets dark or pausing occasionally to avoid falling skeletons (ouch).

And it's into the stratosphere you go. You'll find it's very tricky but immense fun as well.



The Indy sprite is pretty large (as are all the sprites, actually), so while they look good when they're not moving, they become jerky and slow when forced into action. This isn't very Indy like and, to be honest, neither is the game as a whole.

Trouble is, it takes so long to jerk your way around the levels, you'll probably waste



The Imperial War Museum was amazing! It did seem rather expensive though, to have all those probably great weapons in mobile battle when British submarines cost so much. The only thing other than all those tanks and planes was my tank, so I lost him while I was inspecting a tank like the one in the Indy game. I didn't suppose anyone would notice if I made sure I took the same route as it did in the film...

STUNT CAR RACER

Klax, £3.99

3D high-speed motor-racing action. Thrills 'n' spills-type excitement afoot! Stunt Car Racer gives you a Johnny, a hotrod, bump circuit with jumps and high bids and an opponent determined to see you end off the most dangerous corners and out of the race. You must tear round several tracks at top speed, trying to beat or save this guy into submission.

Each track features a jump, some circular bends or some large bumps, which you've got to negotiate at just the right speed in order to stay in the race. Too slow and you'll get beaten, too fast

It's a
Carter!



it'll could just attract a too-rapid to this extent, it'll soon be forced to retreat. But the opponent is having more of it, so he streaks away from Roger's stupidity!

It's fast, the graphics are great and it's well-bitingly, nerve-frantically exciting. You can also race in a tournament with other like-minded pals.

I know it'll be a shock, but it's time to untuck the carpet and dig out your 1980 Christmas money, because if you don't get hold of Stunt Car Racer your clubs will shide you for millennia to come.

STUNT CAR RACER

Fast, fun and thesically fairly frugal. This is a game worth wrapping your fist-mail collection for. (Fisting that, go ahead and buy it!)

FRAME RATE

83%

about \$290 in electricity alone before you get to the end of just one of the levels. If you like big bug games, this might be the one I couldn't stand all that getting up and stacking 80g-shaped pieces of ice into the mixer, only to return to the game and struggle on for another hour and get about 3 inches further.



INDIANA JONES AND THE LAST CRUSADE

The way he moves, it's sure to be the last crusade Indy makes without the aid of orthopedic footgear. Not recommended except for the very patient.

FRAME RATE

38%

Round the houses with Michael Jackson. Avoiding badlines is as fast and good, but return's the thing and the dropses habbit?

MOONWALKER

Speedwalks like me will be pleased to hang onto their hard-won moxie rather than take this mangy trip to Jacksonville.

FRAME RATE

41%

MOONWALKER

Kixx, £3.95

You don't see many moonwalkers these days, do you? This is because moonwalking always put your shoes at least a third faster than ordinary strolling.

Plucky Michael Jackson is still at it though and you control him as he doddles around four locations, looking for the four parts of a robot costume to wear (he's as fast as a fast-fish, you see). It's a top-view 2D and you must simply avoid the badies (as you steer around the obstacles on your quest).

Not moving, eh? Well there is a distinct lack of excitement, as someone called Mr. Big sends his hordes after you. The trouble is, it's not very responsive or quick. If you see someone coming, you moonwalk the other way. The view isn't particularly spectacular and if you're an impatient you'll have found a £3.95 cure.

SOCCER RIVALS

C&A, £3.99

Everybody knows that watching football is a mug's game. Why turn on your telly when you can stand outside your neighbour's living-room window and see it for nothing?

If you're a fan, then Soccer Rivals might be your thing. You get to choose your team, train them, cause serious injuries and other-



Follow the onscreen action items, not quite obvious, though, as this picture shows!

also fall around with their well-being. When you're happy, you can send them to certain slaughter by entering them into a match. But do you get to watch this (or any) match? No. You simply see the results which pass. If you've won, congratulations. Now it's time to do the whole thing

Some enough the tank was mostly like mine. I started the engine up to see if it would sound better than it did though our mangy 15 speakers. Unfortunately, that confused the tank's checking some trouble's nearby and the game was a piece of his mind just now. In other words...

again. And again. Until you've won the Cup in fact. As management games go, Soccer Rivals is no worse than any of the others. But as raw, fast-living excitement is concerned you'd be better off checking under bus seats for chewing-gum.

SOCCER RIVALS

A management game which you should manage to avoid.

FRAME RATE

31%



Overtake me, will you? Nobody beats Rapid Roper on the track (except perhaps Jaxxon the skateboard).

POWER DRIFT

140 Squared, £3.99

If you've ever been overtaken by a skinned in a beach-buggy, now's your chance for revenge. Power Drift is a 3D driving game in which you must race seven other cars (including the skinned) to get third place or better. The cars do about 240 kmh and the tracks are as windy as a snake with indigestion, so grip your joystick with both hands and prepare to shed some perspiration.

It's colorful, it's quick and it's pure teeth-grinding, gear-changing fun as you ball round each circuit trying to keep ahead of the boys breathing down your neck.

The title isn't especially new, but Power Drift is the most playable game of its type. Let the hell you, if you aren't instantly thrilled by the high-speed chases through interesting terrain, you should go back to growing peas in the string cupboard.

POWERDRIFT

Great the first time round and if you missed it then, you mustn't miss it now. A classic racing game.

FRAME RATE

41%

ALTERED BEAST

140 Squared, £3.99

The scenario is simple. Zeus, god of everything, has asked you nicely to save his daughter Athena from running all these pointy shapes. Well, actually she's given that up already and is living fast by Neil, Lord of the Underworld.

You must make your sideways-scrolling way past all Neil's minions to rescue her, with only your incredible fighting skills to protect you. As you wander along, all manner of creatures attack you, including old men, dog-boys and firey demons. Crawl, kick, punch and jump your way past all of these and





Well, mate, my friend! Oh, who else was this better? I think... umpt! Fighting and slaying your way through *Advanced Dungeons* isn't easy. Never mind a *Spindragon* put who was a push-over

press on through the ruins of Hell, it's not as spooky as it sounds but it's a big and playable game which gets you finished as you go further into it. There's lots of nice scenery and no shortage of great, old-fashioned thumping to do, so if you're feeling adventurous (and I admit that I am, at the moment) it's worth a go.

ALTERED BEAST

It won't remove your shoes and socks and place them on a wardrobe, but it's still a pretty good beat-'em-up.

FRAME RATE

75%

QUATTRO COIN-OPS

CodeMasters, £3.99

Another four games for £3.99 is a superb value, a game which might not be too bad. The games are *Fast Food*, *Pistol Simulator*, *Pink Trivia* and *Fruit Machine*. *Fast Food* is a Precision attack, with a memorable plot, ghosts and, oh, everything else. It's fast and fun (if you like that sort of thing, and I do). *Pistol Simulator* is just that. Flipping away for hours can get a bit boring but it's certainly playable.

Pink Trivia asks you lots of questions about pubs (only kidding, it asks you about loads of topics) and *Fruit Machine* lets you watch people

at games who push your buttons.

Many are brilliant but they're all clanking for a rainy afternoon when you're in bed with concussion and it's cheaper than a return ticket to New York.

QUATTRO-COIN OP

Cheap and cheerful, just the way I like 'em. Four playable games and a cassette box useful for storing all those half-pennies you saved.

FRAME RATE

75%

HEROES OF THE LANCE

Kixx, £3.99

Get in the Land Of Kyrin. HOTL asks you, the warrior of Kyrin, looking for the magic Hand of Brynn and the mystical Eye of Dyrin. It

really is the most appealing tank. But if you're any later



will in this sort of speed, read on, it's an official *Advanced Dungeons & Dragons* game, which means that it's dead complicated, especially if you've been clever enough to avoid taking out the D&D books, and least figures that normally go with the hobby.

But what you get here is a sideways-scrolling, joystick controlled beat-'em-up (far wiser of a better word). The quest you're on is big enough to keep you burning valuable electricity long into the winter nights, but, as I say, it's only really appeal to fans of fantasy. The action isn't thick enough for demanding gamers like me.

Graphics and sound are pretty okay, though, and the whole thing is smooth and, when you're not being interrupted by little messages, fast. When your band of travellers get into combat, you control it all with the stick, so you're actually an important factor, rather than a spectator just sitting there, watching your people get slaughtered. You can get really into it.

Exploring the Land of Kyrin is fun. (Who knew?) You might even want to map the whole thing! So overall it's a bit questionable for me, but if you're a fan you'll be kept happy for many a moon with HOTL.

HEROES OF THE LANCE

Not the most enjoyable beat-'em-up but one that should keep the fantasy fans dividing over that it's a quarter of its original price.

FRAME RATE

75%

Orbiter and *Dragon's Breath* meet *Ranger*, Lord of Trepent, which is a little thing about and wait for him to make his first move. (Are you handling such high drama?)



When Dad shouted, 'Get out of here, now!' I must have hit the accelerator pedal and we jerked forward. But could one where we were going but I couldn't until he decided to stop being a killjoy and attack us.

But Dad had observed a large wall that I didn't see until too late. But they should have shown the tank reaching through a wall in *Last Crusade*. Honestly, it looks incredible from the inside.

Anyway, take it from me, tanks are even easier to get into than *Fast Forward*, be glad a visit to the Imperial War Museum (unless it re-opens, it's a scream). Especially if you ended up being driven over by a mutt.



Well at least you don't have to put money into this machine, oh resident? (wink wink)

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The latest driving games aren't necessarily the most playable: a quick glance at these models reveals four packages over five years old (though none of them can match the technical excellence of *Turbocharge*, reviewed in CPV). One release you won't find in this list is *Grand Car Master* because it's reviewed elsewhere in the magazine. Its programmer, Geoff Hammond, is also responsible for the finest driving simulation on the C64: *Revs*. But we'll catch up with that later.

Most of the new driving games give you a 3D first-person view of the track but this isn't always the case. Games such as *Super Sprint* used overhead perspectives. Up 'N Down and *Racing Destruction* let you see side-on 3D and *Spy Hunter*, *Alleykat* and *LED Storm* revolved vertically. All qualified as good, fast racing experiences. Of course, for every great game there's a jam of mediocres (see: *Ironstorm* such as *Wheeler Man*, *Super Monaco Grand Prix*, *Chase HQ*, *Out Run*, *Centurion Circus* and *Hard Drive*), and originals such as *Planet Formula 1*, *4x4 Off Road*, *Revs*, *Grand Prix Circuit* and *Fast Drive* are failed because the 3D wasn't up to scratch or the control method wasn't quite right.

However, there are the few all-time barbies, which you should avoid as you would a Land. Most of these is *Blondy Mulhenny's Top Fuel Challenge*, a drag-racing sim with apocalyptic presentation, appalling 3D and dismal backdrops. If you see it, shoot it.

ALLEYKAT

Original publisher: Hewson
Availability: Deleted. Appeared on the 18 Computer Mitz 4 compilation.
First released in 1988, this was Andrew Braybrook's fourth effort, following the superb *3-D Space Invaders*. It's a one- or two-player futuristic race game set in eight orbiting space stadia, each of which are unique in terrain and required racing style. You drive a versatile craft that climbs, dives, accelerates, flies and moves left or right around a vertically scrolling, wrap-around track, it's riddled with other craft and obstacles.



A racing game for space warheads: *Alleykat* puts the girls into orbit. At least you don't have to change tyres too often.

GAMES THE FAST

With Imageworks' long awaited *Cisco Heat* on the starting grid, we asked Gordon Houghton to pull the tarpaulins off some old bangers and see if they're good for anything but the rust heap

OUR HERO, ARCHIE 'HOT JACK' APPLETON-SMITH, IS COMING THROUGH IN THE GRIP OF MANY TY RACE. WE CATCH UP WITH HIM IN HIS DELICIOUS 'SPEEDY' AS HE IS ABOUT TO START THE RACE FROM HIS ARCH-RIVAL, THE RED-HEADED BARON VON TRIPP.



COMING IN 3D, 3D, 3D, IT'S TIME FOR THE BARON TO TAKE HIS ENEMY'S FINISH.



The object of the game (apart from winning) is to earn enough cash over the season to enter the really big tournaments. It might not sound like much but the action is a fast and furious combination of reflexive dodging and squiblike blasting — and, as you'll expect from Andrew Braybrook, the presentation is absolutely superb throughout.



BUGGY BOY

Original publisher: Elite
Availability: Encore £3.99
Based on the eponymous Tetsumi coin-op, *Buggy Boy* is four years old this month — and

it's still the most enjoyable racing game around. It features five different courses — North, South, East, West and Offroad — each divided into three stages. You don't actually race against anyone else.

At the whole point of the exercise is to complete the stages, collect bonuses and avoid obstacles such as fences, walls, rocks and lakes. The control method is superb, the update speed very fast, and the variety of courses soon has you hooked. Forget about the Porsche this Christmas — this is a far more important purchase.



LED STORM

Original publisher: US Gold
Availability: Mitz £3.99
Based on the Gigacon coin-up of the same name, this is a classic for two reasons: 1) it's an extremely fast vertically-scrolling dodge, leap and race and 2) it's got one of the most amazing collections of synthesized music.



Fluores will never look the same again once you've gone over the top with US Gold's fifty fifth number, *LED Storm*.

S FROM ST LANE

Skid marks

All of the games below will provide hours of enjoyment (or, at worst, a good laugh), but to help you sort out the best of the best, we've devised this running ratings system (well, we think it's cunning).



6. The ultimate driving game upon which all problems could be re-examination.



2. Great in its day but since superseded or a driving aim that doesn't quite fit the car. Did I Be Playing Five Years



ii. A 20% amongst race-games – getting on a bit but a classic model which will give its pupils of enjoyment (sometimes).

you'll ever read. The books include nine different levels (all of which are beautifully done, with full-page parallax scrolling) and loads of extras. Unsurprisingly enough, these include huge, bulging judgments, frogs that grow you down (i), angry pots and deadly canyons. There's little to match it for speed and simply nothing to beat its raucous audio effects. Fortunately, you can still read it.



OUT RUN EUROPE

Original publisher: US Gold
Availability: \$13.99 (new), \$16.99 (used)
The original Out Run ranks among the most memorable race games to appear but this didn't stop it reaching up sales of 50,000 units on the C64. Its successor (Turbo Out Run) was a bit better but still can't match this title release in the series for speed, detail or action. However it also the first of the three to

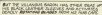


Just about the only vehicle you don't get the drive in that than through to an articulated truck - the Volvo's no less.

POWER DRIFT

Original
publisher:
Activision
Availability:
Featured in
Domeki's
Wheels of Fire compilation with Turbo Out
Run, Chase HQ and Hard Driver:

£15.99 (new), £25.00 (pink)
It's not easy converting a car-up
motorised for masses of colourful
spikes, gut-rendering roller-
coaster tracks and
super-fast 3D
scrolling, but this is
just about the best
the programme
could have done with
the home conversion of
Power Drift. It fac-
tores a dozen scenarios
and twenty-seven circuits
and captures the stomach-churning feel of
the original. It got the mechanical concept, all right.



IT IS FAST, AFFORDABLE, EASY, THERE IS NO FEAR AND NO EXTRA MONEY WILL BE REQUIRED TO OBTAIN A SUPERB EDUCATION FOR THE FUTURE. 404-444-4444



You can't just make
around the company at
high speed, either - the
main requirement is that



Don't be misled if you think those graphics look safe. They get worse when they try to move (that's *what* it would be more appropriate to

race take place on "stunt" tracks, along which you'll find hazards such as mud, snow-covered terrain, desert sand or night darkness. What's a low



PITSTOP ■

Original publisher: Egypt / US Gold
Availability: KIR, FI-95. Also appeared
on the Egypt Index compilation



The first Commodore race game with smooth, detailed 3D, this was an instant hit when released in 1985. It's a Formula 1-style race game with three difficulty levels, six

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types featured by fast driving eventually leads to a follow-up – so the program thoughtfully provides a pit-stop facility which allows you to refuel and re-tyre. You won't feel a better two-player head-to-head driving game anywhere on the planet.

UP 'N' DOWN

Original publisher: US Gold
Availability: Defunct

This is the slowest driving game in this selection. Up 'N' Down was one of the first games to feature tanks in the road. Graphically and syntactically it's no great shakes: the tracks move slowly, the backgrounds lack detail, and the pace is jolly but repetitive. It's the gameplay that keeps you hooked. However, the action is a simple case of driving up and down hills and leaping over other cars (just gets harder and harder until you feel like chucking the C64 through the window... Road state-of-the-art but good for a laugh. Up 'N' Down is more-down than up.



Volts wagens

Alternatives to the petrol engine have been rattling around since the 1880s, when Morris and Salom built the first electric car with the bloomy title of The Electric. Modern electrically-powered vehicles face one major stumbling block: the battery. The best distance so far achieved is 58 miles on a single charge – but this hasn't prevented the manufacture of over 80,000 such cars worldwide, the majority (35,000) of them in Britain. There have been other variations, too: a gas turbine car designed by Rover in 1958 achieved a speed of 150 mph and Renault have since built the Skoda-Fluents, capable of speeds in excess of 190 mph.



Real cars may be electrically powered in future but on a C64 they already are

TURBOCHARGE

Original publisher: Systems 3
Availability: £11.99 cash, £16.99 disk
Just when you thought the 3D racing game had peaked out, Turbocharge breathed the back into the machine. The plot concerns terrorists, arms dumps and your good self – a Customs officer who earns enough cash to drive around in a Lamborghini. The result is a game that combines driving, collecting fuel and bumping off

BREAKFAST AS AN ATTACK, FLAMING UP THE ENGINES, OUTDRIVING THE LOCAL SEAL, OR GETTING A LOT OF OTHER VERY INTERESTING INFO A BUMPY BANGBANG!



anyone dumb enough to get in your way. Ain't life tough.

Armed helicopters and terrorists are all in a day's work for Captain Customs Officer –



This surreal scene makes going for a spin in Turbocharge look quite peaceful – which it isn't, of course

for faster greater problems arise if you're to dealing with the speed of its own jet (jet turbo mode you won't believe your eyes). Add to the fact that you can almost smell the rubber some punishing soundtracks and you've got what many people say is one of the best racing games around.

REVS

Original publisher: Precision
Availability: Defunct

David Command is a programmer who's never written a full game for the C64 and Revs was one of his first efforts – the only drawback is that you can only control the car with



Which way are these cars going? Answers on a postcard please to the usual address

an analogue joystick, paddle or keys. It's a fully-fledged Formula 3 racing simulator, featuring ten famous tracks (Silverstone and Brands Hatch).

It takes you at least a couple of hours to get round either track in a closed time. Consider that there are 10 other opponents to defeat and you begin to realise that swiftness of the track. However, what makes this so special is its 3D: exhilarating speed and detail combined with realistic dips and bumps and even the ability to drive around corners backwards.



Try it out if you can.

RACING DESTRUCTION SET

Original publisher: Arkatsoft
Availability: Defunct

RDS is one of the few side-on 3D racing games to have appeared. It features 50 split-screen two-player tracks, 100 based on real courses and 31 engines.

This is pretty comprehensive in its own right but the package also includes an editor which allows you to build your own courses. There's great potential to design some really amazing courses.

Building blocks include several kinds of slope, dirt, ice, gravity, obstacles, jumps and plenty of different vehicles. It's great fun to play and easy to get to grips with. But the worst-kept secret are very rare.



ACK ACK! HATES A LIGHTNING UNDERWEIGHT, THE CHARGE, AND PROVES HIS SUPERMAN! ALSO DATED JURY LIND, AND FLAMING AHEAD OF THE DEVILISH, BURNING!



BUT WAIT! IT'S NOT THE END OF ADVANCE! TURBOCHARGE, THE FIRST 3D RACING GAME WITH A BUMP, BANG, AND BUMP! AND THE BEST OF THE BEST! THE BEST! THE BEST! THE BEST!

IT'S THE SCALEXTRIC CISCO HEAT COMPO

Ere, bells and welcome, it's me, Murray Corbett, here at the first Commodore Forum Grand Prix and all the signs are that it's going to be a fantastic race. For the winner

being, there's none of that cheap Champagne rubbish or giddy old flowers but a massive Pole Position Scalextric set... What am I saying? What am I saying? That's not one but five, yes, five! Scalextric sets on offer to the top drivers today, worth a total of £380! As the excitement mounts I can also tell you that there are ten, yes, TEN copies of Imagineworks' new cops-'n'-robbers game Cisco Heat on offer to the next ten drivers to take the chequered flag.

The warm-up lap's over, the red light is on, so let's go down to the grid for the really rough stuff. It's time for the questions in this three-lap race. Not surprisingly the theme is, my favourite topic - Grand Prix Formula One.

- Lap 1)** What nationality is Ayrton Senna?
Lap 2) Who was the last British Formula One World Champion?
Final lap) What's the highest speed a Formula One car has reached?

- Is it:
 a) About 150mph?
 b) About 200mph?
 c) About 350mph?



Now here shouldn't have too many problems with these questions but to qualify you must put down your answers on the back of a postcard or envelope, and post it to:

Garrahy Comp, Commodore Forum, 36, Moonmouth Street, Bath, Avon, BA1 2BW.

Get your entries in by December 31st (that's 1991), and don't forget to include your own name and address. Employees of Future Publishing, Harrow and Microsoft will be wheel-clamped if they even think about the mere possibility of entering.

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Turn your bedroom into Grand Prix. Each Pole Position set contains two cars, two controllers, eight long straight sections, five short straight sections, six tight corners, three bends, one starting grid, eight flags, 18-track sections, four roundabout supports, something that we can't identify and the all important transformer (but not a clock).



Fig. 17 The control cabinet that takes all your other controls for track and cars too.

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PP HAMMER



hey, so think up all of you out there who remember Lode Runner. Originally an Apple game by Broderbund released on the C64 by Software Projects, it was an original and hugely addictive platform-and-ladders game in which you controlled a little stick man who ran around stealing gold from the evil Bungeling Empire.

Of course, there were lots of nasty baddies out to stop you, but you could always stop them in their tracks by digging traps with your laser drill for them to fall into. The drill was a vital piece of equipment in other ways too, as some of the gold you needed was buried deep in the bowels of each screen, and a path to it had to be drilled before you could collect the stuff. It wasn't quite as sim-



Some of the rock here is soft enough to drill through (and that's what you're here for)

ple as that, though, as a short time after you drilled through a brick, the brick would return itself in the original space. This was frightening and frequently left you trapped in a corner or — even worse — trapped up and dead. So far so absolutely fascinating. I hear you all cry, but what the hell's this nostalgic rumble passing for a game review go-to-do with *PP Hammer*, then?

Well, I'm glad you asked, because the fact of the matter is that, in these days of *Scooby*, *Smash TV* and *Super Space Invaders*, what *PP Hammer* is, is essentially *Lode Runner* '81. The platform-and-ladders set-up is the same, the gold-collecting is the

Demonware come out of hybernation to bring you a game where a drill is the same as doing it for real, space is there to be squeezed through and cartoon nasties give you the creeps. Our reviewer dons hard hat and cries, "Make miner lode ore else!"

same, the digging with the laser drill (all right, if you must, 'pneumatic weapon') and delayed resubbing of the bricks is the same, but everything's been given a spunky new up-to-date look.

The single-screen levels of the original have been replaced

by huge multi-directional

scrolling mazes, lots of power-ups, collectables and little extra features have been added, and the red-and-white bricks/mastiks graphics of *Lode Runner* have given way to, er, more bricks but in lots of different colours. Ahem. The biggest difference, though, is that all those horrid Bungeling bad guys have waved bye-bye. There are enemies in *PP Hammer* but they're largely incidental to the action.

Most of the obstacles to your progress through the levels are inanimate — walls, bricks and locked trapdoors have to be scared, blasted or unhooked, while pots of fire, pools of water and spikes or springs must simply be avoided at all costs. Most of the 'unintuitive' action of *Lode Runner* has gone, leaving us with something that's almost purely puzzle-oriented.

As puzzle games go, *PP Hammer* is a strange one. The size of the mazes

means that you can only see a very small part of a level at a time, making it next to impossible to plan a strategy. What you have to do much of the time is take a stab-in the dark, get it wrong, die, go back and take another guess and, when you get it right, cement the correct

But it's not supposed to be a platform game...



It can get a bit claustrophobic working down a mine, especially one that seals itself up behind you

Miner, this is the time to get bored out of a mine... as there tend not to be Super Princesses for that matter



and his WEAPON



Books like these just to the right are expertly deflatable. The problem is when you can't find any more of these - you're trapped!



PP checks out the scene from an early level. This is his first encounter with water. Deeper obstacles are yet to come.

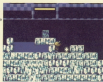


The odd conveniently placed ladder does wonders for your walkabouts, there are teleports as well.

move to memory. Masters aren't helped by the fact that the vertical scrolling is rather reluctant to come into operation until PP gets very close to the edge of the screen, giving you very little advance warning of what you're going to come up against. Indeed, in some ways it's distinctly reminiscent of Risk Dangerous, a game which I rated for the unfair way it made things difficult for you.

PP Hammer doesn't suffer nearly as badly but then it's not supposed to be a platform game in the same sense at all, so when a hidden spike suddenly does leap out without warning and puncture your ass, it's even more annoying. This kind of thing has no place in a puzzle game. It's as simple as that. Much the same can be said for the invisible floors and invisible teleports: traps you encounter in later levels.

Still, it's not all bad by any means. PP Hammer gives you a password after every screen, which means that you can do down and play it for an hour or two, get a password, and come back to the game the next day, week, month or whatever, and not have to hack through the same old levels again. In this way, the game will last you for quite some time, and the



On lower levels PP finds himself 'stuck' while he's 'stuck'. This stuff is fun. Unfortunately, the Hammer wears good spiky boots so he doesn't slide.



Deeper and deeper down you can go, separating through the smallest gaps, creating jumps into your destiny, and there's none of that random luckiness to ruin your day.

small doses should ensure you never get too bored with the otherwise tediously repetitive gameplay. Tape users will also be pleased to hear that, while it is a multiboot, PP Hammer uses an 'intelligent' loading system which automatically winds the tape to the correct spot, sparing you all that unbearable hanging around you're often expected to suffer. Generally speaking, this is a quite acceptable little game as long as you don't try and play it to death in the first couple of days. Do that, and you'll be so fed up by lunchtime on day two that you'll probably never see level eight.

STEVE SANDYLL



Game	PP Hammer
Publisher	Demonware
Cassette	£10.99
Disk	£15.99
Release	Now
Contact	0752 886000

POWER RATING

THE DOWNERS...

- Crap music and sound
- Too much guesswork
- Level design gets very bland
- Too easy to be addictive
- Classic design, spotty supplementary features

100

79%

- An easy game to get into
- There's a fair helping of extra graphics and animation
- Get down, as they say, in some huge mazes
- ...lots of them, in fact
- Password system ensures loading speed
- Time limits don't really intrude on play
- PP has got character
- Intelligent loading system to keep tape users happy

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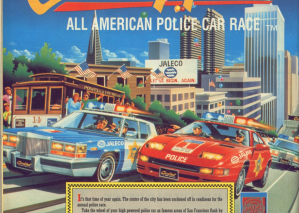
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Cisco Heat

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With 5 levels to tackle, only the top stars drivers can make it - so hit the gas pedal and race for glory.



Image Works, Irvine, Calif., 18 Scotland Drive, London SE11 1BW, Tel: 01-881 1454, Fax: 01-881 1454

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COMODO REFORD SERIES



The Mighty Brain

EXPLODING TELLIES

Dear TMB,

Right, let's get this straight. This is the fifth and final time I'm writing to you. I've written to you four times before and there's been not one single reply. So if you don't reply I will seriously consider going off CP. So there.

My TV has recently blown up. The repair man said it was to do with the sophistication of my software. Should I get a monitor? And what difference will it make? If you don't reply I will stop reading CP and lock myself in my bedroom for a week.

Graig, Warrington, Cheshire

Oh dear. Either your TV repair man is pulling your leg, or he's a prime-time tickle. There's no way software can foul up your telly, although if you play *Disk Paddy*, there's a fair chance that you'll end up kicking the screen to splinters.

BRAIN UNDER ATTACK

Dear TMB

I am writing this letter to let my views be known about your letter pages. I doubt you will print this letter because I am not going to

Omnipotent intelligence and 'B' movie veteran The Mighty Brain returns to open more of your mail, but finds it's not so easy without the aid of any fingers. Annoy him some more by writing to TMB at Commodore Format, 30 Monmouth Street, Bath BA1 2BW.

say that CP is brilliant and all other magz are crap, because my opinion of CP isn't a brilliant one (I doubt if you have a brilliant opinion about anything) - TMB.

I am writing to say that the quality of letters held in the TMB pages is totally crap and Matthew Lacey (my friend) goes out to you, you expressed your views very well indeed) of CP is right. The letters here in your pages are (without a doubt) written by six-year-olds who don't know the five letters from the space bar.

Adam "Supreme Master of Everything" Carpenter, Plumstead, London

What a nasty letter that was, oh readers?

The funny thing is, Adam, that most letters, no matter how naive, have something good, positive or interesting about them. As a Mighty Brain I have, on a few occasions, been accused of arrogance, but you take the Garibaldi pot - better move on, and quickly at that. Also, here's a letter about spiders, Street, fantastic, things are looking up at last...

ARACHNOPHILIA

Dear TMB,

Here's a few short-answer questions:

1) My mate got his first CP ages ago, but now onto the point of the question with that name he got a *Splinterman* comic on his Postmark

BART SIMPSON AND THE TURTLES

Dear TMB,

I am a new C64 owner and I would like to ask your good self a few questions:

1) Is it possible to use a turtle on my C64?

2) Will the *Simpsons* arcade coin-op be coming out on C64?

3) When will *Bart Simpson* versus the *Evil* *Mutants* be coming out?

4) Would it be possible to control my model train set by using a C64?

5) Could you please give me an address where there is a possibility of getting a steam train simulator? Well that's all. Thank you for answering my questions.

And boyz

1) Sirs, are you sure

you're okay And? I mean, you can plug a turtle and a C64 together but it's something you're going to have to learn to do from scratch (including writing your own software to drive the turtle).

2) It doesn't seem likely. The coin-op's been around for ages, and none of our pals in the '64' have 'scooped' the license. Maybe

it's just too damned expensive, even for the mega-rich software houses.

3) It'll be ready and completed within matter of a few weeks, and it looks mighty, mighty grand.



The best way to get a turtle on your 64 is to fish-hook your way through the game

4) Yes, but it takes a great deal of technical wizardry which would take ages to go through here. Horribly computer-like have been done before, and someone at your local train modellers club might find a few clues. But I fear you may find the process of rigging up your train set to the C64 a bit pointless in the long run. The C64 would only do the same job as a dedicated train set control panel. Best result, Paul is writing a feature that will explain how to connect your 64 to other machines - train sets for instance.

5) MicroProse have already released the excellent *Railroad Tycoon* for other machines, and a C64 version is being considered - failing that, check out the Independent Commodore User Group on 061 245 8285. They may know of some obscure Public Domain programs.

which I thought was the best demo ever. Now what I need to know is where can I buy the complete game?

It is there anywhere I can buy *Dragon's Breath* in Bangor, County Down?

It's the amazing *Spyder*. Best fun up action game ever! It is a pretty serious romp with special guests

3) Will Ocean's *Tekken* brought out on tape version for the C64?
4) Will I ever stop giving you questions?

Of course I will right now as a matter of fact.
William Bell, Bangor, Co Down

1) The Amazing Spiderman is published by Empire (0854 541185) and was sold 75 per cent in US.

2) Will Smith is always a good start. Failing that, there's always a few newsgangsters who carry budget racks. To be frank, I'm not all that familiar with Bangor's shopping facilities.

3) I'm certain that Ocean will prepare a tape version, but they've yet to set a release date.

Let's hope Tekken on a tape is on tap as the cartridge version.

GREY AND YUCKSOME

Dear TMB,

I have a few questions to ask you.
1) When will the new 3.5-inch disk drive C64 be available in the shops?

2) What colour are you and where were you born in Britain or something?

3) Will there ever be a *Funman 3* and a *Funman 4*?

4) Is *Commodore* better than *Amstrad*?

5) When will *Robotrap* 3 be available?

Please print this letter as I really want to know the answers to these questions.

Jim Stewart, Downfield, Dundee

1) Commodore aren't saying much about the 3.5 inch C64 because they don't want competitors slipping off with all their sweet ideas. If I was to speculate, I'd say you're at least a year to wait.

2) People who have no taste say I'm yucky and grey, like a gloom November morning (or, a large brain in fact). But I've always maintained that looks are totally unimportant. Even so, on a personal level, I reckon I'm kinda cute.

3) Yes and yes, but that's just an educated guess. No plans have been laid down by either Electronic Arts or Ocean.

4) Commodore are better because they make the C64, Amiga and CDTV, while Amstrad make the CPC, a bunch of pretty dull PCs, and a load of cheap video recorders. But I have a bunch Amstrad's fabulously rich tycoon-type boxes. Alan Sugar would disagree.

5) Late December or early January. Some people might find this confusing because the movie isn't out until Easter.

COMMODORE MOANER

Dear TMB,

After a break of many years from the joys of computing, I find things haven't changed much, no sooner do I buy a brand new C64, when I hear it may be replaced by the C65.

Why can't Commodore, in their infinite wisdom, design add-ons for their monies, whereby the graphics and sound at all can be improved, instead of pouring money into the manufacture of a product which in all probability will never sell?

As a previous user of the now defunct VIC-20, I can remember what happened following its demise: a lot of computer magazines dismissed along with it. After all, I wouldn't want the same fate to befall your marvellous periodical (well not until my subscription's ended anyway, ha ha).

So come on Commodore, think again and think about us poor souls who can't afford to buy a brand new computer at the drop of a hat.
Tony Walker, Norwich, Norfolk

Commodore are no angels, but they've made the C64 such a continuing success by being dedicated to the machine (give or take a few test-cups). You don't have to buy the C65, it's just going to be there if you want it.

And it's NOT a replacement for the 64, merely an upgraded version.

1) I really is a matter of opinion. The Atari Lynx and Sega Game Gear are both colour, reasonably inexpensive, and have plenty of games. The Nintendo Gameboy is mono, but is cheaper.
2) Any big game that can be transferred to a handheld will be eventually. So, there's a fair chance that some of your favourite games will be available.
3) In back issues four to 18 we ran an A-Z of classic games - and there were hundreds of the doors. It's up to you to decide your favourites.
4) Yes, and it'll be fantastic. But you probably won't need to start saving up just yet. We don't reckon it'll be ready for at least another year.
5) It's an ancient Commodore computer that came before the C64 and was a pretty givory piece of kit for its time. Even so, it could only manage 2.5K of RAM (the C64 is (ahem) 64K).

BRAIN GOES LOOPY

Dear TMB,

Can I ask you a few questions?

1) How did you get the job of being TMB?

2) How many people write to you?

3) Do you like music?

4) Do you like football?

5) Do you like dogs and cats?

Gillian Walsh, Wythenshawe, Manchester

6) My intelligence is superior to any employer's. I'm not given jobs, I just take 'em when I feel like it.
7) About 180 every week.
8) No, because I haven't got any ears.
9) Er, no, not since I was mistaken for one anyway (sweat).
10) No, their table manners are dreadful.

HANDHELD HED-GEHOO

I'm thinking of getting a handheld and I have questions for your intelligent pen...

1) Which is the best handheld?

2) What are the best five games for that handheld?

3) What are the best five games for the 64?

4) Do you think a shortened version of *Sonic the Hedgehog* will be out for the Game Gear?

5) What is a VIC-20?

Jackie Charlton, Gloucester



Sonic the Hedgehog on the Game Gear handheld eventually, but, alas, probably not the C64

6) I really is a matter of opinion. The Atari Lynx and Sega Game Gear are both colour, reasonably inexpensive, and have plenty of games. The Nintendo Gameboy is mono, but is cheaper.

7) Any big game that can be transferred to a handheld will be eventually. So, there's a fair chance that some of your favourite games will be available.

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NINJA IN TROUBLE

I am a person of very little knowledge about the poorer Last Ninja 3. Please help.

Daniel Rowson, Oxenford, Manchester

See Games Tips this very issue.

RED DEVILRY

Dear TMG,

I am writing to talk about a computer game called Manchester United Europe. Recently I saw a preview of the game and I thought, I need a new football game. I can't wait till it comes out!

Then about a week later I saw the C64 screenshots. This totally put me off getting it. What I'm writing to say is I'm fed up of looking at it as if it's a game on a different format, then seeing it on a C64 and seeing that it's different.

Thomas Mills, Manchester Be fan. Screenshots for, say, an Amiga version of a game are bound to be more impressive than C64 shots. In Early Warning or a PowerTest, we almost always show C64 shots - if we can't, we always say so.



Was C64 meant to be had on the C64

NUMBERS GAME

Dear TMG,

Why don't you put tape counter numbers with the coverages? It would help.

Gareth Lyons, Hornchurch, Essex

Not all cassette decks have compatible counters. I'm afraid it would get too confusing (even for me).

ROGER FAN ALERT

This is my first letter to Commodore Format's human organ thing and I think Roger Parnes has more brains in his ten fingers than you've got all together.

Paul Minkley, Liverpool

I could learn to dislike you, Paul.

SERIOUSLY GOOD IDEA

I'd just like to praise your magazine for its excellent reviews and features. But could we please have a few serious programs on the coverpages. I'd like to see a word processor, a database and a poster printer. Well TMG, what do you reckon?

Mr M D A Snappers, West Glamorgan

It's definitely worth thinking about. But how would games players feel about losing space on the coverpages? Let me know.

OUT OF AFRICA

My family and I recently returned from a long stay in Kampis, during which we were robbed in our house by a gang of armed men.

The robbery was as disturbing as it was dramatic and upon fleeing from an approaching security team, they made off with a number of our possessions among which were both hardware and software all related to the Commodore 64.

Since our return I have managed to replace most items but we still lack some, of

which for sentimental reasons these are of particular interest to my wife. These are:

- 1) A cassette of games which originally came free with a Boot's publication and contained three on a Spring, Who Dares Wins A, Snappers and Wizard's Lair. We think the collection was called Snappers and probably produced by Granite Graphics.

I have seen some of these games advertised but the rest not at all. Thing on a Spring was a particular favourite.

- 2) The Cassette game entitled by US Galt.
- 3) Speech 64, a more sophisticated cartridge by the firm Cursah.

Are you able to advise me where the above three items are available or, if they are no longer are, perhaps you can put us in touch with a dealer who has tried to find them and would be willing to sell them? I would be grateful for any assistance.

A Mooney, Westport-on-Tay, Fife

- 1) Well, let of a bad deal, that robbery isn't! But those games are well worth recollecting as we've tracked down a copy of the compilation, and it's in the post to you now. (You'll have it in your hands by the time you read this).

- 2) US Galt are on 021 836 3388 (you didn't think I'd send you a free copy of that as well did you?)

3) Sorry mate, we haven't heard of Speech 64 for ages. You might have a few problems getting hold of that one, but any decent C64 user group might be able to point you in the right direction.

ITALIAN DRIVERS EH?

I'm writing to say that your mag is outrageous, totally awesome and really really er ... good. But also to say that a few days ago I was skimming through an old edition of my magz C64 and, since I had some extra cash to splash around, I was looking for a decent F1 racing car game, and low and behold I saw that Super Monaco GP got an OK. Well, so I mottled it to my nearest Commodore Point and bought the blooming thing.

I must admit that I was far from happy with it after only a quick glance. After a long game I found out many other things to be unhappy about. Unfortunately, when I bought the game I only had its percentage in hand and not the whole review, so I'm sorry it's about to say a heap of cow dung.

- 1) Presentation is poor, the manual is only good for lighting the fire with.
- 2) Once you have chosen a gear type, you're stuck with it until the end of time.
- 3) Backdrops are about as good as a four-year-old's drawing.

- 4) Game play is very, very, very, very negative. (Don't that!)
- 5) Attention to detail is that of a brick-layer trying to place microchips. I mean, since when do cars that run into you make you go faster? And the black car on a black track, isn't crash test either!

I would have given it 38% not 33%. I must say that not having read your review I probably missed out on some very useful advice, but your power rating for me is far off the games real potential and value.

Seema Poles, Italy

Some of your points were raised in Karl's review, although she disagreed with you on most aspects of the game. Of course differences of opinion can't be helped, but it's always a smart idea to get as much info on a game as possible before buying one. Read reviews, and if possible join a local C64 users club.

SEAL OF APPROVAL
Help me because I have had a C64 for only five months. Please help me!

- 1) A friend of my Dad's lent me a cartridge game called Navy Seals. We both can't get on it level two. Do you know if it's cheat for it?
- 2) Is it possible to tape computer games?
- 3) What is a tile screen?

Kelly (sic) Wythenshawe, Manchester

- 1) On the hi score table, type the name BRASSRAG. Pause the game and then unpause it. Hit the left arrow key and you'll find you can skip levels. Alternatively, type MAG CYMS (see two words) into the hi-score and you skip straight to level 4.
- 2) Yes, it is possible, but it's also illegal (if breaches copyright laws), and not a skipper matter if you don't know what you're doing. Leave it.
- 3) It's the screen at the start of the game with the title in it. Pretty self-explanatory I'd have thought, but here's an example for you, anyway. It's (you guessed it) Navy Seals.

Black on level two of Navy Seals? Then check out our reviews about

NAVY SEALS



Black on level two of Navy Seals? Then check out our reviews about



Black on level two of Navy Seals? Then check out our reviews about

AGE IS ALL THE RAGE

Dear TMG,

I would like to start by saying to Matthew Lavery of Callers that I'm late CP US just how old are you? I tried to wash it out from your letter but could not. You had some good points to make but spent it by having a cheap go at the other readers. By doing this you have just gone down to the standard of letters and readers that you are complaining about and by doing this you have just proved that you are no better than anybody else.

There, I hope that you do not get the wrong idea. I am not trying to make you look bad, just look at it as constructive criticism and I am sure you will know what I mean when you think it through.

Michael Ashworth, Didsbury, Manchester

Maybe he will.

NOTHING PERSONAL

Would you please answer me these questions if you're that busy?

- 1) Is there a chance of a Terminator II demo?
- 2) When will WWF Wrestling be available and will there be a tape version.

Wayne Robinson, Leeds

- 1) No, the game is in the shops already, so try it out at your local software shop.
- 2) Within a couple of months. A tape version is planned.

NAME THAT GAME

I have some questions that might test your superior IQ for a few seconds.

- 1) What rating would you give Bubble Bobble as I saw it has just come out on budget from the UK Squared?
- 2) What is Ninja Rabbit like?
- 3) Will there be a 64 version of Sega's Sonic The Hedgehog?
- 4) When will Kick Off 2 be out on budget?

A Reader, Redditch, Worce

- 1) Bubble Bobble is a fantastic game. I'd give it 95 per cent, any day.
- 2) It's got rabbits in it, that do a whole bunch of things things. All in all, it's good silly fun.

- 3) Probably never. Sega are keeping Bobble for their own formats.

- 4) When people stop paying full price for it, and when it's appeared on loads of compilations. That's just the way these things seem to work.

PICTURE THE SCENE

Dear TMG,

- 1) Please can you tell the whatcha, the best art package around to make games like shoot em ups, beat em ups, or arcade games?
- 2) And will it cost a bomb?
- 3) Are you going to include an arcade section in the magazine?
- 4) And are you that ugly and spotty pink blob out of Alien Storm?

David Farn, Glastonbury, Essex

- 1) Try Data's mouse and graphics package which includes GGP's highly regarded Advanced Art Studio...
- 2) And costs a very reasonable 135.
- 3) No, this is a C64 mag.
- 4) Absolutely not, that pink blob is a good-for-nothing imposter. If you bump into it in the street, do not, under any circum-

stances try asking it questions of the C64 variety. It's an alien so it won't know, and it'll probably murder you anyway.

IS ROGER FRAMES A WALLY OR WHAT?

Dear TMG,



In issue 13, that little dog-for-brain Roger Frames made a cockup of the Spike

Roger's in the mood for a comic. (Slightly scary but realistic?)

in Tenney tips.

The cartoonist, the cartoon and the book are NOT unrelated! Push the cartoon towards the rock in the abandoned shack until it stops.

Now stand on the same spot as the cartoon (walk from the side of the cartoon) and drop the cartoonist and the book.

The rock will blow up, revealing the entrance to the rebel's underground network!

To get past the dog in the middle network, get the bone from the middle dungeons (by the mud) and give it to the dog. In the underground network is a personal stereo, give it to the guard who claims it's too quiet and he will go away! I think that little idea should be cashed! Please considering that I obviously have such a mighty brain, can I take your place?

Thomas Gale, Tarnworth

Look, some people like Roger Frames. Personally, I think he's an odious little squirt but, hey, even I have to admit that the guy has a knack for dealing with the baddy games.

Anyway, thanks for the tips, and no, you can't take my place. I am the mightiest of the Mighty Brains. My intellect is unbeatable. I cannot lie... (cump - dit)

THE END

Feel free to drop The Mighty Brain a few lines of wit, wisdom (or just incoherence) at TMG, COMMODORE FORMAT, 30, Monmouth Street, Bath, Avon, BA1 2BN.

We can't answer all the letters, but in the words of Lynn Finklea: 'Watching person, we do read 'em all'...



Express your CF 15, December 1991

WANTED!

Your honest opinion of COMMODORE FORMAT

■ To help us keep improving your favourite mag, 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)

☐ Outside	☐ Inside
----------------------------------	---------------------------------

3. Didst managed to receive copy

☐ Hadn't delivered to my home	☐ Just went in and bought it
--	---

4. 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	☐ Terrible

6. Rate out of ten this and any other computer mags you buy regularly. .../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 most like _____

And I least like _____

Your name and address:

* Leave Mark if you wish - but we may want to send you details of exclusive special offers

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INSIDE IN

C2H CAN'T CUT IT

Dear Inside Info,

My trusty old C2H datascassette isn't so trusty anymore. Gone are the days when it used to load everything I could throw at it, now it won't load most of my games. I've tried using my friends' computer and C2H and everything works fine - it even works fine if I use his cassette and my C2H. What I don't understand is why, oh why, do some games always load and others never do. It isn't broken, because it works sometimes, but it isn't working either? What do I do now, take it to be repaired, or just throw it away and buy a new one? Please help.

Matthew Reed, Weston, Nottingham

You may not have to do either thing because it's possible that your C2H isn't broken - just in need of a bit of tender loving care. There are two things to do that may resurrect your cassette to its full-fledged trusty status again.

The first is to clean the cassette heads, capstan and pinch roller. These are the bits inside the cassette that touch the tape and when they get dirty (from tape dust) your cassette can start to have funny turns. You can either clean them by using a commercial tape-head cleaner or by using a tin of methylated spirits and some cotton buds. Either way, be gentle with the heads and keep the cleaning fluid away from flames.

The second thing to do is adjust the azimuth alignment of the tape-heads. This is the angle at which the tape-heads touch the tape. It might sound tricky but in fact it's pretty easy. Get a tape you know that works and loads with a flashing border. Put a small screwdriver in the hole in the top of your C2H and start the tape loading. When the border starts flashing, turn the

Are small ones really more juicy? Maybe, maybe not. One thing's for certain though, you do get more of them to the pound. Paul Lyons brings you a plethora of PEEKs, POKEs and problems solved...

screwdriver slowly one way until the border just stops flashing. Make a mark so that you can tell how much you have turned the screwdriver. Then slowly turn the screwdriver the other way. The screen will start to flash again, but keep turning until it stops flashing again. Make another mark. These two marks are the very ends of the range in which your datascassette can read tapes and the best position at which it can read the most tapes is in the middle of these two positions. So turn the screwdriver to the position that is exactly between the first two marks. The cassette heads are now aligned and you can remove the screwdriver. You should now find that your C2H is much, much better at loading tapes. You can buy a special kit to do this if you don't like fiddling around with such stuff. If it still doesn't work, then it's off to your local Mr Datacassette Repair Man. If the repair is too expensive, you may well find it cheaper to buy a new one and consign your trusty old unit to that great game zone in the sky.

PRINTING PROBLEMS

Dear Inside Info,

I'm writing to you with the hope that you can help me with my C2H.

The problem is that I have an Epson 1270 ink jet printer and cannot get it to work. I've tried using my Printmaster disk with it but there's nothing! I cannot seem to tell the com-

puter what printer I should have. I've got a cable which fits the user port and then goes straight to the printer. Is this correct?

J-P Lees, BPPC, Germany

Epson UK have never heard of it but suggest it could be a non-UK printer. Data Electronics who make Script 128 - possibly the best Commodore printer interface for the C2H - say that they don't believe the printer will work with standard Epson printer drivers as all Epson ink jets are non-standard. I am guessing that you have a printer destined for the German market, so your best bet is to ring Epson's German office (010 49 231 580 30).

3 INTO 1 DOES GO

Dear Inside Info,

Could you please tell me where I can get a device that allows you to plug more than one cartridge into the expansion port as my sons have got quite a few cartridges and I've heard that continually putting them in and out of the expansion port can wear out the metal strips. Data Electronics used to have a device called the 3-in-1 motherboard but I have contacted them and they say they don't make it anymore. Is there any other supplier of this type of add-on?

Monica Green, Roverswary, Farnborough

The good news is that because there are so many new cartridges around, Data



The Data Electronics 3-in-1 Motherboard will let you fit 30thouses. To save your pennies, sell your greenie or simply ask Santa nicely.



YEs, now 5.25 disk drive promises to be the best thing since Reagan: these chocolate chip and vanilla peeps had huge numbers.

INFO

have decided to make a new version of the 3-in-1 motherboard. It's called C14.00 and is available in time for Christmas.

DOES DISK-GO?

Dear Inside Info,

I am possible to know whether it would be possible to make an interface to enable any 3.5" or 5.25" disk drive to be used with the Commodore 64. I ask this because I have seen many advertisements in electronic magazines for six-equipment disk drives for as little as \$30. Sometimes there are adverts for new disk drives at this price. T.A.C. Gigg, Kingswood, Bristol

In theory, it's possible to join any bit of computer equipment to any other bit but the interface could be more complicated than the computer if it's attached to it if you are an experienced electronics hobbyist, you would build one but because of the way that the 64's own disk drive works, it is really very difficult to build a cheap interface that works well. If you really want a 3.5" disk drive, with all the same speed and storage capacity that brings, TII are about as being on well, complete with interface, for less than £100.

POKES-A-PLenty

Dear Inside Info,

Here are a selection of PEEKs and POKEs for the 64 and C128 which can be used in BASIC or machine code programs. I hope they will be of use to other CP readers. Paul Kewen, Dunstable, Cheshire

To remove the 1 from INPUT commands

```
640: 1 on POKE 249,1
      1 off POKE 249,0
C128 1 on POKE 244,1
      1 off POKE 244,0
```

Note: Turn the 1 off immediately before the INPUT and turn on again immediately after, otherwise some strange things could happen to the screen.

To print characters in reverse

```
640: on POKE 249,1
      off POKE 249,0
C128 on POKE 244,1
      off POKE 244,0
```

This mode is cancelled when RETURN is pressed.

To flash cursor during a program (eg when inputting data using GET)

```
640: on POKE 204,0
      off WAIT 200,1,1
      POKE 204,1
C128 on POKE 204,0
      off WAIT 200,1
```

Juicy code kernals

Dear Inside Info,

In response to your appeal for useful code in CP11, here are three routines you may find useful.

Routine one is a simple keyboard scan that uses a REMNAIL subroutine at address 80000. This routine is ideal for programs where the message "Press any key..." is used a lot. All you need to do is print the message and call the start routine.

Routine two is similar to routine one. This time the routine only allows continuation if the STOP key is pressed.

Finally, routine three is a noise cut off. This routine could be used when debugging programs and sound effects are interrupted. The usual method for stopping noise is to press RUN/STOP and RESTORE. Unfortunately this also kills any updates currently in use, closes any open channels and clears any variables. This routine cuts the sound by placing a 0 in all three voice registers, affecting nothing else.

Paul Donahough, Timley, Sheffield

```
30 REM ** NOISE CUT OFF **
40 POKE 249,120 TO 121
50 REM A:POKE 0,A
60 WAIT
```

```
50 DATA 31,120,255,120,255,255
10 REM ** STOP KEY SCAN **
20 FOR X=1210 TO 12150
30 READ A:POKE X,A
40 NEXT
```

```
10 REM ** NOISE CUT OFF **
20 FOR X=1210 TO 12150
```

```
30 READ A:POKE X,A
40 NEXT
50 GOTO 140,25,140,5,150,255,211,120,255,255,255
```

To change Print colour

```
630 POKE 245,colour (0-15)
C128 POKE 241,colour (0-15) and
      (0-35) (0-35) col:
```

Note: For C128 users in 80 column mode, this number is made up by adding combinations of various colours and effects.

1 = light 16 = flash
2 = blue 32 = underline
4 = green 64 = inverse
8 = red 128 = lower case set

So, to get bright purple lower case letters, you could POKE 1+8+128=137. So the line would be: POKE 241,137.

To find the line the cursor is in

```
640: 1 on POKE 251,1
C128 1 on POKE 250,1
```

To find the column the cursor is in

```
640: 01 and=PEEK(214)
C128 01 and=PEEK(215)
```

To check whether the computer is running a BASIC program

```
640: 1 on mode=PEEK(127)
      If a BASIC program is running, the value returned will be 0.
```

To check for the modifier keys

```
630: 1 on key=PEEK(102)
C128: 1 on key=PEEK(111)
Key: 1 SHIFT pressed
      2 CBM pressed
      4 C/PK pressed
      8 ALT pressed (C128)
```

To check if the cassette motor is running

```
644128 on mode=PEEK(1) and 10
      off POKE 1,PEEK(1) on 10
The motor is ON if 0 is returned, OFF if 32 is returned.
```

To turn the motor on/off

```
644128 on POKE 1,PEEK(1) and 10
      off POKE 1,PEEK(1) on 10
```

To check for data cassette key press

```
644128 key=PEEK(1) and 16
Key: 0 Key pressed
      16 No key pressed
```

Wait for data cassette key press

```
644128 WAIT 3,16,16
```

Wait for data cassette key release

```
644128 WAIT 3,16
```



We want Info!

If you have any questions you want answering, tips for other 64 machines, snail, but snailly chunks of code or BASIC listings or just about any odd but interesting piece of info about the 64 - we want it! Send your material to:

Inside Information, Commodore Format, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BB.

Remember to provide us with your name and address. If you send us a tape or a disk, please put your name on that as well. Oh, and send us a print-out or written copy of what ever it is that's on the tape, please.

If you give us the goods, we'll do the same. If you send us any really great tips, demos or listings, you can win you a prize, so get busy! Oh, and we're sorry but we can't reply to every question personally so don't send us any SAs.

So, here we are, at the end. In this last emotional (and) episode, find out how to move a sprite around under joystick control, how to structure your programs, and how to make the first step towards programming in C64 machine code.

GROOVIN' DOWN

We've found out how to create sprites in both normal hires and hi-res/multicolor modes. We've also looked at how to shape what the joystick is doing. This issue we're going to take moves from the joystick and turn them into sprite moves.

The simplicity itself to make sprites move under normal joystick control. Check out listing 1. The sprite is being moved by lines 04 and 08, where the value in Y+0 and Y+1 is being incremented by the joystick. These Y+0 and Y+1 numbers are the registers controlling the X and Y coordinates of the sprite on the screen. No problems so far.

When you move the joystick the numbers in the user port registers change. These registers are at \$6000 for port A and \$6021 for port B. A joystick has 5 switches in it numbered 0-4, so if you push:

Up you press switch 0
Down you press switch 1
Left you press switch 2
Right you press switch 3

And if you press the fire button you press switch four.

Try listing 2 to get the hang of joystick reading. When you press the joystick forward, the register has a value of 1, down equals 2, left equals 4 and right equals 8. Try some diagonals too. They read a value equal to the two vertical and horizontal values added together. So down and left reads 6. Left is 4 and backwards is 2, 4+2=6. The fire button reads 16 if you don't touch it, 0 if you do.

So knowing you turn this into meaningful sprite movement? You've probably guessed the answer already. Of course you read the joystick and joystick, if the fire value is 1, then subtract 1 from it.

Now all you have to do is store up with a program which takes these joystick figures, and incorporates them into the joystick's listing 1, to give you complete control of the little space mole sprite.

Right there's got you thinking about joystick. Now let's take a more general look at how you're putting your programs together.

WELL STRUCTURED

The key to effective programming is the structure of your programs. Part of what you want to do in the program before you start banging in code, it's a common mistake to start writing code before you've thought what you're going to do with it. Twiddling around and checking out the effect of a few commands has its place, but if you want to end up with a fast and efficient program you need to work it all out on paper before even touching the keyboard.

BACK TO BASIC

If you've been following Phil South's guide to BASIC, you'll be a budding boffin programming genius by now. So, it's time to bring the series to an end with an essential round-up...

Write down as simply as possible the aim of the program. Ask yourself what do you want it to do? Next think about what the program is going to work and what it's going to look like on the screen. Divide the programming into a number of smaller routines. Give each routine a name and put the name in a REM statement in the program so you know which bit is which.

This means you can work on each routine in turn and save them out separately. You can load them all in one at a time and provided you don't do a NEW and mix line numbers clash, you can stick all your new lines together at the end. If you're writing a program of any size, it's vital you break the program down into smaller chunks and worry about the larger picture later on.

Finally, load all the routines into the computer, fit them together and run it to bug test it. If any problems arise at this stage you will have lots of notes on paper to refer to and, if it's worst, a very good idea of what's going on in the program.

Ask yourself the following questions, before you lay a hand on the keyboard.

1. What is all the data coming from?
2. Where does it go?

3. Exactly how does the program interact with the user?
4. How are errors handled?
5. What variables are needed?
6. How is the output from the program going to be displayed?

Once you know the answers to all these questions in detail, you are ready to write the specification. The spec is a sheet of paper with everything written down, how the program flows and what it does what, and a variable list.

A variable list is an essential coding tool that keeps track of everything you're doing in the program. You can look up on how what your variables are and what they are doing at any point in time. This is what one looks like.

Name	Type	Set by line no.	Used by line no.	Meaning
A	number	10,20	30,60	address
B	alpha	200	1010	name of
	integer	120	300	difficulty

The line numbers help you watch what each variable is doing, it also stops errors caused by accidentally using the same variable twice.

```

10 FOR J=0 TO 5000
20 JO=PEEK($6020)
30 Y0=Y0+JO AND 16
40 Y1=Y1+JO AND 16
50 PRINT "Y0:Y1:DIR"
60 NEXT J

```

Joystick Juggler! This little program is written completely in BASIC and reads the joystick in Port A. To read Port B instead, change line 10 to JO=PEEK(\$6021)

```

10 FORJ=020 TO 040: READ X: POKE J,X: HC
20
30 DATA 173,0,220,41,35,73,31,133,3,173
40 DATA 1,230,75,330,130,2,0,0,130,144,0
50
60
70 SVS 020:PRINT ST:PEEK(2):PEEK(3):GOT
80 40

```

Now listing two is a shorter, faster, snazzier version of the completely BASIC program above. It works by using a bit of machine code to read and return the values from Port A.

CODING TIPS

Why not keep a disk in tape of all your favorite routines, like a high score table, sprite movement and sprite graphics? This is a good idea but remember to keep an eye on your line numbers. The best thing to do is standardize the line numbering across all your programs. Say 0-100 is always initializing graphics and colours, 100-200 is always sprite data, etc. If you always use the same ranges of line numbers then you can combine routines from different programs without the line numbers overlapping. If you keep a book describing the routines and their position on tape or disk, you can look down the routines you're looking for easily and quickly. You can use any of the routines from this series, as many as you like, but be sure to give me a credit in your finished programs. Here's last.

Always do, be as organized as you can in your coding and write as many notes as you can about all aspects of your program. This becomes more important as you move from BASIC into a more complex method of programming, like machine code.

IN FROM THE CODE

Knowing where you are in a program is vital, especially when you make the break from BASIC and start going into the uncharted area of machine code. It is possible to make a start in machine code from BASIC and on the disk this is the next logical step on from BASIC.

(So what is machine code? Well, machine code is the computer's own language. When you use BASIC you are in effect going through a translator to convert what you type into machine code. This makes machine code faster to use, but harder to learn.

The worst part of programming in machine code is that you have to get an assembler program, or if you want to incorporate a lot of machine code into a BASIC program, you have to type in the raw numbers into READ/DATA loop and the numbers which make up the program are coded into memory.

Listing 3 gives you a very good example of a piece of machine code from a BASIC program. See the program notes for how you can merge machine code in your own programs.

PROGRAM LISTINGS

The listings this month are nice and simple, but what you can do with them if you adapt them is very powerful. Listing 1 is a simple sprite movement program. Listing 2 makes the joystick work. Listing 3 does the same thing, but mixes BASIC with a bit of machine code for better effect.

LISTING 1

Line 10 clears the screen by printing a CLRWCH character.
Line 20 sets the "sprite pointer" to get its data from sprite number data at location 2048.
Line 30 moves loading the sprite data from the DATA statements and POKEs them into ed

```

10 PRINT "V"
20 POKE 2048,13
30 FOR S=032 TO 032+62:READ Z:POKE S,Z:M
40 NEXT S
50 U=522.48
60 FOR X=0 TO 255
70 FOR Y=0 TO 255
80 POKE U+X+Y*256,Z
90 NEXT Y
100 DATA 0,255,0
110 DATA 1,0,1
120 DATA 2,0,1
130 DATA 3,0,1
140 DATA 4,0,1
150 DATA 5,0,1
160 DATA 6,0,1
170 DATA 7,0,1
180 DATA 8,0,1
190 DATA 9,0,1
200 DATA 10,0,1
210 DATA 11,0,1
220 DATA 12,0,1
230 DATA 13,0,1
240 DATA 14,0,1
250 DATA 15,0,1
260 DATA 16,0,1
270 DATA 17,0,1
280 DATA 18,0,1
290 DATA 19,0,1
300 DATA 20,0,1
310 DATA 21,0,1
320 DATA 22,0,1
330 DATA 23,0,1
340 DATA 24,0,1
350 DATA 25,0,1
360 DATA 26,0,1
370 DATA 27,0,1
380 DATA 28,0,1
390 DATA 29,0,1
400 DATA 30,0,1
410 DATA 31,0,1
420 DATA 32,0,1
430 DATA 33,0,1
440 DATA 34,0,1
450 DATA 35,0,1
460 DATA 36,0,1
470 DATA 37,0,1
480 DATA 38,0,1
490 DATA 39,0,1
500 DATA 40,0,1
510 DATA 41,0,1
520 DATA 42,0,1
530 DATA 43,0,1
540 DATA 44,0,1
550 DATA 45,0,1
560 DATA 46,0,1
570 DATA 47,0,1
580 DATA 48,0,1
590 DATA 49,0,1
600 DATA 50,0,1
610 DATA 51,0,1
620 DATA 52,0,1
630 DATA 53,0,1
640 DATA 54,0,1
650 DATA 55,0,1
660 DATA 56,0,1
670 DATA 57,0,1
680 DATA 58,0,1
690 DATA 59,0,1
700 DATA 60,0,1
710 DATA 61,0,1
720 DATA 62,0,1
730 DATA 63,0,1
740 DATA 64,0,1
750 DATA 65,0,1
760 DATA 66,0,1
770 DATA 67,0,1
780 DATA 68,0,1
790 DATA 69,0,1
800 DATA 70,0,1
810 DATA 71,0,1
820 DATA 72,0,1
830 DATA 73,0,1
840 DATA 74,0,1
850 DATA 75,0,1
860 DATA 76,0,1
870 DATA 77,0,1
880 DATA 78,0,1
890 DATA 79,0,1
900 DATA 80,0,1
910 DATA 81,0,1
920 DATA 82,0,1
930 DATA 83,0,1
940 DATA 84,0,1
950 DATA 85,0,1
960 DATA 86,0,1
970 DATA 87,0,1
980 DATA 88,0,1
990 DATA 89,0,1
1000 DATA 90,0,1
1010 DATA 91,0,1
1020 DATA 92,0,1
1030 DATA 93,0,1
1040 DATA 94,0,1
1050 DATA 95,0,1
1060 DATA 96,0,1
1070 DATA 97,0,1
1080 DATA 98,0,1
1090 DATA 99,0,1
1100 DATA 100,0,1
1110 DATA 101,0,1
1120 DATA 102,0,1
1130 DATA 103,0,1
1140 DATA 104,0,1
1150 DATA 105,0,1
1160 DATA 106,0,1
1170 DATA 107,0,1
1180 DATA 108,0,1
1190 DATA 109,0,1
1200 DATA 110,0,1
1210 DATA 111,0,1
1220 DATA 112,0,1
1230 DATA 113,0,1
1240 DATA 114,0,1
1250 DATA 115,0,1
1260 DATA 116,0,1
1270 DATA 117,0,1
1280 DATA 118,0,1
1290 DATA 119,0,1
1300 DATA 120,0,1
1310 DATA 121,0,1
1320 DATA 122,0,1
1330 DATA 123,0,1
1340 DATA 124,0,1
1350 DATA 125,0,1
1360 DATA 126,0,1
1370 DATA 127,0,1
1380 DATA 128,0,1
1390 DATA 129,0,1
1400 DATA 130,0,1
1410 DATA 131,0,1
1420 DATA 132,0,1
1430 DATA 133,0,1
1440 DATA 134,0,1
1450 DATA 135,0,1
1460 DATA 136,0,1
1470 DATA 137,0,1
1480 DATA 138,0,1
1490 DATA 139,0,1
1500 DATA 140,0,1
1510 DATA 141,0,1
1520 DATA 142,0,1
1530 DATA 143,0,1
1540 DATA 144,0,1
1550 DATA 145,0,1
1560 DATA 146,0,1
1570 DATA 147,0,1
1580 DATA 148,0,1
1590 DATA 149,0,1
1600 DATA 150,0,1
1610 DATA 151,0,1
1620 DATA 152,0,1
1630 DATA 153,0,1
1640 DATA 154,0,1
1650 DATA 155,0,1
1660 DATA 156,0,1
1670 DATA 157,0,1
1680 DATA 158,0,1
1690 DATA 159,0,1
1700 DATA 160,0,1
1710 DATA 161,0,1
1720 DATA 162,0,1
1730 DATA 163,0,1
1740 DATA 164,0,1
1750 DATA 165,0,1
1760 DATA 166,0,1
1770 DATA 167,0,1
1780 DATA 168,0,1
1790 DATA 169,0,1
1800 DATA 170,0,1
1810 DATA 171,0,1
1820 DATA 172,0,1
1830 DATA 173,0,1
1840 DATA 174,0,1
1850 DATA 175,0,1
1860 DATA 176,0,1
1870 DATA 177,0,1
1880 DATA 178,0,1
1890 DATA 179,0,1
1900 DATA 180,0,1
1910 DATA 181,0,1
1920 DATA 182,0,1
1930 DATA 183,0,1
1940 DATA 184,0,1
1950 DATA 185,0,1
1960 DATA 186,0,1
1970 DATA 187,0,1
1980 DATA 188,0,1
1990 DATA 189,0,1
2000 DATA 190,0,1
2010 DATA 191,0,1
2020 DATA 192,0,1
2030 DATA 193,0,1
2040 DATA 194,0,1
2050 DATA 195,0,1
2060 DATA 196,0,1
2070 DATA 197,0,1
2080 DATA 198,0,1
2090 DATA 199,0,1
2100 DATA 200,0,1
2110 DATA 201,0,1
2120 DATA 202,0,1
2130 DATA 203,0,1
2140 DATA 204,0,1
2150 DATA 205,0,1
2160 DATA 206,0,1
2170 DATA 207,0,1
2180 DATA 208,0,1
2190 DATA 209,0,1
2200 DATA 210,0,1
2210 DATA 211,0,1
2220 DATA 212,0,1
2230 DATA 213,0,1
2240 DATA 214,0,1
2250 DATA 215,0,1
2260 DATA 216,0,1
2270 DATA 217,0,1
2280 DATA 218,0,1
2290 DATA 219,0,1
2300 DATA 220,0,1
2310 DATA 221,0,1
2320 DATA 222,0,1
2330 DATA 223,0,1
2340 DATA 224,0,1
2350 DATA 225,0,1
2360 DATA 226,0,1
2370 DATA 227,0,1
2380 DATA 228,0,1
2390 DATA 229,0,1
2400 DATA 230,0,1
2410 DATA 231,0,1
2420 DATA 232,0,1
2430 DATA 233,0,1
2440 DATA 234,0,1
2450 DATA 235,0,1
2460 DATA 236,0,1
2470 DATA 237,0,1
2480 DATA 238,0,1
2490 DATA 239,0,1
2500 DATA 240,0,1
2510 DATA 241,0,1
2520 DATA 242,0,1
2530 DATA 243,0,1
2540 DATA 244,0,1
2550 DATA 245,0,1
2560 DATA 246,0,1
2570 DATA 247,0,1
2580 DATA 248,0,1
2590 DATA 249,0,1
2600 DATA 250,0,1
2610 DATA 251,0,1
2620 DATA 252,0,1
2630 DATA 253,0,1
2640 DATA 254,0,1
2650 DATA 255,0,1

```

This is an excellent, but quite simple program that allows you to move a sprite smoothly around the screen under joystick control. It also allows you to move sprites smoothly on and off the edges of the screen with that important professional look.

bytes starting at location 000 to 094. This is where sprite 0 stores its data.

Line 40 saves us time and typing by setting the variable V to the same number as the start of the video chip location in memory. That is to say 02048.

Line 60 turns the sprite on. To turn it off you simply have to POKE V+1.

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 coordinates, where X is left to right and Y is up and down.

Line 70 POKEs V with the X location of 0, and line 80 POKEs V+1 with the Y location of 150. 0 is the furthest left you can place a sprite on the screen and 150 is all, 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 this 0 and 1 were both zero, the sprite would be at the top left hand side of the screen and part of the sprite would be cut off.

Lines 80-89 form the loop which moves the sprite around. POKEing V+0 and V+1 with values from 0 to 255 adds 1 to both the X and Y axis, moving the sprite across the screen in a simple diagonal line. We could in fact just put V rather than adding nothing in the POKEs, but I'm doing it this way for clarity. Moving other sprites involves POKEing V+2, V+3 etc., depending on the sprite number. The GOTO statement sends us back to the start of the loop, taking the sprite back to its position off the screen, and starting the move again. Lines 90-99 use the data statements, which the READ command in line 30 uses to build the sprite. To get out of the loop just hit RUN/STOP. To clear the sprite off the screen just hit RETURN down and press the RUN/STOP key.

LISTING 2

Line 0 starts off the loop.

Line 10 gets the information from the joystick port A. If you want to read port B, you have to do a JOY-BIN(036031).

Line 11 and 12 convert the information from the port into a meaningful form, and pass it to the variables IFB for the button and JF for joystick position.

Line 20 sets the loop and sends you back to the start. To get out of the program you have to hit RUN/STOP.

LISTING 3

Line 10 sets up a FOR/NEXT loop to load the machine code into locations in memory between 000 and 040.

Lines 20 and 30 are the data for the machine code program.

Line 40 sets the machine code program and prints the result to the screen, and forms a loop by taking the same line again. This is much faster than the normal BASIC version.

GOODNIGHT

...and farewell too, as I said at the start. This is the last Back To Basic. If there are any topics you'd like to have seen or if we have ignored something and didn't cover it then write to: The Last Back To Basic Mail Bag, Commodore Journal, 20 Monmouth Street, Bath BA1 2SP and the questions will be passed onto me.

FRIDAY 13TH SEPTEMBER

(Our sinister scordling reads...) John: Well done - you've just found the most important thing in the whole of the known universe (well, it's not that important). Yes indeed, we're back with this month's fountain of information on Creatures 2, just on a bit of a - did I say anything, some of our computers went down on us today. I spent all day fiddling the first page of the title sequence, making 'AN AREX COM. PATTERN PRODUCTION' a bit more eye-catching, using colour splitting masters and colour cycling spaces and a bit of GPF - Ee.

Steve: I've been working for a few months, on and off, on the title music. But it doesn't seem either cute or different enough. So I got myself into the mood for composing some more music on the keyboard. In about 15 minutes I'd come up with the 'real cute' bass and started to program it into the lovely CMT-3. Next on the keyboard came the accompaniment to go with the bass, along with a few variations to add later. To my surprise, it's started going rather well.

WEDNESDAY 18TH SEPTEMBER

John: I went back to the hi-score entry bit, writing the code that inserts the selected letter to the hi-score initials. Once I'd done that I noticed a justification bug in the hi-score table in the title sequence. The Creatures and Creature stage text print routines (partly of the letters, numbers and punctuation). These large letters are based on a 3x2 character block but, whereas most of them fit nicely into this, letters such as L, W and M are different widths (L is 5, W and M are 3). So the print routine has to be adjusted accordingly - again! (Observation 1: large text doesn't

PART 2 THE CLYDE GUIDE

A big welcome back please for the Apex lads, as they continue telling the true story of the day-to-day development of Creatures 2. This month, the guys pass some time programming and spend some more time passing the buck. But it's okay, everything is going according to plan... honest! (Ahem)

look good unless it's justified this way. Observation 2: Look at Last Night's an example to see what I mean. Observation 3: Last Night's font (text style) is uncannily similar to the one in Creatures, don't you think?

Steve: The new music is coming along. Even so, I started yet another piece that was based on an old demo we've got,

called 'Jagelles', which didn't sound bad. I've also been updating an earlier track to go in the game as music for the hi-score, which has a custom name of 'Bugs' (if you wanted to know) but the title music is most important now, so I'm going to have to work on that. A long time ago, I used to use a music package called ElectroSound. I don't know why but I did. Anyway, some of the music on this was pretty good, so good in fact, that I converted it to our own music system and included it in a couple of our games. As it happens, the latest conversion of notes from ElectroSound generates some good harmonies when played along with the title music to be.

MONDAY 23RD SEPTEMBER

John: Now that I've finished the hi-score table entry system, I'm moving on to work on another part of the game. With the exception of stages, I'm coming to the bit that's manually written last. Yep, it's time to do the disk level loader (now, John, convince yourself you like doing this). Steve and I have come up with a suitable screen layout, considering the lack of memory we have left (John says of putting it - Ee), so I've been writing routines to print this up on the screen using the smallest amount of data possible. I've also had to do a variable location check on all the torture screens. This is what I have to make sure that specific variables are always in the same place in each



This is the status screen which has caused John and Steve so much trouble. And to think that it looks so innocent at first...

Update with the scene in COMMODORE FORMAT 15, December 1991

screens, as they can be loaded in without corrupting when executed. Understood? Don't worry, neither do I yet. Steve: Just to take another look, from the title music, I've been messing around with our Yamaha and have come up with a more suitable music track. So now most of the notes have been composed, I've got to program them all over again, into the computer. They'll probably end up being completely different by the time I've finished but who cares as long as it's good.

Meanwhile, I've become completely bored with the music business, so I've loaded torture screen C. I've designed a nifty little creature to put into this one. Its purpose in life is to light a cannon that's pointing at your headbutt buddy, so you won't have to think twice about exterminating this lot of slime.

FRIDAY 27TH SEPTEMBER

John: Okay, I can take it - my load code isn't loading properly and I've run out of things to break with frustration (with my fist, actually). I've realised the routine from Creatures (but so that it's always correct), so maybe this is the problem. I've got to confess, I'm depressed at the moment. Dave: I need my STE back (don't ask). Because I've phoned today to ask how the game is going. Of course, I told him everything was going well and that I had no problems whatsoever in getting the loader to work. It wasn't.

Steve: We haven't had any new interlude graphics for a while, so I started work on a palm tree scene. This features three large palm trees in the foreground and lots of smaller trees behind, under a cyan coloured sky. Three big palm trees were also the basis for another interlude section - the beach. At the moment, this features deep blue sea, golden sandy



You can't tell from this what the loading screen features animated text (as you'll just have to believe us when we tell you it's broken).

beaches and maybe a few killer sharks. As with most things I design, it has to be adjusted days after I've finished it, a bit like the best loading screen John is having trouble with (sharshah). The basic gist of it is that it has a few rule Clyde sprites dotted around with some games status situated in for good measure, as you do!

TUESDAY 1ST OCTOBER

John: At last I've got a torture screen to load in and execute properly. The only problem now is that the interlude sprites got corrupted. "Buuur" sprites in the bottom border also add to this growing trend of "if you're a sprite, corrupt". Even this screen's sprites have screwed up. But at least the torture screen works, right?

Steve: Well, just to add a little sparkle to my working day, I have to go back over some old work and adjust it. This time, it's the final loading screen again and the objective is to save some coding memory for John. He was going to print up all the different column headings (for the game status) using precise code space but I'm now adding the headings to the window. Because this window already has its own little space in the game, it won't add any extra memory.

FRIDAY 4TH OCTOBER

John: I've now started to do the calculation routines for the loading screen, the ones that work out how many times you've lost during the previous stages. The

CLYDE ADP

THE FURTHER ADVENTURES OF CLYDE RADCLIFFE



Cave Art?

THE FURTHER ADVENTURES OF **CLYDE RADCLIFFE**

screen also displays the lines you have left when you complete each stage, together with the stage score and final score. We can squeeze one island's status — which is comprised of seven stages — onto each screen, with loading messages etc. above and below (and still have a couple of our fluffy friends scattered about). I've written the subtraction routine. This is used to calculate the previous stage's score (by subtracting the previous total score from the current total score). Now I just have to get the results printed in the right place.

Steve: Most of today has been devoted to torturing screen 6. My intention is drawn to a cute little creature that has the task of lighting a cannon which subsequently, albeit indirectly, kills poor fluffy baddy. This creature can be killed by you, eventually, so it needs its own explosion animation. I've also just added the doomed fluffy's speech bubbles. These consist of the obligatory "HELP" and a new "FEEL BICK" as he's had upside down from a piece of rope. Today's work was enjoyable but the definite highlight was getting a free 12-pack of Haribonies, due to a rather generous Price Match offer.

WEDNESDAY 9TH OCTOBER

John: A few days ago I was trying to fix a little sequence bug that didn't occur one of the screens properly. It had been something things up for a month and had spent most of that time on my Muzli! That one of These Days list, I spent a few hours on it before giving up in frustration. Today I tried again and spotted the error after about seven seconds! It's amazing how much difference a break from debugging can have. The bug? It had written L00 7 instead of L00 47. Wow.

Steve: At the moment I'm compiling a list of music from some of my earliest music disks but which may still be suitable for use in Creature II. This music would be revamped but as far I have around eight tracks from 8 different disks but each disk has around 15 to 30 tracks of music saved on them. It just goes to show how much music gets written that will never be heard at all (probably isn't such a bad thing).

FRIDAY 11TH OCTOBER

John: I found another bug yesterday (never!) which caused the title sequence to crash when it came to set up the third screen (the credits page). I deduced that this must have had something to do with the new title music which I'd uploaded. But why? It took the best part of the day to fix and I'm still not sure why it's working now, not that I'm complaining. So, with an early version of the title music sounding away, I can finally adjust all the dancing hazards so that they hop in time to the beat (which they just have done). Steve: Most of the sprites rendered on TBC have been designed but there is still one big task to face. This feature screen features one particularly bad temper creature with a chainsaw in his hands. When the hairy you're supposed to save falls into the pit Mr Chainsaw himself animates there are four control sprites to animate and position. These include the fuzzy, the chainsaw, the creature and of course the blood! The big problem is that all these sprites need X,Y co-ordinates for every animation, so now I need a sheet of graph paper and a whole day to draw and calculate.

WEDNESDAY 16TH OCTOBER

John: The time has come to write a composer (and soundmaster) for any last screens that'll appear in the game. With

the last few days I've done this, starting with the soundmaster. I've now got a real little system which allows me to compile any of Steve's screens before I upload them. Flustered with the success of these routines, I tempted the resident home screen (TBC) ready to code the next 'well laid' screen as it's designed (and before me — it's going to be amazing).

Steve: My disk drive has been becoming more and more annoying. Sometimes it doesn't load files and lately the computer doesn't even find a device there. Being technically minded like I am, I took it apart. To my surprise I found the problem in no time. (Your OH was in pieces? Not!) The socket in the back of the drive is soldered to a chain of printed circuit board. Solder had been worked loose by the pushing and pulling of the drive heads, so all corners the floppy head and industrial sized reel of solder. The drive is now alive.

TUESDAY 22ND OCTOBER

John: It's amazing! Well, maybe not outside but on the latest feature screen it is. Yep, two screens with the code-name TSC and why not? It is set in exotic conditions with frozen water and loads of snow. I've spent a day or two teaching our hairy old OH the physics of snow (as I know there is in the first place). With 11 different snowflake patterns and 60 character strips, this gives a total of 660 on screen animations. "Mega" is an understatement. Steve: Another month has passed and even less has been done to the game than in the previous month. Why this is I'm not quite sure, maybe it has something to do with morale. I don't know what could give our morale the boost it would need to increase productivity. Or maybe I do. Loads of cash would be nice, or perhaps a holiday on the Costa del Sol.





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It's a little known fact but Grand Prix circuits are not designed by a team of expert's who sit around discussing brakes and wind slip. Oh, no! All you need to design a track is a piece of string. Lay this flat on the table and trace it about as there are hardly any straight bits. This is obviously the method that programmers, *Constructive Software*, used to create *The Cyclist*. Straight stretches of track are kept to a minimum, so there are lots of curves. There are fifteen of these curve circuits in each race and there are fifteen races to get through, that makes, um... 225 circuits. Your



Okay, now it's up to this is where it starts getting really fast. I've got a straight track ahead of me for a while, so I should make a good start



I thought race tracks were where all these long-haired guys with spandex leotards congregated. Maybe not

Good way to deal with these spandexy folkies is to upgrade your wheels, man. If that you need is a 500cc machine with five and a half (and four cylinders and a 100 mph cruise). There are five levels of difficulty and, from these onwards, things get damn tough. But while the tracks get harder, they certainly don't get any more exciting. As you go by yet another finishing post you get the feeling that you've done this before. (225 tracks are bound to get a bit tatty after a while.) If you can complete a few circuits on a 500cc cycle then you deserve to be up there with the best. But it's a difficult task. And I've got better things to do - like eat and sleep.



THE CYCLIST

aim is to complete all 225 tracks in record speed and become the world number one; not an easy task.

You can make things easier for yourself by choosing the beginner level (aye, bye prize) and a 120cc bike. Because you're only a beginner, the other cyclists tend to keep out of your way and you can wander off the track as much as you like (checking out the terrain, I call it) without being disqualified (or ruining your bike).



The outcome of a race seems to depend on how you take all these turns. The idea is to slow down as you approach the curve and then, as the road straightens out, speed up and when past a couple of helmet heads. Once you've perfected this technique, things start getting a bit more exciting: your bike moves smoothly and the colour scheme means you can see where you're going (always helps, that). As you take the curves, you lower your head over the keyboard and your whole body tilts to one side. If you take your eyes off the screen and look down

you'll see the backdoor-cargo leaning towards you. (You'll also go crashing off the track into a cast-iron barrier, so it's not a hot idea.)

As soon as you feel that you've mastered your 120cc the time to move on up. Now, as well as looking out for tough corners and barriers that appear out of nowhere, you'll also have to watch out for nice very hard men who want you out of the race. The



I'm ready to turn up the volume for all of those legs. (Not much considering it could have gone for 200.)

Game	The Cyclist
Publisher	Accolade
Cassette	£5.99
Disk	£7.99
Release	Now
Contact	081 877 0000

POWER RATING

THE DOWNERS...

- Takes too long to get to the end
- Not enough variety in the track layouts. They're all round. Period
- It would have been nice to be able to try bigger bikes on beginner's levels, instead of toy ones.

100

70%

- Fast and smooth graphics so you can feel the speed
- Nice tracky outdoors and a nice view (as if you were off your bike it's your fault)
- The races are absorbing for a while at any rate
- You can upgrade your bike
- 1200 tracks, tracks to get your wheels around
- Responsive controls
- Reasonably priced
- Hours of fun for speed fiends and time chasers

...AND THE UPERS

That two-wheelin' feelin'

Speed, man, there's a lot of them.

Your speed is given in miles per hour - far superior to those slow Euro kilometres!

Race into it if you're feeling a bit loose, you can just glance at this box. This speed, out and the best, that's you. (Always it stands for position, not for the number of laps you've got to stay in the next lap)



Maps take a peak at this to check whether there's really a curve coming up or whether you're just feeling a bit dizzy

Race when if you can a helmeted chap coming up behind you, either accelerate or get in this way. (Either way, he'll get annoyed)

Two-wheelers nothing to do with having before dived to your (dead). This shows you how fast your race's going round. If it's too fast, you're in danger of destroying your bike. Watch out!

THE GAME NO ONE ELSE DARED TO BRING YOU!!!

The Malgabbe Game

COMING SOON



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Fighting in tank battles is a fairly old business. One minute you're happily rolling over everything in sight and the next the tank is exploding with the aid of a stupidly large gun. The next? Ridiculous—game play is a conundrum right on your turret and it's a one-way ticket to the Peasantry Games.

The solution to this desperately short career path is to get your mitts on the largest, meanest, tankiest of tanks in the world, become the envy of the neighborhood and then blow the whole neighborhood to the heavens, good and proper.

That, it's pleased to say, is what *Battle Command* is all about. The game provides you with a vehicle, which, to be honest, isn't so much a tank as a very big gun on caterpillar tracks. And, if that's not enough to have all warmongers tingling in anticipation, there's also a fine selection of bombs, bullets, missiles and other projectiles which would have old Saddam Hussein Christmas had come early.

Battle Command offers you the opportunity to strap up with all these

Tanks for the memory

You can only use one weapon at a time, but the tank can carry up to four. Most of the time you'll be spending a straight-up weapons gun.

But, actually, this isn't always so. In some cases, you can use a tank's main gun to destroy a building.



Watch your speed. Your pace deteriorates as you take damage from the enemy.

This scanner keeps a check on enemy positions and sight points of any shells.

These windows indicate the weapons you have on board. The tank can only carry a limited number of weapons.

The display is pretty tough, and there's no way to get out of a distance, but it's not too bad for a tank game.



BATTLE COMMAND

gadgets, pick a mission, and get cracking. Missions usually involve destroying things which are trying to destroy you, and it's just happen to be in the way. There's usually a plot line about an important scientist, or 'disabling' (read: warding off) transport vehicles, but this doesn't get in the way of the action.

These missions are extremely difficult to complete but don't be discouraged. Once you've learned how to make the best use of that tank, there's plenty of gameplay in here just killing off enemies.

Battle Command works brilliantly because, on a very simple level, it's a well-crafted solid-3D shoot-em-up game driving game with lots to keep you busy. On a more sophisticated level, it's quite a tricky tactical affair in which you must decide which weapons best fit which mission and there's a fair amount of damage limitation and navigation to be taken into account.



The combat zone is about a third with enemy tanks. It's best to submerge them with a tank of your impressively large gun.

I played this for hours on end without completing a single mission, but heck, I sure trashed one hell of a lot of tanks, supply vehicles, bunkers, boats and houses in the attempt. Not bad, I thought.

Battle Command is bursting with manic joystick action yet it still manages to squeeze in something for those of you who like to think before you fire. It looks a treat and sounds sufficiently warlike. Your about demise is the biggest downer. If you're killed, the game checks you into the same (rather dull) termination-screen every time. It doesn't deliver any atmosphere. I would have enjoyed knowing just why I kept getting killed. But then, real tank drivers don't have the privilege of debriefing sessions after they've been blown into a gory pulp, either. This is glorious fun which will, probably I think, make Ocean quite proud.

JOHN CARRERA



You can access info screens at any time during combat, just to keep a check on weapons supplies, or damage received.

Game Publisher	Battle Command Ocean
Cartridge Release	£14.99
Release Date	December
Contact	061 833 8833

POWER RATING

THE DOWNERS...

- Very short missions at first
- It's a little dry on the post battle analysis but you get the message

100

88%

- Bottom-ranked gameplay will give you the best
- Amazing graphics to fight your way through
- Plenty of options in the mission development, so it's a real challenge
- Good selection of weapons to use
- Just enough strategy to make it more than just another shoot-'em-up
- Extremely accurate vehicle movement
- Very good effects
- Amazingly accurate damage to get you in the mood

...AND THE UPPIERS

0

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Imageworks

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Description	Price	Order No.
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Turtles Disk	£11.99	CM109

2 STOP PRESS & MOUSE

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S.P. & Mouse	£24.95	CM106

3 SPEEDBALL 2

Imageworks

From wheel, foot, doghouse, then over and around. From 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130, 140, 150, 160, 170, 180, 190, 200, 210, 220, 230, 240, 250, 260, 270, 280, 290, 300, 310, 320, 330, 340, 350, 360, 370, 380, 390, 400, 410, 420, 430, 440, 450, 460, 470, 480, 490, 500, 510, 520, 530, 540, 550, 560, 570, 580, 590, 600, 610, 620, 630, 640, 650, 660, 670, 680, 690, 700, 710, 720, 730, 740, 750, 760, 770, 780, 790, 800, 810, 820, 830, 840, 850, 860, 870, 880, 890, 900, 910, 920, 930, 940, 950, 960, 970, 980, 990, 1000, 1010, 1020, 1030, 1040, 1050, 1060, 1070, 1080, 1090, 1100, 1110, 1120, 1130, 1140, 1150, 1160, 1170, 1180, 1190, 1200, 1210, 1220, 1230, 1240, 1250, 1260, 1270, 1280, 1290, 1300, 1310, 1320, 1330, 1340, 1350, 1360, 1370, 1380, 1390, 1400, 1410, 1420, 1430, 1440, 1450, 1460, 1470, 1480, 1490, 1500, 1510, 1520, 1530, 1540, 1550, 1560, 1570, 1580, 1590, 1600, 1610, 1620, 1630, 1640, 1650, 1660, 1670, 1680, 1690, 1700, 1710, 1720, 1730, 1740, 1750, 1760, 1770, 1780, 1790, 1800, 1810, 1820, 1830, 1840, 1850, 1860, 1870, 1880, 1890, 1900, 1910, 1920, 1930, 1940, 1950, 1960, 1970, 1980, 1990, 2000, 2010, 2020, 2030, 2040, 2050, 2060, 2070, 2080, 2090, 2100, 2110, 2120, 2130, 2140, 2150, 2160, 2170, 2180, 2190, 2200, 2210, 2220, 2230, 2240, 2250, 2260, 2270, 2280, 2290, 2300, 2310, 2320, 2330, 2340, 2350, 2360, 2370, 2380, 2390, 2400, 2410, 2420, 2430, 2440, 2450, 2460, 2470, 2480, 2490, 2500, 2510, 2520, 2530, 2540, 2550, 2560, 2570, 2580, 2590, 2600, 2610, 2620, 2630, 2640, 2650, 2660, 2670, 2680, 2690, 2700, 2710, 2720, 2730, 2740, 2750, 2760, 2770, 2780, 2790, 2800, 2810, 2820, 2830, 2840, 2850, 2860, 2870, 2880, 2890, 2900, 2910, 2920, 2930, 2940, 2950, 2960, 2970, 2980, 2990, 3000, 3010, 3020, 3030, 3040, 3050, 3060, 3070, 3080, 3090, 3100, 3110, 3120, 3130, 3140, 3150, 3160, 3170, 3180, 3190, 3200, 3210, 3220, 3230, 3240, 3250, 3260, 3270, 3280, 3290, 3300, 3310, 3320, 3330, 3340, 3350, 3360, 3370, 3380, 3390, 3400, 3410, 3420, 3430, 3440, 3450, 3460, 3470, 3480, 3490, 3500, 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5170, 5180, 5190, 5200, 5210, 5220, 5230, 5240, 5250, 5260, 5270, 5280, 5290, 5300, 5310, 5320, 5330, 5340, 5350, 5360, 5370, 5380, 5390, 5400, 5410, 5420, 5430, 5440, 5450, 5460, 5470, 5480, 5490, 5500, 5510, 5520, 5530, 5540, 5550, 5560, 5570, 5580, 5590, 5600, 5610, 5620, 5630, 5640, 5650, 5660, 5670, 5680, 5690, 5700, 5710, 5720, 5730, 5740, 5750, 5760, 5770, 5780, 5790, 5800, 5810, 5820, 5830, 5840, 5850, 5860, 5870, 5880, 5890, 5900, 5910, 5920, 5930, 5940, 5950, 5960, 5970, 5980, 5990, 6000, 6010, 6020, 6030, 6040, 6050, 6060, 6070, 6080, 6090, 6100, 6110, 6120, 6130, 6140, 6150, 6160, 6170, 6180, 6190, 6200, 6210, 6220, 6230, 6240, 6250, 6260, 6270, 6280, 6290, 6300, 6310, 6320, 6330, 6340, 6350, 6360, 6370, 6380, 6390, 6400, 6410, 6420, 6430, 6440, 6450, 6460, 6470, 6480, 6490, 6500, 6510, 6520, 6530, 6540, 6550, 6560, 6570, 6580, 6590, 6600, 6610, 6620, 6630, 6640, 6650, 6660, 6670, 6680, 6690, 6700, 6710, 6720, 6730, 6740, 6750, 6760, 6770, 6780, 6790, 6800, 6810, 6820, 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172

Now AD&D games are as much a part of the calendar as Halloween. Just to prove it, here I am playing *Gateway To The Savage Frontier* on Hololapen. Along with Po-Tee the cleric, Sula the wizard-warrior, Eswell the thief and a few others, I've travelled the Forgotten Realms and fought both for their bountiful value to a princess who one-day try blends and I will have to overfrown. Life is getting complicated and this game isn't helping.

Savage Frontier carries on the D&D tradition of giving you a game world to explore: visit towns, try using up to six personas, called characters. You can make these characters up yourself or let the computer do that for you. Either way, the program follows the rules of

Frontier: a massive game requiring hundreds of hours to finish. And to finish it, you have to save the world (what else). Play itself proceeds at a pace you wouldn't be surprised if sleepy snails made. Although you control

back out the basic rules of D&D, and for each time you kill you get 100 gold pieces. But be warned: Profit gets back up soon after



GATEWAY TO THE SAVAGE FRONTIER



Control: AD&D style - but don't lose your perspective, it works.

that strange game. *Dungeons and Dragons*. The manual tells you something about the rules but there aren't many things to learn. Once you know that a wizard forgets a spell every time he casts it, you remember to remind him to learn those spells again afterwards... if you see what I mean.

This whole game is won by looking after what are called "characteristics" details like that. Another important habit to get into early on is: the one of saving your game after every AD&D. This, coupled with the size of the game (it spans three double-sided discs), makes *Gateway To The Savage*

all your characters' actions through the joystick, you interact with the game by finding your way around a massive named menu system (that's a menu system in which every item on the menu opens up another menu of choices). It makes the going very slow, even once you know your way around the game system. If you're patient enough to give it a read, you'll find the manual helpful as *Non-player characters (NPCs)* are always used by nine players

that quest, you'll be introduced to another, and so on. But it doesn't matter which route you take. You either survive long enough to find something to do or get wiped out. If you just watch the world go by for long enough, it will get messy, swallow you up and spit out your bones. It's like that.

If the idea of a complex adventure stimulates your curiosity, give it a test, if you like your games to dish out the action a little faster or you get put off by complexity, consider yourself duly warned.

JOHN MAXWORTHY



The plot thickens. A cleric with some hidden talents like the cleric. *Numbered journal* contains your information throughout the game (it saves on disk space)



it explains how all the menu work. You can't make the game any less complicated than it already is, but you can make it more so. When you get into a fight, you can hand over the reactions of any or all of your characters to the computer. But the exposition you have to do yourself. And there's a lot of it. As exploring the cities, towns, ancient sites and land of the Forgotten Realms, you stumble across little adventures in

Game	Savage Frontier
Publisher	SSI/SSI Game
Disk	C28.99
Release	Nov
Contact	021 626 3366

POWER RATING

THE DOWNERS...

- Deal expensive
- Long and frequent disk access keeps gameplay slow (poor)
- Confusing for newcomers
- Deeply rooted game that requires a lot of experience to deal
- It is not all the effort of the best
- Too many pointless events

100

69%

- A massive adventure that unfolds bit by bit and will keep you busy for months
- Good game system once you get used to it
- The manual is really worth a read and contains loads of background detail
- You can make the game as complex as you like or leave some tasks to the computer
- Freedom to explore

AND THE UPPIERS



The Forgotten Realms are dangerous lands riddled with bandits, monsters, and dodgy looking graphics

WIN



WIN A QUAD!

This Suzuki LT80 Quad is one mean machine! It can be ridden by anyone over the age of 12 at the speed of the 80cc petrol engine can be controlled to suit the skill of the rider! It's got to be the best fun you can possibly have on 4 big wheels! We'll also give the lucky winner of this quadraphonic competition a complete safety outfit of helmet, padded body clothes and gloves! So if you are looking for off the road fun, just call the number now!

0898 101980

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This Zip challenger Gokart is powered by a Honda 144cc petrol engine, it's been designed for the younger driver but that won't stop Dad having a go! You can ride it anywhere off the road, and if you fancy yourself as a serious karing driver it's a great machine to learn on! So Go for it now by calling...

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WIN THIS TREK MOUNTAIN BIKE!



If you know mountain bikes you'll know about TREK as they're one of the best, and this could be all yours if you call...

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WIN A HUGE AMIGA SYSTEM!

Look what you could win - an Amiga 500 Computer, a 20 Meg Amiga Hard Disc, Joystick... PLUS... a HUGE 37" Mitsubishi TV Monitor for Gigantic Graphics!!

0898 101982

There's been a great deal of talk lately concerning the rights and wrongs of boxing, and why not? After all, getting into a ring with some big biceps who's paid to hit you is never going to be a walk in the park. Well, if the smell of sweat or your own blood isn't to your fancy, there's always a trusty old 64 to turn to. No, let's see what the action's like in the slo-mo ring. Even if the round comes to the end and you get smashed to a pulp, at least with *Final Blow* you can do it from the comfort of your own armchair.

Of all the best 'em-ups we've seen (and we've seen an awful lot) *Final Blow* has the most impressive main characters. The boxers are big — over half the height of the screen — and really ripple with muscle. There are ten fighters to choose from and they all look pretty damn good. However, they're all heavyweights and all look pretty much the same (it would have been nice to see



Oh! A quick jab sends your opponent reeling.

some lighter or more different characters). The most critical thing in a boxing game is that the action must be convincing and, fortunately, the animated punching and parrying is excellent. Unfortunately, with such large characters there are always a few drawbacks and in this case, it's the big movement. The lower half of the body hardly moves at all and although you can slide backwards and forwards gracefully, it's hardly moving like a butterfly. You're not allowed to dance around to the finest passages of the final round and the later boxer's flapping will be held out!



the ring at all in fact it's as if the boxers are mounted on a single set of rails. This is a pity because it really does restrict the gameplay to the for-

FINAL BLOW



ward punch back

school of fighting, making the gameplay a bit one-dimensional. And, thanks to the Marquis at Queensbury, boxing has rules. Now this is fine and lovely in the real world, in our virtual computer world it's a real handicap. There are no low blows, kicks or weapons allowed — you can't even do lady devil martial arts stuff like a Flying Nike-To-The-Head. The worst, most terrible and unarguable thing of all is what happens in the lower. When you knock your opponent out with a devastating right



hook, he's down, a devastating opponent has got him on the canvas. Or has he?

Look, breaking his nose in three places and knocking out four of his teeth, what do you think happens? Does he crash to the floor with a bone-crunching thud? No, he just drops forward and stays standing up. Is that pathetic or what? If I beat someone unconscious in the name of sport I want to see them splattered out on a blood-spattered canvas, not looking like they're checking to see if their shoelaces are untied.



Head to head, the rivals each enter up before the big fight

Anyway with ten boxers to train as you show your way in the top, it should be a tough battle. But, that's probably the most disappointing part of all. The computer boxers are all pretty ready — most of them are more like Ali (George than Muhammad Ali, it only took us two goes at the league before we beat all the boxers — most of them within two minutes. They all have their own styles and levels of intelligence, it's just that these levels aren't very high, know what I mean? Any... Having said that, there's much more to satisfy in it if you fight in hard-punch mode. After all playing against a friend is excellent fun, 'cause there's nothing quite like beating your best mate at boxing, especially when it means you don't have to hurt yourself in the process.

Final Blow is an excellent companion, probably as good a job as anyone anywhere could have done on the C64. Unfortunately, ultimately it fails to fit the Longside Ball of computer gaming. This is not because the

So ya wanna be a boxer...



Straight to the head! The most successful punch in your repertoire. Use it like for a maximum chance of a result.



The jab sends your opponent off-guard with this fast striking shot at the chest. But it's only a way to set when he's sleeping.



Guard your head! It's your most vulnerable area so keep that glove up whenever your head's exposed under attack. Or, when!



The opponent's good knocking move — just get to them and become angry but remember to head punch those your opponent.



The body blow isn't a devastating punch, but good for softening up your man up in preparation for the really big punches.



On your guard! The standard 'at rest' position which protects your chest and belly. Attacks in the back go by through



More like a bullwhip (and it's riding like a lion... another great job in the hand and the blue...
understand the blue... in looking... Will be... a... I don't think so...

graphics aren't excellent, or the sound effects aren't bone-crunching enough, or even because the coding isn't slick enough but just because it's not a very good subject for conversion onto the film. Sometimes

you have to invest in a game that's worth a handful of 10 games in an arcade, just doesn't have the longevity needed for [the] worth of home computer games. If you're not sure that's



Group:
my home
everything is there
happy in the the city. You can
enjoy the South Beach

get a blast out of *Final Blow*. With a big bowl of popcorn and a friend to play against, it's probably as much fun as a real thing.

But it, like me, you find the idea of two-
person, non-Deafened, each other, sometimes

in the matter of speed, is staged and likely misrepresenting that, then the limited gamutplay and relative weakness of the computer boards will make Final Omega's large-scale scenes at the least odd.

Still, pupils everywhere can be guaranteed a racking good time. If not the most sophisticated feast yet, it's most *delectable*.

1000



And not against Ann, I heard so and I heard" (p. 11). Just that the computer screen was even bigger
 minus than I saw. It was more a border than than not and the content and challenge is there.

Rocky who?

"No, you think you're tough, eh, kid? Think you're a warrior? Well you'll have to beat my boys and seven others just as tough, if not tougher than I am."

Time Manager The scheduling, prioritizing, and delegating tool that can save you time and money. (See page 16)

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POWER RATING

THE INDUSTRY

- It's just too easy to sit
- It's all-consuming as it leaves too much (and feeling) unmet
- One type of punch is enough to use all your arguments
- The fact that issues that don't fit down other channels and finally end up in the mailbox

10

68

- The boxes are big, fat and somewhat-messy (often with a lot of chatter)
- The computer opponents all have different styles of fighting
- (Almost) all right action and branching action
- Great as a two-player game
- Top-notch battle settings such as round length, number of rounds, etc.
- One of the best

100% 100% 100%

future
REALISING

Future generations of teachers

The magazine comes from Nature Publishing, a company founded just six years ago, and which now sells more computer magazines than any other publisher in Britain. The other

Student advice: Use them as pointed with tips, suggestions and advisory remarks, rather than focused in the research.

Disclaimer: We have a strict policy of editorial independence, and our writers are never asked to write for a particular audience.

Clearer design. You need (and deserve) information fast. Service designers at Highlight are focused on using charts, diagrams, summary lists, consistent color-coding, etc.

- **Teacher comments:** As future, better (or not) under his golden rule.
- **Teacher's goal:** Teachers' goal.
- **Teacher's goal:** Teachers' goal.

More reader interaction. We also develop our readers' contributions, including in the Fall and Winter's papers and the Symposium list. Having our first magazine is the journal's trademark and pride.

Weather varied from sunny, with clouds, to overcast. Wind ranged from light to moderate. Temperature ranged from 50 to 60°F. Humidity was moderate. Visibility was good. No precipitation.



Source: *Journal of the American Statistical Association*, 1997, 92, 1037-1046.

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Commodore

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