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POWER 16 PACK



HEAD THE BALL THE CENTURY

This deviously tricky side-ways scrolling full game will send you bonkers. Destroy or avoid the troublesome monsters, and pick up some goodies on the way. Be

careful. This is a platform game that requires precision joystick control. (You have been warned, now get in there!)

CREATURES II

THUNDER

Simple addictive fun from our chums the Apes boys. Guide Clyde through heavy rainforest mayhem, saving poor fuzzy bunnies as you go. It's a Cortex in the making, and no mistake.

FIRST SAMURAI

AMCO (MCA)

Warrior of the past is whisked into a future crisscrossed with magic, battles, and action. You'll be playing like a boss for points to get stuck in!

MISSION

IMPOSSIBLE

2100 CENTURY

Wild arcade action in the classic mode. Guide a bubble through a maze of odd things. Et, it's a bit strange...

Special

GRAPHIC ADVENTURE CREATOR

68

Four pages of instructions and tips to complement this month's cover offer start on page 68. Go ahead - design your own adventure. It's easier than you might think (and we'll help you along). There's ample instructions and tons of helpful hints from original publisher Ian Andrew. It's all yours to go...



Plus

BUNDLE 54 ALERT

Compilations eh? There are tons of the lot, but are they any good? We'll be the first to tell you of the latest releases, and decide which ones are worth forking out for. Everything from multi-game bundles to those special packages are reviewed by our man with the pointer, Neil West

All the new games for 1992 are here...

POWER

80 DOUBLE DRAGON III STORM



THUNDER! It's beat-'em-up mania with take-no-prisoners beat against Progress! yourself as Billy and Jimmy return for more hard-core violence, beat-'em-up style. The stuff you get up to in this game makes Jackie Chan's exploits look as deadly as flower arranging.

But this is the first time Storm have programmed a DO game. Is it a crowning achievement or a crying catastrophe? We put the deadly duo to the ultimate test here in on page 80. King Po? Hal! We PowerTest.

88 ROLLING RONNY

VIRGIN

So it's easy to be a secret agent, is it? There's nothing rolling with a state-of-the-art spy, even one who skates along telephone lines and has a second job as an errand boy.

In this funny plot a good starting point for a platform game? Or does it set your alarm bells ringing? Tread carefully in the direction of our PowerTest on page 88. Things are set to get even stranger.



WORLD WRESTLING 32 FEDERATION

OCEAN



WWF superstar Hulk Hogan and chums bend over backwards to beat the hell out of one another. It's wrestling gone blunder! real and what's more, it's on the CD-ROM.

But have Ocean tried in vain to get their license to work? Or could this be the game that puts a half-million on any other? We've spent 10 rounds in the ring with it and it's knocked us out for the duration. Try some outrageous moves and spiffy graphics, check out our WWF PowerTest now, on page 92.

BART SIMPSON VS THE 40 SPACE MUTANTS

OCEAN

Here comes the kid with the attitude problem. He's the world's most speedily fastest under-achiever and now he's in the hot (along with aliens, man). So could he be the next number one? Can Bart even count to one? Eat our PowerTest now, mate. Mithosath.



and they've been...

TESTED!

34 CISCO HEAT IMAGEWORKS

What a corker this race, eh? When a game with fantastic graphics, stunning speed and superb sound turns up on the list, we're always there to see what happens.

After all, who can turn down the chance to drive a high-speed police car?

So, is it *Hotshot!* All round to the rear of engine? Or does it break down the moment you get it home? We took under the bonnet in search of a Copcar on page 34.



36 THE BLUES BROTHERS PALACE



Everybody loves a platform romp, especially when the stars are Jake and Elwood, hilariously making their debut on the C64, 12 years after the cult film first appeared. Is Palace's effort destined to achieve the same status? Or is it too little, too late for this mad match?

Join us as we join them for a Gorking, magical musical time, speeded up with more than a splash of colourful characters and console action. There's a happenin' PowerTest on page 36.

44 SUPER SPACE INVADERS DOMARK

These guys just won't give up, will they? The suitmen keep coming back for more (have a look right, they're just given you a wave). Arm yourself for another massive invasion of ferds from outer space. Domark's been-busy and soon to it that there are plenty of 'em, and they're all as dumb as rocks.

But is this an out-dated nostalgia trip, back to 1978 and the days when any graphics were great? Or have our space invaders too finally come of age? We PowerTest waves and words of the fighters on page 44.



79 WORLD CLASS RUGBY AUDIOGENIC



Just a couple of months late for last year's World Cup action, AudioGenic try their hand at the latest sports fashion. All the funny rules and ridiculously shaped goalposts you expect in Rugby are there. You can choose to play nearly every team in the book as well. But will you want to? Have the big A outdone Domark or have they delivered a dose? You've already seen last month's cover-page items. Now spend 30 minutes with our page 79 PowerTest and see if you're converted.

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VISION

CF SPECIAL

54 BUNDLES OF FUN
Mult over more new compilations than you could throw a C64 at.

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Incognito's Ian Andrew has some sound advice for apprentice adventure authors.

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The Rowland brothers continue trying to convince you that they've been working hard on their new game.

REGULARS

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Check out the contents of this month's cool two pages.

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Everything you need to know about our PowerTests (and reviews).

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Last thing of 1992 to a class. *Dante's Abyss* is mapped and much more.

63 THE MIGHTY BRAIN
Your letter answers gets groupy.

73 INSIDE INFO
Serious C64 stuff for all you circuit board explorers.

90 NEXT MONTH
Prepare for the public domain!

QUICK START

FULL GAMES

MISSION IMPOSSABUBBLE

It's a bubble-popping headbanger wherein you must guide your bubble through an inferno along maze-packed with goodies, and a nasty bubble that needs to be served.

HEAD THE BALL

Stick your stick into port two (or into one) and bounce a wacky headless ball head through all manner of monsters. It's a little bit off right, but are you up to the job?

DEMOS

FIRST SAMURAI

Probably the most superbly animated martial art game to years. Fantastic graphics is mixed with great gameplay. Kick off by popping your stick into port two. We expect this to easily be the best demo of the year featured. Have fun.

CREATURES II

You've followed the Clyde Crawl, now play the demo. It's absolutely simple in a Christmas-kind of way, but just wait to you start playing. Unbelievably fun.

NO LOAD ZONE! NO LOAD ZONE!

- 1) Your tape should fail to react properly follow these simple instructions:
- 2) Switch off the machine, and shut all your buttons you're looking upon.
- 3) Check that your machine is in fact faulty by looking a piece of software you know works properly.
- 4) If all attempts fail, put the tape in a strong pty bag, with a Stomped Addressed Envelope, and send it to:

**Ablex Audio Video Ltd,
Marcourt,
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Shropshire,
TF7 4DD.**

Ablex will gladly send you a replacement cassette. Please DO NOT send the tape to Commodore Format in Bath, as this will place down the replacement process to such a degree that it could take months for you to receive a replacement.

NO LOAD ZONE! NO LOAD ZONE!

Best ever demos on COMMODORE FORMAT, January 1993

POWER PACK

We've been banging on about First Samurai for months. Now it's your turn to have a go. We reckon you'll be impressed by its colour and playability. And then there's Creatures II which is more fun than a lorry load of blimmin' kangaroos. Add to that the two full games and GAC, and you've got some real corkers...

21ST CENTURY ENTERTAINMENT

Joystick in port 1

This nailbitingly addictive arcade game is destined to test your precision. The idea is simple, the game is not. Take one bubble and guide it around a maze, avoiding other bubbles and wandering ninjas.

As you go, you have to collect eight pieces of a map. These are lying all over the place, so there's no problem about finding them. However, you can only pick up the pieces in the right order and there's no way of telling what the right order is. To make matters even more complicated, there's a little bubble at the other end of the maze, which you have to reach. And yes, you guessed it, you can only reach your bubbly buddy once you're

collected all eight parts of the map. Then you have to get back to the beginning, at which point you're transported to the next level.

On your travels you're going to be hassled by those other bubbles and ninjas, but you can destroy them (increasing your score in the process) by squashing bubbles at them (ie hitting the fire button).

But beware! If the nifty is too far away (or even too close!) you'll miss, and the last thing you want to do is get stomped on by a full-on ninjaboy bubble.

Oh, yes, the bubbles even more complicated when you realise that it involves stepping into teleporters after every other one. Teleporters are all over the place and they're the only way some parts of the map are connected to the rest of the level. Miss these and you'll be wandering about like a fool for pinks. Eat the mushrooms for energy, keep your eyes peeled and your finger over the fire button. Last, period to



MISSION IMPOSSABUBBLE



Teleporters can be shortcuts or essential routes. Keep your eyes open at all times or you'll miss the magical moment.



Keep to the paths, keep away from the bricks and eat everything that looks important or you'll be a squashed bubble.



It's good old back 'n' forth stuff at first but looks for anything you might be able to pick up. Weapons abound.



Mystical energy is important and you can gather more by killing opponents. You'll use the bowler.



As with all good martial arts games, some battles are tougher than others. Understand who is best.

IMAGEWORKS

Joytech is part 2

We previewed this in CPT2 and we said then that it looked mightily good. It's now much nearer to completion and we can bring you this exclusive display of 'Yin-Yang and Imageworks' hardware in what could be our biggest ever joystick demo (yes, they keep getting bigger) — the whole of Level One. So load it up and get playing!

Right, you've got this samurai dude, so far so good. Try out a few moves. You can kick, punch, crouch, jump and walk. On the left side of the panel at the bottom of the screen a white bar shows how much physical energy you've got. When this runs out you lose a life. The white bar on the right displays your mystical energy level. This starts off at nil but every time you kill a creature, its mystical energy is released and transferred to you (you can see this happening). When your mystical energy increases to a sufficiently high level you receive a magical reward. Your old punch and kick manoeuvres are replaced by various sword slashes. Your mystical energy suffers when you get hit and you can lose the sword. But don't worry, just kill some more creatures and you'll get it back.



Now then, you probably want to know what to do, so listen up. To finish the demo you have to get past an active volcano. The only way to get past it is to extinguish the flaming thing. To do that, you'll need to collect a number of special devices. These are hidden in chests throughout the level. You have to smash a chest open in order to see (and get) what's inside it. Sometimes a chest contains extra weapons such as axes or knives. Once in possession of such weapons, you can activate them by holding down the fire button and moving

the joystick left or right. Four samurai will then fuel a number of them in the indicated direction. Other chests contain food. Tuck in because this is the only means you have of replenishing your physical energy level.

But there are even more cheats and these contain magical items. You can't pick up a magical item unless your mystical energy level is fairly high but that's all we're telling you. The rest is up to you.

Okay then, we'll give you a few tips. The lamp reveals objects in hidden locations. The face that appears occasionally is a friendly wizard. When he blows up, you ought to be using an object. If you're not you're obviously doing something dumb. Walls are not always what they seem. Ape men are indigenous to Japan as are pecker calculators. Sayonara.



To complete the level you must extinguish a fire volcano. This can only be achieved by picking up the right objects in the correct order. It isn't easy.



Walls may look pretty much concrete, but the task of the wizard is that certain barriers won't withstand a few kicks. Check around for the best route.

FIRST SAMURAI



So, you reckon you might make a pretty useful adventure creator (after type person isn't it). Well, think again. Even with this top-selling program it's no breeze. We haven't enough space here for full instructions, but if you have to page 50 you'll find four pages packed with hints, tips and essential advice. We've even included in the game's original publisher to offer some points of advice. And there's a competition to find the best adventure written by a CP reader. It could even be published on a future Pinterpage. If you want more info check out our special

instructions offer in the same page. You don't have to get hold of the full instructions, but budding professionals will definitely be interested.

One word of advice. This program essentially makes a difficult task much easier, but that's not to say you'll have created the next Zork over a rainy weekend. The idea is to be creative. Want a lot about game production, but mostly to have some fun. We've certainly had a release with this program in the CP office, and we reckon you will too. Get stuck in.



When the Agents from *Creature Comforts* and *Circle Guide* arrived, and their doom would be too certain, we were horrified...



...but even though it's totally stupid, it's also outrageous fun. Because this furry on the trampoline from one ledge to another...



Watch the slippery snow, you're sure to fall even if you wobble about too much. And don't forget that there are always more features.

CREATURES 2

THALAMUS

Joystick in port 2

Please put your hands together for the fantastic! Putting in a special appearance on our coverpage (and bringing to it something of a Christmassy twist) is the fantastic game that appears as an interlude in the forthcoming *Creatures 2*. This totally additive single screener gives you control of two trampoline-carrying furies.

They have to catch furry bunnies who are thrown from the ledge above by the mean green *Creatures* perched there. Then they have to bounce the furry to the safety

of the ledge on the other side. And when their outspurred pal's safely landed they have to return to the first ledge and catch another one.

The more creatures you rescue, the higher your score but you face a few problems. As you can see, it's snowing. That makes the ground slippery, so if you run too fast in one direction, you can't stop. To fill the trampoline, you press the fire button and move the stick left or right. But if you don't get the timing right, you'll simply spin your furry friend. Take too much time and you'll miss one of your mates. (You can rescue more than one furry at the same time.)



All this silly humor of the original *Creatures* is back (along with loads of bunnies). It's a bit of laughs and no misdeeds...

HEAD THE BALL

21ST CENTURY ENTERTAINMENT

Joystick in port 2

This game is going to have you glancing through the joystick cable with your little sister's teeth. You control a head, and a professional gun-collecting one at that. The game you're after are dispersed universally across an increasingly hazardous landscape of platforms and forever's pillars.

Three varieties of variable little monsters occupy strategically troublesome vantage points along your route. Some of these patrol left to right, others floor up and down the way your mother does when you stop her to a sufficiently large balloon balloon. Come into contact with any of these levels or fall off a platform and you lose a life. While you're cartwheeling this (and realizing the timer count proceeds seconds away), pull down on the joystick while keeping the fire button



Get your head and the monster by mouth or by distance too far to meet that you're only as many weapons to use. After they're gone, so are you. Take it slow and easy.

pressed. Doing this repeatedly moves through your inventory of weapons (of which there aren't all that many). Your choice of weapon is indicated in the center of the panel right at the bottom of the screen display.

There are three weapons.

Fire - This is the default weapon. You have ten shots which are launched in an arc towards a fairly close target. When this means that it the target is too close, you'll miss. You begin the game with a meagre 10 shots.

Shield - You only have one shield. When you use it a counter starts down from 10 to 0. While your shield is working you are invincible and kill any monster you bump into. You turn grey for as long as the shield lasts.

Bomb - You start the game with two smart bombs. Detonate a smart bomb to destroy everything on the screen.

You can jump great heights by pushing up on the joystick. Jumping is a pretty good way of getting past monsters because your height of attack is heavenly limited. So, to get experienced when you lose a life, you'll have you to discover the best. Another who completes this, while the kettle is boiling, is a far or a no bag.

2-HOT 2-HANDLE

THE SPECIAL PACK OF ACTION GAMES THAT WILL CAUSE A

Riot! 2-HOT 2-Handle



ocean



AMIGA ATARI ST

ocean

AMSTRAD
SPECTRUM
COMMODORE



Big cash prizes are available for speed freaks who manage not to roll up burned.



Players can keep up their 'mojo's' as they earn more abundant cash prizes.

INDY HEAT

Do you remember Ivan 'Iron Man' Stewart's Super Off-Road Racer (retailed C&EG)? Just in case you don't, it was a off-road truck racing game co-developed from the excellent Leland rain-up. Now Leland have come up with Indy Heat—a sequel that's even better—and the CD4 version looks hot.

Unlike Off-Road Racer (which was converted by Greafgold), Indy Heat is being

programmed by Stern, who are currently on a roll of great games with *Beak*, *Hedland* and *Double Dragon II*.

In *Indy Heat* you race Indianapolis 500-style around a series of 16 different tracks. The yellow car is always driven by Indy Chasing Danny Sullivan, but you and two other mates (yes, it's a simultaneous three-player game!) get the chance to challenge for the title by scoring points over the 16 circuits.

Winning races brings big prize money which you can spend on upgrading your wheels or axles. There are bigger and better engines, new brakes and tyres, a faster pit crew and powerful turbo that give your car a kick of speed every time you push the turbo button. There's also the added technicality of pit stops: to refuel and repair your turbo-charger. If you hit the walls, scratch the brakes or waste the tyres around tight corners then you have to pit stop more often, which is, of course, a real pain in the driving seat.

To make pit stops even more perilous, the other competitors can block your



Your rivals are in the pits as you scream ahead—but can you stay in the lead for the last half of the race?



car off its path, slowing tyre changes down even further. Winning this game is like, really tough, even for driving nuts.

The completed game should be out at the end of February, and we're hoping to get hold of a playable version the next PowerPack.

Game: *Indy Heat*
Publisher: Stern
Release: Late January
Cost: £79.95/\$99.95



Shove your own race for the race ahead, and you'll be programmed into the game.

DIZZY'S EXCELLENT ADVENTURES

Anyone who hasn't heard of Dizzy and the Codemasters must have spent the last couple of years with their head in a bucket. Dizzy is one of the most famous great little characters, along with other recent stars such as Moby Mole and Jet Set Willy. Dizzy's adventures usually

take the form of top-screen graphic adventures with wacky characters, surreal scenes and a plethora of puzzles. This pack includes *Spudbourne Dizzy* and *Dizzy: Prince of the Yolk Folk*, two new adventures in the classic Dizzy style. On the archive side there's *Dizzy Down the Rapids* (a 'Topin' style where down the river) and two previously released arcade



games, the great *Yolk Folk* and *Prince Dizzy*.

Unfortunately, most compilations have a dud game and the Codemasters aren't

Wired puzzles and dodecahedron (Spartan) graphics. Why is this so popular?



Dizzy goes head-to-head in a three-game pack.

the kind of people to do anything terribly efficient. Prince Dizzy is the dud that makes ordinary dud games look positively brilliant in comparison. When Roger Frampton reviewed it in C&EG he gave it 10%—making it the second worst game alive ever (in C&EG you're wondering, only *Dark Tracy* got 11%).

Great games games. Granlin Graphics are about to launch a new early learning software label called

First Class. The first release on this new label is First Class with The Show People and stars the cartoon characters of the very same name.

THE SHOE PEOPLE

Through six sub-games, The Show People is designed to introduce younger (4-6 year olds) to 'simple concepts and skills' by having a bit of a laugh. After a bit of help from a parent, or older brother or sister, the child can play unaided and the difficulty level increases as their own skill grows.

The six sub-games are: Mandy Meets the Pirates (matching shapes, colours, objects, letters, etc.), Charlie's Big Day (prediction of event and sequences), Sgt

First is similar to post



Bright colour timer for the youngsters (design shot) with The Show People.

Major Sorts it Out (classification of shapes, colours size and pattern), The Clang

Alphabet Pathway (recognition of letters and words), Wellington Goes to the Post (letter recognition and simple addition) and Margo's Magic-colouring book (creative fun with lines, shapes and colours).

When a wrong answer is given, the child is given another chance,

sometimes with another clue, but when a correct answer is given there's a range of animation and sound effects that reward the right answer.

First Class with The Show People is released any time now at £18.99 on cassette and £19.99 on disk. The only real problem is that you'll have to let your younger brothers and sisters use up your prime game-playing time on the C64 (parents).

Game
Publisher
Release
Comment

The Show People
Granlin
February
8142 754410

But we shouldn't speak ill of the dead - forget Pato: Dizzy - there are two nice great new Dizzy adventures and two Dizzy arcade games (one old and one new and one we haven't seen).

The only problem with the Dizzy series is the fact that they all look as if they've been ported directly from the old (and British) Spectrum - Prince of the Yolk-Folk is almost identical, save down to the smaller screen size and let's face it, even the new ones look old. But they're quite fast, fun to play and younger adventurers in particular will love them. So, Dizzy fans will want to add this to their collection. And for anyone who's

Shy and cheerful Dizzy is a character beyond words.



Dizzy's Ark, and we're not done.

never tried these games (there must be someone), Dizzy's Excellent Adventure looks like a great value-for-money way of seeing if this egg-headed fidgetiveness is as bad as it's cracked up to be. (Singer-B&B)

Game
Publisher
Release
Comment

Dizzy's Excellent Adventure
Codemasters
Out now
0626 814110

The CHARTS

FULL PRICE CHARTS

- 1 Terminator 2 Ocean
- 2 Rugby - The World Cup Domark
- 3 Speedball 2 Mirrorsoft
- 4 Final Fight US Gold
- 5 S.C.I. Ocean
- 6 Big Bear Bore Jolly
- 7 Manchester United Europe Kinetics
- 8 Turbocharge System 3
- 9 World Class Rugby Audiogenic
- 10 Fun School 3 Europress Software

BUDGET CHARTS

- 1 New Zealand Story Hit Squad
- 2 Armed Assault Hit Squad
- 3 Turncoat Kiss
- 4 CJ in the USA Code Masters
- 5 Multimix 1 Golf Kiss
- 6 Bubble Bobble Hit Squad
- 7 Power Drift Hit Squad
- 8 American 3D Pool Zappella
- 9 Batman - The Movie Hit Squad
- 10 Turbo Drive



T3 stays at the top for another month, but it stay there 'till summer!

BRIDES OF DRACULA

Count Dracula is not the kind of immortal blood-sucking vampire who does things by fiat. No, when he decides to get married, he decides that only 13 of the laziest lazzies in the land will do. Amazingly, the lazzies take offense at the Count's plan to turn the village's hottest prospects into the undead and they call in Van Helsing, the corner-shop vampire hunter and Dracula's arch-enemy.

No white Drac struts around winking the "lazzies" with some terrorist flicking. Van Helsing has to sprint around the area looking for the thirteen fiery weapons that will allow him to defeat the Count in the ultimate battle to come. The area between the village and castle is enormous—a long corridor crisscrossing crisscross with houses, rooms and secret passages scattered along its length. The prizes, the



There's a thirteen lazzies in the house. Brides of Dracula.

will-swing masonry and lots of other bits and pieces are hidden in these rooms. But beware, nothing is as it seems as each room is a series of traps, traps and puzzles that need to be solved before each character can claim his glowing prize.

Either two players can fight against each other in this battle of good and evil, or a single player can choose which of the two characters he'd like to play. Dracula or Van Helsing. Each player has their own half of the screen as they stroll around, but because they are operating in the same world they keep meeting when they run by and hinder the other's progress. Watch out for a full review in next's full report issue of CF. Spoils, time will not be disappointed.

Game: *Brides of Dracula*
Publisher: *Gnosis Games*
Release: *Late December*
Contact: *(415) 430-0557*



When interviewed, Minsky (left), Bessie and Van Helsing are out for a fight to win.



SNIPPETS

FREAK! IT'S FUZZBALL

Frantically addictive, marvelously simple to sit and bop to fun. That's what designer gamers are saying about System 7's latest platform (joystick) football. And the good news is that it's not. It's coming to the 64. Fuzzball is a little cute cross between Pac-Man and Donkey Kong, but there's nothing amish about the gameplay. It should be here by early Easter.

The System 7s are also releasing cartridge versions of the excellent TurboTiger and Last Ninja 4. They're not any time soon, at a not unpleasant price of \$15.95.

SHOOT-'EM-UPS HOME MADE STYLE

Quentin is to release the Shoot-'Em-Up Construction Kit on their cheapo \$69.95 budget label. Back in 1988, BEACON was a smash for Palace and it's sure to be a major hit at a price of \$2.95. The kit is the easiest way to write your own fast-moving, alien-sounding shoot-'em-up games and even non-programmers can produce good-looking blazes with a little time and care. The program also allows you to create stand-alone games to give to your friends (or to put out as PCs). If you've ever bought a budget shoot-'em-up and thought "I can do better than this job of job," now it's your chance to prove it.

RAMPARTS REPELED

Demon's wall-building, castle-smashing coin-op shooter, Ramparts, is not, after all, going to be out in time for Easter. Because Dainoff want to make the C64 version as close to the coin-op as can be, the extra work means you won't be able to run the full version until around August.

MORE SUPER SEYMOUR

Yet another Dainoff's character gets sequenced as Seymour returns from Hollywood to become Super Seymour—Green Avenger. As the world has now made it's Seymour to the rescue in a Captain Pinpoint-style shoot-up and battle-swinging platform romp, to the hero's battle against the barge, he can use his super powers of Super Blot (1), Super Spit, Super Shins, Super Sprint and Super Super Leap. Super ah? Super Seymour hasn't set now at the budget price of \$2.95.

The sequel arrives in February. We mention this character's name to stay.



It's green Seymour time.

Look out - he's back!

PAPERBOY

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighborhoods and houses, faces more targets and obstacles, in more vivid colours than ever before. Plus, red start riding and SNEX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!



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Who actually reviews all these games? What are all those mad little cartoony symbols on the reviews pages? And how do you know if a game really is worth buying? All your questions are answered here, the Powerplay page. Look no further if you want to fathom Commodore Format's radical ratings...

POWERPLAY

Just who are these people who get to spend their whole time going joytick frantic? It's time to meet the incredible CP Reviewers posse...

COLIN CAMPBELL



Our Ed spends far too long playing C64 games, longer than any sensible person would. But then, what's sense got to do with being an Ed? Colin's favourite games at the moment are Smash TV (because it's got lots of weapons in it) and The Blues Brothers (y'is like Super Mario, except better).

SEAN MASTERSON



Sean's an all round weird person, which is why his favourite game of all time is Celestine. ("I like to lose on the future screen"). These days he's playing The Blues Brothers and Super Space Invaders ("I've always had a soft spot for mutated ones," he said, which is a bit odd, isn't it?)

PAUL LYONS



When he's not riding his push-bike all over the place (or falling off it, for that matter), Paul likes to get stuck into outsize platform games and big strategy affairs. "My all-time favourites are Ali (Cromwell) and Supremacy, but once I get started, I kind of forget about everything else, like eating, sleeping, knowing what year it is..."

STUART CAMPBELL



When he's not playing games on his C64, Stuart's a star reviewer for our sister mag Amiga Power. But he still reckons "retal games are over-rated. "The emphasis is usually on playability with retail games, which is why I'm so often disappointed by what's on the Amiga," says Stuart. That sounds about right to us. Now, we could learn to be like this guy, even if the class wack for the wrong mag most of the time.

LINDA BARKER



Miriam, Linda's always been a bit of a Spectrum person but we haven't talked her in to checking out a few C64 games and now she's hooked. "My favourites are puzzle games," she says. But you'll sometimes find her having a secret blast with un-glamorous games like Spectraball II. Linda started wearing leveller body armour at work but apparently that's nothing to do with us...

MARK RAMSHAW



Mark was born into gaming. You see, his folks run a computer games shop in Sunderland, and he likes to program every now and again. Trouble is, he never finishes a project "because I get bored and start playing other games", so we persuaded him to apply his talents to some of our inlander reviews and he didn't get bored and stop get them finished. Mark's been playing WWF, Blues and Battle Command. All three made him smile (yeh).

NEIL WEST



All round clever and mean about town, Neil likes to squeeze some home entertainment into his busy social schedule but often ends up failing, blinding you, the prospect of a night in with Turbocharge or Commander II is usually enough to tempt him away from the local night life. He's a funny boy, our Neil - but he knows his best-ten-ups.

ROGER FRAMES



Budget bonkers Roger has invested in a calendar so he can tick off the days when the best full-price games come out on budget. He'll stop at nothing to save his precious telly. Lately Rog has been getting a sweetened head after being featured on the cover of Commodore's game T18. Roger's been having a rough time recently. Check out his latest escapades on page 48. Our hope/plaintiff of on the brink of going hatersland today.

Bits'n'Bobs

Commodore Format's review system is as simple and can be. There's none of that tricky hard-to-follow nonsense here. Each review is packed with as much information as you'll need to decide if a game's for you, and it will help you get started playing. At the end, you'll find a straightforward ratings system that tells you exactly what's good about a game, and what's not so hot...

CF RATINGS



When you arrive at the end of a review you'll see one of these egg-timer shaped things. All the top will be the game's **game points**, and at the bottom its **strong points**. The shape of the ratings box depends on the mark it achieves, so there's plenty of room to detail a good game's strong points, and vice versa.

The highest rating a game can get is 100 per cent, but none ever has.

If you see a game review featuring this symbol, it means it's rated more than 80 per cent, so it's an 'official' winner and could well be worth a good look.



If you see a game review featuring this symbol, it means it's rated more than 60 per cent, so it's an 'official' winner and could well be worth a good look.



If you see a game review featuring this symbol, it means it's rated more than 40 per cent, so it's an 'official' winner and could well be worth a good look.



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GAME ICONS

To make life easier for you we've knitted together a few 'tell-it-at-a-glance' icon thingsamajigs so you can tell at a glance what standard feature each game contains. They are:



FACE - Number of players. The more heads, the more people can play.



KEYBOARD / JOYSTICK - Bit obvious really, it signifies the control mechanisms.



MOUNTAIN - If you can see a mountain, it means there are difficulty levels.



OCTOPUS - Multitask, the game's in bits if the octopus appears (ape seems better).



GOALIE'S SHIRT - This means there's a save option available (green).



GLOVES - You can prove to everybody how good you are at a game by using a high-score table.



PAWS - Yes, we're afraid that really is what it means. There's a pause mode.

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CODEMASTERS

GameBusters

THE LAST OF THE SPIKE IN TRANSYLVANIA

We found the number of mistakes (green) and omissions in our original map and solution (CPC78) hard to count (seriously, there were so many of them). Thanks to Ash Hagg and Dave Clarke we brought you the first half of the official solution last month (last year, in fact). This month's guidelines do two jobs. They enable you to complete the game and they allow us to bury it (deadly).

We begin one room left of the bottom of the belly. Fly the way. If you're having problems getting this far into the game, hold down the keys C-J and Z for infinite lives (and subliminal advertising for G's Elephant Antics 2, perhaps).

Go through the left-hand doorway and get the key from the bedroom. Go back out and enter the dungeons (the right-hand door marked A on the CPC78map). Enter the door on the right leading to the inside dungeons. Enter the door on the left to the lower dun-

geons. Go left and release the prisoner. Walk to the far left and prepare to enter the haunted room. Select the cross from your inventory. Drop it inside the haunted room to make the ghosts disappear and release the woman's spell book. Take this for later use. Walk right into the next room and free the prisoner you find there.

Return to the dropped cross, pick it up, then leave the ghosts room. Retrace your steps until you arrive at the dungeon entrance. Get the destroyed bat, then walk left along the upper corridor until you come to the rail-infested corridor. Take the door on the right into the central corridor, then take the door on the left and go up until you reach two ladders. Climb the one on the right to meet

up with Abade the Wizard. Walk up to Abade. He will ask you for three objects to make a potion. Stand behind the cauldron and drop the destroyed bat, food juice and the spell book into it. Pick up the 10 explosion grenades and make your way back to the castle entrance. On the way, drop the cross in the central corridor.

Just outside the castle you meet Farmer Piles. Drop the pougemon's tunic in his path and take the wolfie he gives you in return. Continue left until you reach the village inn, select the 10 from your inventory to get passed the innkeeper. Get the wine from inside. Go into the cellar and pick up the cannibal and key. Leave the inn and enter the abandoned shack. Push the cannon (next to the rock), then drop the cannibal into the cannon. Stand on the left of the cannon and drop the torch - the cannon will blow the rock away revealing a secret entrance.

Return to the castle until you reach the muddy patch in the middle dungeons. Select the wolfie, walk over the mud and get the bone. Go right into the next room and pick up the key. Go through the door and release the prisoner. Now go back to the hidden entrance. Are you there yet? Good.

Go through the secret entrance and give the bone to the giant dog. Run passed it while it shows the bone. Enter the first door you come to, go left and through yet another door, where you will find a personal stereo and a key (get ten bottles). Go out the door, then head right until you come to the room with the chicken (just 10 to tip up your energy). Go out, left and below the rat's underground. Head back to the castle dungeons and give the personal stereo to guard who complains about the squeal.

When he runs off, release his prisoner. Go to the base of the belly and get the key. Go to the deepest dungeons and drop the bottle of wine in the third guard's path. When he's gone, free his prisoner. Walk right into the next room and release its prisoner.

Yipes, you have freed of Spike's pet! Jump up and down, celebrate, live a little. Then write to us and tell us what you'd like solved next.

THE POWER

If the codes for the first 50 levels weren't enough (and let's face it, they weren't), here are the codes for all the later levels. If my guess is right, though, you'll probably play level 50 straight away - you naughty person.

LEVEL 26 - JIGGLE
LEVEL 27 - JODDER
LEVEL 28 - POISE
LEVEL 29 - SPLERS
LEVEL 30 - POGGHT
LEVEL 31 - HINSON
LEVEL 32 - NORCOOT
LEVEL 33 - GOGGEE
LEVEL 34 - GOGGAYB
LEVEL 35 - ELTROG
LEVEL 36 - MEGG
LEVEL 37 - GOGGAYUT
LEVEL 38 - GOGGABLE
LEVEL 39 - BULLLEH
LEVEL 40 - GLOSER
LEVEL 41 - GLOWLY
LEVEL 42 - BUMBLE
LEVEL 43 - TANGIT
LEVEL 44 - TANGIT
LEVEL 45 - MEGG
LEVEL 46 - GOGGAYUT
LEVEL 47 - WOODYB
LEVEL 48 - GOGGAYB
LEVEL 49 - GOGGAYB
LEVEL 50 - FUGG



This was the look of 1986 and 91, when puzzle games started coming out by the bucketload. And now you're all stuck on them, aren't you.



How much will you go through to trade games with Mike Minnie? Well, this level might be easy but the later ones can leave you fagged and confused.

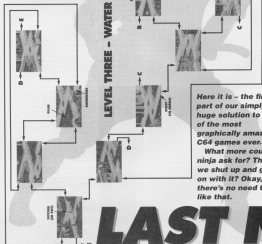
LEVEL 3 - WATER

From the start screen, take the upper-right path into the next screen, collect the SCROLL, then inside the doorway, then take the upper-right path again. Take the upper-left exit and collect the STAFF, which is surprisingly hidden in the weeds at the very bottom of the screen.

Go along the upper-left path, take the top path again, collect the POTION from the vase. Then take the right-hand exit. The next bit is tricky: to jump onto the wooden jety, stand in the square just to the right of the fence corner. Now run straight towards the jety and jump just before you reach the water. Walk carefully along it into the next screen and pick up the PLUG from the end.

Go back the way you came, jump off the jety, and take the bottom-right exit. Nip behind the hut and collect the COGG (for use as a shield). Take the upper-right exit, then take the upper-left exit from the next screen. Now take the

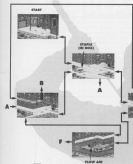
LEVEL THREE - WATER



Here it is - the final part of our simply huge solution to one of the most graphically amazing C64 games ever.

What more could a ninja ask for? That we shut up and get on with it? Okay, there's no need to be like that.

LAST NINJA



LEVEL FOUR - FIRE

bottom-left path into the waterfall screen - the waterfall blocks the exit and must be stopped in order to complete the level. To do this, cross over the ledge and go into the next screen. Take the left-hand path, select the plug, then walk up to the drain at the water's edge and use the 'pick up' option to plug the drainpost (the rings will flash when it's been done correctly). Go back to the waterfall screen, then select the south-munchuko, and enter the doorway to take the Shogun.

LEVEL 4 - FIRE

From the start, go into the next room and collect the **STARPU** from the large. Take the lower-left path. Collect the **POTIONS** from the cauldron, then go back into the previous room. Take the middle-right exit into the lava room and jump across via the central path (**DO NOT** jump across the blocks). Go into the next room and, holding the rings, climb up the wall and exit along the balcony. Continue through the next

room and into the doorway, then collect the **METAL INGOOT** from the base of the drainpipe. Climb down the left side of the ledge and take the top exit. Walk into the workshop area and pick up the **DUST MASK** from the barrel.

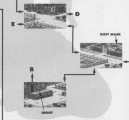
Go back into the previous screen, climb up and go through the doorway. Make your way through the next rooms, then climb down from the balcony and exit into the lava room. Jump across to the middle path, select the mask, and go left into the otherwise lethal dust

room. Collect the **FLOWER AND POWDER** from the barrel, take the right exit, jump right back across the lava and exit the room. Climb up the wall and follow the path round as before. Climb down the ledge, take the top exit, then take the top-left exit past the workshop.

Walk up to the furnace and, standing just behind the nearby fire, use the bellows with your 'pick up' action - the furnace should burn brightly... you did remember to pick up the bellows on level 2, didn't you? Take the top-left exit, collect the **SCROLL** from the cauldron, then take the lower-left exit and pick up the **KEY MOULD** from the barrels. Go down the bottom-left path, then use the key mould in the furnace to make a key. Take the lower-left exit, stand opposite the gate and use the key to open it. Have your munchuko and the scroll at the ready, then go down the steps to the Shogun's lair.

LEVEL 5 - VOID

By now you should be pretty confident with your munchuko - if not, practice. You **DO NOT** need full Bushido power to kill the final Shogun but the more power you have, the easier it will be. From the start, take the top-right path, then take the right-hand exit again. Go along the lower-left path into the next screen and collect the **POTIONS** from the corner. Take the left-hand exit, pick up the **SCROLL** from the corner, then take the left

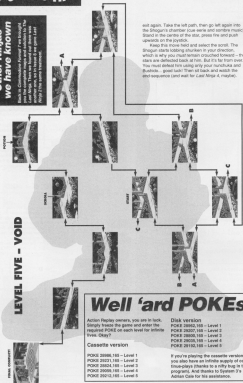


NINJA 3

Other Ninjas we have known

Back in *Commodore Format* I've brought you the complete maps and solutions to *The Last Ninja*. Then last month and this month we've seen you in *Ninja Gaiden* and *Ninja Gaiden II*. Now it's time for *Ninja Gaiden III*.

LEVEL FIVE - VOID



exit again. Take the left path, then go left again into the Shogun's chamber (our hero and samurai music). Stand in the centre of the star, press fire and push upwards on the joystick.

Keep this move held and select the scroll. The Shogun starts talking shunkin in your direction, which is why you must remain crouched forward – the stars are deflected back at him. But it's far from over. You must defeat him using only your *Yondoko* and *Bushido*... good luck! Then sit back and watch the end sequence (and wait for *Last Ninja 4*, maybe).

Well 'ard POKES

Action Replay owners, you are in luck. Simply freeze the game and enter the required POKÉ on each level for infinite lives. Okay?

Cassette version

POKÉ 26086,165 – Level 1
POKÉ 26071,165 – Level 2
POKÉ 26824,165 – Level 3
POKÉ 26989,165 – Level 4
POKÉ 26012,165 – Level 5

Disk version

POKÉ 26862,165 – Level 1
POKÉ 26307,165 – Level 2
POKÉ 26800,165 – Level 3
POKÉ 26005,165 – Level 4
POKÉ 26152,165 – Level 5

If you're playing the cassette version, you also have an infinite supply of coin-toss-plays (thanks to a nifty bug in the program). And thanks to System 7's Action Gate for his assistance.

BATMAN THE

LEVEL 1 - AXIS CHEMICAL WORKS

the altogether difficult, with only large drops causing any real damage. Ironically, the Batmobile only fire at you when you face them — where in doubt, run away! When faced with a bomber, either climb up within his range or take an alternative path. It really pays to follow the map for this section, as there are plenty of long drops to avoid.

One useful trick is to fire the Batcave to the platform above and then lower yourself to the platform below — it certainly beats losing a life. When climbing up the final section (at the far right), keep as close to the left wall as possible. Now, when you reach Jack Napier, you can shoot him even though he's off screen — his bombs cannot harm you at all. Once you've killed him, he falls into the sea of acid and the Joker utters his traditional laughter.

LEVEL 2 - THE BATMOBILE

Initially tricky, but the habits of the other drivers are easy to learn and anticipate. The slow moving cars can be nudged out of the way but it's better to overtake the vans and sports cars.

Stay in the top lane as much as possible, and hit fire as soon as the arrow points upwards (it helps enormously to play this section with a friend). Move on, DO NOT collide with a car unless you have to, as your energy supply diminishes

It was one of the best licensed games ever written and it recently re-emerged as a budget game. And since then we've been flooded with requests for help getting through it. How could we leave you in the lurch? Don't answer that. Read this instead. By the time you know your way around these fobby maps, you've made it.



selecting. Repeat this process, moving along two elements at a time, until you find the combination. Quite simple, it's a process of elimination — you'll run out of tries before you run out of time, so take it easy and think carefully. No problem.

LEVEL 4 - THE BATWING

Very difficult at first, so passive as much as possible. The trick is to position your craft roughly two-thirds to the right of the screen and stay there. It should then be possible to cut off the vapors you encounter without burning the balloons, moving up and down only.

The basic aim of the level is to survive until the timer reaches zero, and it is possible to cut every balloon hose. If, however, you have to choose between two wagons, opt for the one with the most balloons on it — common sense, really. The worst thing

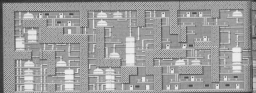
very rapidly. When the buildings give way to trees and bushes, the Batcave is near — keep quiet!

LEVEL 3 - SMILEX PUZZLE

Anyone who's ever played the ancient game *MASTERMIND* should find this section a doddle, and indeed it is a good test for logical thinking. Select the first three items in the list, then another three (starting with the last one in your first

AXIS CHEMICAL WORKS

LEVEL 1



THE MOVIE LEVEL 1

to do it fly recklessly around the screen... you have been warned.

LEVEL 5 - GOTHAM CITY CATHEDRAL

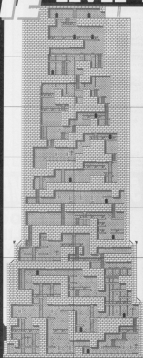
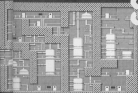
Easier than the Anti Chemical Works but still a tough challenge. To finish the level (and the game), you must make your way up to the cathedral roof to confront the Joker... you have seen the film, haven't you? The first skill you should master is bungee jumping, as there are plenty of bungee-throwing handmen dotted around.

And, because time is of the essence, it doesn't pay to linger around too long. The spiders are a problem too, so take extreme care when swinging across them. A valuable point to remember is that you can swing far further by moving the joystick left and right... only jump off when it looks safe. When you reach the Joker at the top of the Cathedral, walk towards the ladder and fire the Ball rope diagonally towards him. You have a few attempts at this, and once hit he falls down to his doom. Yipp, strawberry jam all round.

Are you great at games?

Because if you are, Andy Roberts wants to hear from you. Write to him with your cheats, PCQs and maps or just some tips for playing a game well. Andy gives away £20 mail order vouchers for really good stuff. So get writing and mark your envelope 'Gamelusters'.

GOOTHAM CITY CATHEDRAL



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SAMARITAN'S CORNER

If you're stuck, just pop Andy Roberts a line, and he'll come up with some goodly aid...

FLIMBO'S QUEST

A gorgeous game, yes. An easy game, no. If you use an Action Replay (and have the compatible version) then these POKEs should be right up your sleeve!

POKE 5628,173 - Infinite lives
POKE 10582,168 - Infinite time

MIG 29

Here is a simple cheat for the flight quarter of Codemasters' Quattro Combat compilation; simply load down the 'CTRL' and 'I' keys for a considerably easier game.

PAPERBOY

I can hardly believe it - yet another re-release causing more pain than Saddam Hussein. So, here is a little cheat especially for Malcolm Miles, Andrew Peet, Malcolm Anderson, Iain Napier, Philip Durrin, Michael Morris and Joseph Doyle.

0 RUN DOUBLE DRAGON 2 TIME CHEAT
1 FOR 0-10100 TO 00100-0000 Y POKE
X-0-0000
2 DATA 169,8,141,348,8,185,348,78,
163,52,8,126,338,107
3 DATA 78,13,8,169,96,382,166,41,
161,507-18,78,52,8,0
Now RUN the testing, then type LOAD and press return. After the first bit has loaded, type POKE 1062,PEIRUM and again press return. The rest of the game should now load with infinite lives.

TOTAL RECALL

Excuse if you have written in for a cheat mode, and, as fate would have it, dozens of you have sent it in. On the high score table, enter LIFE STILL GOES ON to activate the cheat mode. Pausing the game with F1 now allows you to press the left arrow key to skip levels. Without the next one loaded in, you can either press F1 to play that level, or the left arrow again to skip it.

DOUBLE DRAGON

Alan Mead, and Christopher Dibble at work in practically begging for an infinite lives-time POKe. Well, who are it to argue?

0 RUN DOUBLE DRAGON 2 TIME CHEAT
1 FOR 0-100 TO 410-0000
Y-X-C-H-O-K-E X-Y-0-0000
2 IF 0-1041 THEN PRINT "POKE
00000" : GOTO
3 POKE 107,128:GOTO 400
4 DATA 312,084,348,169,388,141,
048,004
5 DATA 348,081,342,080,004,076,
048,004
6 DATA 348,171,342,134,008,169,
001,141
7 DATA 118,068,076,034,008,169,
073,141
8 DATA 312,094,140,134,087,041,
044,087
9 DATA 076,004,129

DOUBLE DRAGON 2

And here we have another infinite lives and time POKe for the equally frustrating sequel, requested by Ashley Simpson, Robert Huxley, and Layne Cook.

0 RUN DOUBLE DRAGON 2 TIME CHEAT
1 FOR 0-1000 TO 011-0000
Y-X-C-H-O-K-E X-Y-0-0000
2 IF 0-1049 THEN PRINT "POKE
00000" : GOTO
3 POKE 107,128:GOTO 400
4 DATA 312,084,348,169,076,141,
048,004
5 DATA 348,169,041,087,000,169,
001,141
6 DATA 094,081,076,081,000,169,
073,141
7 DATA 302,181,342,166,195,074,
000,088

AARRGGH!

Don't lose your rag. Write to:

Samaritan's Corner,
Codemasters Format, Future
Publishing, 30 Monmouth Street,
Bath, Avon, BA1 1BW

If you're stuck on any C64 game, just let your pals know (or a postcard if possible) and we'll do our level best to help.

PREDATOR

This re-release has been giving many of you serious problems, with nearly every letter begging for help - and rightly so. After all, the game is well thickened. Why not try this marvelous firing for left and lives, grenades, and time (and as if that wasn't enough, it also works on the original Activision version).

0 RUN PREDATOR TIME CHEAT
1 FOR 0-100 TO 011,000
Y-X-C-H-O-K-E X-Y-0-0000
2 IF 0-1040 THEN PRINT "POKE
00000" : GOTO
3 POKE 157,128:GOTO 518
4 DATA 169,029,141,048,041,149,
001,041
5 DATA 041,000,032,044,044,149,
001,041
6 DATA 095,000,049,004,141,087,
001,094
7 DATA 030,081,018,169,054,141,
135,190
8 DATA 348,087,342,134,190,076,
000,190
9 DATA 348,169,342,081,018,141,
034,028
10 DATA 041,040,032,074,000,000

TACKLE A LOT WIEDERSEHEN MONTY

This Commodore Monty game boasts a cunning cheat mode, which must be entered BEFORE the game is loaded. Thus the cursor to the bottom line of the screen and type MONTY. Then use the SHIFT and LEFT/RIGHT keys to shoot it along so that the letter 'Y' sits in the very bottom right of the screen. Now carefully move the cursor up to the top of the screen again (don't worry about any garbage the cursor leaves behind) and load the game as normal. Voila! Infinite money are yours for the reaping. If all that seems a bit too complicated, the following firing very kindly POKes those letters on to the screen for you - type it in, RUN it, then use SHIFT+WIN STOP to load the game as you normally would.

0 RUN MONTY CHEAT
1 MONTY CHEAT-1271
2 FOR 0-1010 TO 0010-0000 Y
3 POKE 0,0 : POKE 0-1010,1,0000
4 DATA 11,11,10,10,10

MYTH

In this magic-game STILL giving you trouble? Well, here is yet another cheat. Simply leave SHIFT+LOCK depressed while loading the game to start in Action Grease. Then off you go through the ages.

RODLAND

So cute it made you puke - but lifting the laurels on later levels is a ticklishly tricky task. So if your fairy is flagging or your rod's lost it's rigidity, fear not. Arcade regular Andy Roberts maps the mysteries of the first 16 levels of this sugary sweet platform puzzler...



These levels are a nice introduction to the game and you should use them to practise your jumping and climbing skills. An important point to remember is never climb up a ladder unless the platform above is empty - the monsters like to drop down on your head.

This is the poor first chance to ride on a button and it's a good idea to perfect this now, while the monsters are pretty sloppy. When you reach the quarter-point of the end of level eight, abandon all pretence of tactics and just blast away like crazy until they disappear.



The monsters are getting a bit smarter now, in particular be careful when you climb the long ladders on levels 10 and 11, note when they and the monsters will try to open you, it's much safer to use your little ladder to climb up and down the middle of level 11.

Don't risk yourself for a few flowers, save your lives. The teleports on level 16 have both advantages and disadvantages - you can escape enemies, but you may also teleport into them. When you face the big blue whale dodge the bullets and attack in small bursts.

More Rodland in next month's CF!



Yet another banquet of POKE listings to feast upon, courtesy of the prolific Warren Pilkington. To use each one, simply type it in, SAVE for future use, then RUN it (with the rewound game cassette ready to roll).

X-OUT

A superb shoot 'em up, featuring some amazing effects in the later stages - *Watch it if you can get that far. If not, try the following listing for a never-ending stream of spaceships.*

- 0 RUN X-OUT (CART BY N&N)
- 1 FOR X-OUT TO 500 (SAVE X-OUT-0000)
- 2 IF C=0 THEN PRINT "X-OUT
GAMES" : GOTO 6
- 3 POKE 167,116,00000
- 4 DATA 500,000,240,140,040,141,145,000
- 5 DATA 140,000,141,140,000,070,147,000
- 6 DATA 140,000,141,140,010,147,000,141
- 7 DATA 140,010,070,000,080,080,090,090
- 8 DATA 070,080,030,140,140,030,140,090
- 9 DATA 140,140,030,140,000,141,144,050
- 10 DATA 140,070,000,080,090,080,080,070
- 11 DATA 147,080,000,000,000,000,000,140
- 12 DATA 070,140,140,080,140,140,141,140
- 13 DATA 000,140,000,141,140,000,000

POPEYE 2

A rather bland budget release which barely impressed Blaster Frames (see what's new?) & Co. However, if you love our spinach-eating hero, or if you'd like to squeeze a few more

minutes of enjoyment, try typing in this listing for infinite lives and time.

- 0 RUN POPEYE 2 (CART BY N&N)
- 1 FOR X-044 TO 500 (SAVE POPEYE-0000)
- 2 IF C=0 THEN PRINT "POPEYE
GAMES" : GOTO 6
- 3 POKE 167,116,00000
- 4 DATA 500,000,240,140,140,030,140,110
- 5 DATA 080,140,040,140,120,080,140,000
- 6 DATA 140,120,080,030,100,040,070,140
- 7 DATA 070,140,110,080,140,080,140,110
- 8 DATA 050,100,040,030,100,070,030,100
- 9 DATA 000

PLATOON

Having just surfaced on budget, this excellent shoot 'em up is still as difficult as ever. So try this POKE for infinite rounds and ammunition (but only on level 1).

- 0 RUN PLATOON (TAPES C&N)
- 1 FOR 04000 TO 0400000 T=C+00000
- 2 IF C=0 THEN PRINT "PLATOON
GAMES" : GOTO 6
- 3 POKE 167,116,000 040
- 4 DATA 000,000,000,140,070,140,140,000
- 5 DATA 140,000,140,120,000,070,140,000

- 6 DATA 140,070,140,110,080,140,000,140
- 7 DATA 110,080,140,080,040,140,000,140
- 8 DATA 040,140,120,120,070,080,000,140
- 9 DATA 080,140,120,000,080,080,140,080
- 10 DATA 000,080,080,140,140,000,140,070
- 11 DATA 140,080,140,140,080,140,140,140
- 12 DATA 140,080,080,140,140,140,070,080
- 13 DATA 000

SUMMER CAMP - DISK

Yes, I know a listing has already been printed on C&N, but this one is especially for those who bought the disk version. Type it in, pop the disk in the drive, then RUN for infinite time levels.

- 0 RUN SUMMER-CAMP (DISK C&N BY N&N)
- 1 FOR 00000 TO 0400000 T=C+00000
- 2 IF C=0 THEN PRINT "SUMMER
CAMP" : GOTO 6
- 3 POKE 0001107,0400000 (SAVE AND
RELOAD & RUN)
- 4 DATA 100,000000,100,1000 000
- 5 DATA 140,000,010,140,000,000,000,140
- 6 DATA 140,000,010,140,000,010,140,000
- 7 DATA 000,010,140,000,000,000,000,140
- 8 DATA 000,010,140,000,000,000,000,140
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Broo, Hulk's a bit pissed at Mr. "so-called" Perfect for being a right old chicken. He isn't devoted to re-visit the fact - outside.



Looks like somebody's left their limbs in a pile, like, or perhaps it's their sweater falling again. What a stink!



Hulk Hogan is now looking down. Mr. Perfect's bottom. What the devil does he expect to see? Best not answer that, eh?

Uh, uh, I wasn't looking forward to this. I really wasn't. For a start I hate wrestling, while everyone else watches the exploits of big Gaby and Giant Haystacks unfold in the ring, and to mention seeing the wrestlers themselves unsal from some of their bawdy centerlines, I get down to something a bit less controversial. And then there's the odd about wrestling as the subject for a computer game. Remember all the wrestling games which have gone before? No? Well there you go...

But now it's a changed man. Interesting tag men with snazzy names, in silly costumes. That's where it's at. This change of heart is all down to one thing - Ocean's WWF.

For a start there are the heroes.

Controlling Hulk Hogan (master of the pile drive), Ultimate Warrior (with his inimitable mastery of the gorilla press) or British Bulldog (the power slammer) is sure to appeal to everyone. And then there are the bad guys - Mr Perfect, The Stalker, Million Dollar Man, The Moth (prop wrestling at the back there) and Benjamin Bludge. (Don't laugh. Just because these guys look stupid and have tall names, it doesn't mean they're silly).

Playing one player against the computer pits you against the five successively tougher big guys. Should one of them pin you a couple of times, it's back to the drawing board.

The game itself looks good. The main ring comes just eye level - there's no fancy scrolling here - but the play area is more than ample, and there's even the opportunity

WWF

If you think that wrestlers are just a bunch of ham actors dressed up in leotards, just try and mix it with Ocean's World Wrestling Federation.

Half-nelsons and backbreakers all round

- it's fight time, grapple fans...



to conduct fights outside the ring (just like the real thing). The wrestlers themselves move fluidly and very much like their real counterparts. Each of the moves looks convincing and the fighters lunge brilliantly.

This individuality is carried through to these levels of intelligence, preferred moves and of course their special moves.

Even the computer opponents display intelligence (in this a wrestling combination or strategy) and learn to avoid certain moves if they come up against them repeatedly. Playing against a human opponent is wild enough, but pitting muscles against the computer

opponents really separates the muscle-heads from the lightsights.

First it is a game, there's some pretty cool into stuff, including a few words from each of the wrestlers. As you can imagine, it's compulsory commentary (just like the real WWF one-match verbal fights) but great fun.

As is the case with most real-time-ups the success or failure is largely dependent on the control system used. Learning when to use what is the secret to success. Rebounding off the ropes and tying into your opponent, or belly flopping on him from one of the corner posts soon becomes second nature.

One masterpiece was the decision to use that old-fashioned waggle-the-jerk-out-from-side-to-side-as-quickly-as-possible system. If the two wrestlers end up in a lock, the outcome is decided by their joystick wiggling. The result is that, after a couple of bouts, the wrestler really begins to pour and the arm muscles ache like hell. It almost feels like you've just been taking part in the real thing, clanking around to the floor size bushes levels of physical exertion. This time on the fire but



No, just you wait. With a few well placed use of the popular fire button, my guy took the other wrestler's rib cage into town at lightning.



With the usual wrestler and things get even tougher. Rolling around in mid-air isn't really all that attractive.



Hey, that's cheating! That's not a special move, it's a downright dirty one. I'm not going to stand for this. Hee-hee!

Good guys gallery



This is the one and only Hulk Hogan. Hogan is a good guy through and through. With a special super slay pile driver move, he's the obvious first choice for any player.



Ultimate Warrior isn't quite as heavy as Hulk, but his extra special move is the gorilla press, and he's good at it. Use even sounds like he's named after a computer game. Doesn't it?



British Bulldog is British through and through—in a West Coast American kind of way. With his winning power grip and ridiculous flannel the bad guys just don't want a chance.



Ladies and gentlemen, welcome to WWF! Tonight we're got two ridiculous games to study while looking hell out of each other.

ten. After playing WWF I can definitely say that this is not utter rubbish. Several rounds of intense wrestling left me too exhausted even to make a cuppa. Wow, a sports game which is just as physical as the real thing.

As you can see, I'm having a bit of a hard time finding fault with WWF. It's really well put together. It's as single-minded as they come, the best-on-up-concept is as old as the hills, and it doesn't have one single redeeming feature to lift it out of this dodgy quagmire of games which have no social or moral merit.

Maps, I'm sorry Cousin, WWF is just a brutal, mindless celebration of muscles, muscle rubbish and pantomime violence. Maybe that's why I like it so much. And, besides from this joystick bash apolo, that's probably why you'll like it, too.

MARK HAMMOND



Winning in the wing



This is either the punch or Hulk Hogan is trying to remember whether he used shoulder this morning. Getting closer to the other guy seems to be problem.



Down on girls, hold! These wrestlers may not be much up at ballet, but Hogan's no slouch. A good crippling kick brings tears to anyone's eyes.



And he's off and running, flying the sides of the ring to knock off both opponents to show straight into that corner. Let's hope he doesn't side-slip at the last minute.



Oh dear, Hulk misjudges that belly flop, thinks that the opponent is already far out on the canvas before attempting the move - it'll work so much better.



Hulk's special move is the ultimate! Just slightly mislaid pile driver. This involves picking up a wrestler and smashing his face into the canvas. Lovely stuff.



Just look at those postcards. Hulk does a sort of weightlifting while growing himself king of the ring. That's what you're looking for at the end of a bout.

Game	WWF
Publisher	Ocean
Cassette	£10.99
Disk	£15.99
Release	Out now
Contact	001 822 6633

POWER RATING

THE DOWNERS...

- Another best-of-an-up.

100

91%

- The wrestlers have great character and dumb phrases - just like the real thing.
- Flow that says he takes on... and they're no nonsense.
- Good joystick wiggling and button pushing brings them just what needs to be done.
- The number of moves is just right.
- Good on control method makes everything feel perfectly natural.
- Brilliant presentation.
- Convincing and colourful graphics throughout.
- A must for all WWF fans.
- Nice sound effects.
- Good two-player game.

...AND THE UPPIERS

0



Unfortunately, these cars don't glide by, no way. They kangaroo past you as the graphics throw up as few new frames as possible.



Ready for the race ahead, San Francisco cops ray their car engines. Wouldn't they be so and catching crooks instead of appearing in distress?

CISCO HEAT

Every now and again a game appears which is destined to be a legend, not only in its own launch-time but for months, even years, to come. These games are remembered long after your bog-standard top ten lists have finally been emptied from bargain bookshelves around the country.

They belong the exclusive club known as 'Unbelievably Crap Games'. You won't be surprised to hear that *Cisco Heat* is the latest member of that club.

If you've played the coin-op you'll remember *Cisco Heat* as one of the finest driving games ever. Huge graphics, mesmerizing speed, delightful colour, the kind of thing that makes you check pocketfuls of coins into arcade machines.

When and if you play the C64 version of this game (and I don't advise that you do) you'll see one of the rarest examples of visual programming ever. No, this isn't in the same class as the mega-awful *Dick Tracy*, but it ain't far off.

So what's gone wrong? Well, for a start it would be impossible for anyone to create a truly convincing rain-up conversion of *Cisco Heat* on the Amiga, let alone the 64 (duh).



Take a look at the traffic on the right. Remember driving past it, why do these cars carry this road into the ramp with them?

That's not to say that there isn't a good driving game lurking in these samurai-era.

Nevertheless, the programmers have obviously decided to try just that, and so I'm afraid they were doomed to fail from the very beginning. Had they pumped for a game that followed the *Cisco Heat* plot but didn't really attempt any of the fiddly tricks of the coin-op, they might have done a good deal better.

The plot is that of a race through the streets of San Francisco. You drive a yellow car which means you can happily horn your horn and other cars will get out of the way. It's all heavy-duty street race stuff with tons of obstacles, sharp corners and plenty of inter-

mittent detail to cope with. But the frame rate is so slow a second, as opposed to at least twice that on a good game, the effect on the eye is unbearably jumpy. A lamp post actually seems to be jumping towards you. The illusion of movement and speed is shattered.

Cars are drawn on to solid grey blocks, which are invisible while the cars are on the road but as soon as these vehicles go near a grass verge, the grey surroundings are there to remind. It would be laughable, had you not just spent £15 on this nonsense.



That message has got the right idea. Maybe it's time to take the commercial seriously before my 64 starts hating me.

Turning corners is simply a matter of jumping from one screen to another if you've stored the car to the corner of the screen.

Add appalling screen distortion, no change of perspective when a corner, and the view doesn't change at all, very poor sound effects, and you've got one of the worst games of 1991. Steer clear.

JOHN CLARKE

Game
Publisher
Cassette
Diskette
Release
Contact

Cisco Heat
Amiga Works
£10.99
£15.99
Out now
071 828 1454

POWER RATING

THE DOWNERS...

- The screen hardly ever seems to change, which is pretty odd for a supposed car racing game.
- Collision detection is arbitrary when it's being good, and nonexistent when it's being bad.
- Frame-rate is terribly slow - good 10% half as slow as a half-decent driving game.
- It's riddled with silly bugs.
- There's no real feeling to the game, in what it's being.
- Sound effects are poor.
- Differences between various levels are pretty difficult to spot.
- Cars and buildings have been drawn badly.
- Controlling it is a joke.
- Everything else.

100

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■ Er, it comes in a nice box...
...AND THE UPPIERS

12%

9



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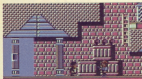
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Another street punk ready to put your fists out with that pistol he's carrying. Fortunately, Blues Brothers are good at ducking and diving.



There it is, in the flaming window of the music shop. Get the guitar and you can head straight for the end of the level.

After a long, long wait, those true-blue-screen wanderers The Blues Brothers are making an appearance on a C&A near you. Will you could they up to now? Have they finally swapped concert hall antics for console action? Not quite. They've got a gig to do on your computer and they need your help to do it. They've lost everything they need in order to stage this concert.

Somewhere, their guitar, microphone, amp and a couple of other pieces of stage-show paraphernalia have been scattered across town. With your help, Jake and Elwood intend to get them back.

Town consists of six levels. You can see five of them on a map screen that pops up at the beginning of each level. The sixth is a carefully hidden bonus level. You play

Before the show begins, we'd just like to say that every console game needs somebody, even if it's these two trouble making mayhem machines. Palace has put characters and code together - and what a mix they make...



You don't really need arrows to follow when you're ballooning through this level but watch out for when it turns.



The Blues Brothers is packed with platforms and life and, well, lots of mind-boggling strange ways of getting around.

through the levels in a predetermined order though, so it doesn't matter really. Each level contains only one of the items Jake and Elwood need.

Once you select Jake or Elwood for help, should you want to play with a friend, you set off on a mission full of danger. Apart from the cops - who shoot on sight and take sub-graphics later around here - there are razor-wielding skinheads and gnomes in



After a hard fight, we reach the end of level three. Picking up a red end-of-level flag sees us level four. Is this easy or what?



The shopping mall is the first level. Along the street you'll find shops you can enter and receive cash prizes for your record collection.

shopping trivets in contact with this town sounds like a great place to visit on your holidays. Fortunately, both streets and rooftops are littered with crates which you can haul at the moral majority. This has the effect of squashing them completely and keeping them out of your way for good.

But this is a screamer of an all-direction scooter and there's a lot more to do than go on a box bender. There's a whole load of

THE BLUES BROTHERS



You don't really need arrows to follow when you're ballooning through this level but watch out for when it turns.



Level five offers a different kind of bit in the form of that revolutionary pipe. You're going to have to rescue Mr. Minsky first, though.



The railway station in particular reminds you of something along the lines of Rick Dangerous. Except that it isn't.



In glad you made it, how are you going to play Jake (left), Elwood (right) or both of them (any, that sounds good).



This pretty pointless screen shows each level on one part of Town. When you finish a level it gets crossed out.

other stuff to collect, including records of course (the gig wouldn't be the same without them), extra lives and mystery bonuses. The mystery bonuses can add points or subtract them — ouch! Some bonuses force your boppin' buddies to dance on the spot — even if they're being shot at or scared at the time.

Some inventive modes of transport enable you get to otherwise inaccessible locations. A limited supply of balloons takes you to the rooftops in level one, for instance. In level two, an air intake sucks your sprite up a story (yessir), simply it might be, but it's gets you to the top.

The graphics are what it is. It would have called 'something else'. The scrolling is as smooth and

seamless as you can imagine and the Jake and Elwood sprites carry an awful lot of detail. The bad guys (and gals) are equally well drawn but they're few and far between, to begin with at least. Games gurus are going to find *The Blues Brothers*

little of a challenge until they're about a third of the way through. Even then, they might be able to plough on ahead without ever really using their joystick skills to the limit.

But the gameplay is balanced. There are times when you can cloud hop and float down collecting discs, with an umbrella so you can glide more, if you're smart. Why these guys' records are hanging in mid air in the first place is the

kind of question you don't stop to ask when you get into the rhythm. If you're ever driven a Rick Dangerous sprite around your computer screen, you'll know what I mean. Time to refine your technique until you get every single slice of vinyl back, if you want.



BLUES BROTHERS



By all means go for a canteen when the copper faithfully presents itself. But beware, no more levels these tanks are filled with acid.



Crates in a row, like this, are really an arena dump as far as you've concerned. And Minsky, some of my old bits have turned up.

Game	The Blues Brothers
Publisher	Palace
Cassette	£10.99
Disk	£15.99
Release	Out now
Contact	071 378 3731

POWER RATING

THE DOWNERS...

- Slightly sparse gameplay.

100

90%

- Graphics that do justice to the cult film and add a lot to the game in their own right.
- Smooth animation, scrolls in all directions.
- Six very different and quite large levels.
- Colourful, detailed and feature packed backgrounds.
- Simple controls action.
- Well thought out bonuses and scoring system.
- Perfect collision detection and sprite control.
- The soundtrack is plenty enough to suit.
- No end of level nonsense.
- Simultaneous two-players.
- Strong player appeal.

...AND THE UPPIERS



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4 GAME
COMPILATION



Bart's mission is save the Earth (yeah, right), fend off alien invaders from the first level his task is point all the people things with this appropriate the final time around. As you can see the levels are big - these two strips are only about a third of the whole issue.



THE SIMPSONS

What can you say about Bart Simpson? Pop star, skateboarder, cultural icon, spokesperson for a generation and a legend in his own lifetime. All this and yet half the population have never even seen his weekly shenanigans on TV! He may cool in the good cartoon world of Springfield, but does he shine up in Cyber-ville?

We've all seen games based on film or TV characters and most of them range from derivative dodgy to definite doggy-doo - not so with Bart. Our man himself is a genuinely colourful character (actually Bart's four high red multiplexed spikes put together). He moves well, jumps, skates, sprays and has bags of character. Bart moves are fluid - if he's running fast, it takes time to slow down, stop and change direction. The length of his jumps can be controlled although it takes some getting used to. Quite simply the Bart Man looks as cool on the C64 as he does on film.

Bart this is not just Bart's everyday shenanigans around for the cartoon fan - this is Action Bart! The dude with a mission. Space Mutants have landed (at last) - Day 100 and Bart,

When the world's most famous under-achiever sees space mutants landing in Springfield, he's the only one able to foil their diabolical plans. But can Bart's computer capers be as cool as they are in the cartoon?

It's a corker!

with his a-way space, is the only person in Springfield who can see them. Not only have they possessed innocent citizens on each level, there are objects that the aliens want to use in their machines to conquer Earth (don't ask me how or why). Bart's mission (should he choose to accept it) is to spot and destroy all the aliens. To do this he selects his X-Ray Specs which show the world in a different light, so when Bart looks at a person controlled by an alien, the victim's head is covered in waving tentacles. He can then destroy them by bouncing on their heads. In addition, every time that Bart dispatches an alien, he gets a

'proof'. At the end of each level, if he's collected enough proof, one of his family will come to his aid against the end-of-level boss guy. Bart's main task is to collect and destroy all the things the aliens need to turn their world domination. On the first level Bart takes his trusty sprayer to anything pupae. Hindering him in this task are lots and lots of different things like things and loads of holes and traps.

But Bart's is equipped for the task - he has a pocketful of coins and the shops are filled with useful goodies such as cherry bombs, rockets, shovels, magnets, keys and wrenches. Most of these are used to help Bart spray things he can't otherwise reach - a well-aimed rocket of the (brook variety) will hit a purple flower pot resting on high window ledge.

The higher levels really are a challenge and it's one of the toughest games we've



Game	Bart Simpson
Publisher	Domarc
Cassette	£10.99
Disk	£12.99
Release	Out now
Contact	061 232 6633





IONS

seen for months, in level two, the mutants go in a full hunt. They now need bats to fuel their world-destroying machines, so Bart has to run through the Springfield shopping mall (that's a shopping centre in English), collecting little trash pointers to supplement the ones he finds just lying around. Every now and again, he runs into bad guys clamping painful looking muzzles.

Level three takes Bart into the Springfield foreground where he has to collect green balloons, although there's also the opportunity to win extra coins on the sidequests. Once Bart has collected all the balloons, the aliens turn their attention to red signs (??) which Bart has to collect from the Springfield museum, stealing laser beams (??) and lava flows (??). But if you think that's odd, wait for the last level - but - where Bart has to run around



The third level features background fun and scenery with Bart having to collect all the green balloons. An uplifting experience...

the Springfield fast-breeder nuclear reactor, collecting all the fuel rods and putting them safely back in the basement.

The first couple of levels are quite easy, but if you try, there's an awful lot of playing time in this game. Even after you've finished it (and even the programmers can't do it without cheating), there are loads of cheats, special effects and secret rooms to discover. Isnt there anything wrong with Bart Simpson versus the Space Mutants? Well, after level two, as I've said it gets very, very hard - probably too hard for Bart's younger fans. There's no music in the game, just sound effects. But after you've listened to the pretty fat into while the game's loading, you won't want to listen to it in the game (it really gets on your nerves)...

The graphics on the whole are excellent but some of the backgrounds (such as level 2) are minimal. Oh, and it's sometimes a bit difficult to work out what is a platform and what isn't. You might not like that.

But these are pretty insignificant compared to the colour, speed, gameplay, busy sprites and, er, very strange sense of humour. Here off to Ocean.



Bart's last mission takes place in the local nuclear reactor. Amazing! What's the bad future? Mind-blowing, isn't it? Oh, it's Bart's mother...

It's a brilliant game and it's not easy to make a good game from a character license and no plot (as Ocean themselves - and some of you - know all too well). But Bart Simpson makes his debut with the cool you'd expect from a stylish under achiever.

And what would master Simpson himself say about it? 'Whe the game, man...' 'We couldn't agree more. And what else is new Bart on the C64 again soon.

PAUL SPENCER

POWER RATING

THE DOWNERS...

- Later levels are very, very tough

100

90%

- Bright graphics with exact text high-resolution, colourful, well-defined sprites.
- Superb smooth scrolling with really responsive control of the main character.
- Bar here has bags of character (like the spot! But) without being too cute.
- Levels brim with special effects and catchy little tunes.
- Good sense of humour.
- Has a extremely addictive, almost mind-blowing twist.
- Very, very close to the original comic game (including all the original cheats, traps and hidden rooms).
- Platforms with a difference.

...AND THE UPPIERS



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Does the name Tilt sound familiar? It should, because a few months back Codemasters released a game with a rather similar title – it was called Tilt. In fact, it's more than spookily similar, it's exactly the blinner! same.

There are a few similarities in the gameplay as well, both involve a small ball that you have to manoeuvre around a screen, in the Codemasters Tilt this was achieved by, um, tilting the maze so that your little ball didn't touch the sides and rolled rather neatly around the screen. In Genesis's Tilt you have to slide blocks around the screen. Yes, each block contains a piece of piping and these pipes all run in different directions. There are horizontal pipes, vertical pipes, corner pipes, pipes that look like crossroads and pipes that have the beginnings of other pipes coming off them. In fact, it's a kind of pipe dream.

It's a game that calls for a bit of brainwork, in fact, it's rather like one of those plastic picture puzzles that you always get in Christmas stockings. You know the ones that have mixed up pictures of Paddington that you've got to sort out. Yes, well...

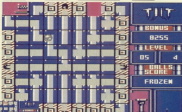
About now you might be scratching your head and thinking – "Block that sounds rather like something else but I just can't put my finger on it, it's on the tip of my tongue. Golly, what is it?" Well, I'll give you a clue – pipes. Get it? Err, here's another clue – mazes. Yup! It's Pipe Mania, Empire's classic puzzle from a couple of years back.

This is virtually the same game, apart from the fact that Tilt is about a little silver ball bearing and Pipe Mania is all about water and plumbings and things.

Despite being a blatant copy of another game, Tilt is guaranteed to keep you in your seat. Everything about it is so incredibly morish, it doesn't look like much but then what good puzzle game does? There are 50 screens to get through and you've got up against a clock, so even the earliest ones ones get you all flustered. Initially, you'll lose all your balls after just one screen but keep on going and you'll begin to get the hang of it.

Once you've managed to get your ball from the top left to the bottom right of the screen you'll be able to do the same next time. Well, in the earlier levels you can. Later on, the screen changes every time and it's

TILT



If the tilting is your best, this is the game for you. Don't be confused by Code Masters' Tilt, another good game but nothing like this.

Just so hard. Bonuses are dotted around the screen but there are also innocent looking squares which eat your ball and pretend to be dirty about it. "Oh no!" they'll scream, and so will you. Bang goes a life.

Now, I've got absolutely nothing against games which look the same – especially puzzle games. Puzzlers are my absolute fave and I could play them for years. Tilt's Slack Up, Pick 'n' Pile... you name it, I'll play it. It's my kind of territory.

And, what's more, I'll play Tilt too. It's honestly, maddeningly frustrating, it's also compelling enough to make you press that start button again. It doesn't matter that your dinner's getting cold. Who cares if it's down and you have to go to school in three hours? For now, all that matters is that you manage to get through that damned level that keeps eluding you.

LENN BARKER

Game	Tilt
Publisher	Codemasters / Legend
Cassette Price	£10.99
Disk Price	£15.99
Release	Out soon
Contact	0462 831007

POWER RATING

THE DOWNERS...

- It's so damned annoying, you'll be grinding your teeth.
- A little Pipe Mania.

100

82%

- Simple, and yet horrendously difficult at the same time – the all good puzzle.
- It's fun, it's addictive, and you can always see what you're doing.
- Lots of different and difficult screens to negotiate.
- Plenty of weird bonuses for extra scoring.
- Clock settings are incredibly challenging.
- Surprisingly simple, without too many convoluted fiddly bits.
- Once you get started, it's impossible to put the game down – a fab puzzle.

...AND THE UPPIERS

0



Just slide those tiles left, move the second one to the right up and – aargh – top later!



Squares with arrows on them cannot be slid around the board. Pips!



A full-screening action load of invaders starts its descent. Keep watching.



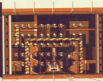
Here they're bowing desecrated areas so they can land in front of tourists and shoot. 'Thup'



Focus your eyes on this slice of the first frontier. Then get blasting.



With a minute! They were taking a second ago. Ah, but this is another style involving.



When you get eyes on a screen like this you think, 'Yes, the invaders are here to stay!'



Thank you go, Russian shatter right under your nose!

SUPER SPACE INVADERS

Space Invaders are a rum old bunch and no mistake. One minute they're trying to invade the earth and the next, they're um, trying to invade the earth all over again. Now they're back with a whole mothership full of nasty new ideas, thanks to Domark's Kremlin programmers. But we're ready...

Space Invaders hit Planet Earth in 1978 and I remember it well. Never mind, it's 1990 now, 13 years on, I can play Super Space Invaders as much as I want.

Domark decided that Space Invaders was one but they could make it even better. So they have. How? Well, they've retained the basic idea but added lots of extra features to bring it into the nineties and mostly of the 'prof' 'super'. This involves adding better backgrounds, loads more aliens, extremely nasty end-of-level battles, money power-ups and cool mutation sequences. Spiffy.

At the start, it looks a bit like your every-day invaders-style shoot-'em-up. About 100 base-like aliens move in formation across the screen and shoot you with pellets. All you've got to do is move sideways, dodge the pellets, shoot the aliens and try to get the ships which float across the screen now and then. You get bonus points and, if you're lucky, a temporary protective shield.

The basic idea is to get rid of all the aliens before they start moving downwards. Y'see, as they get closer to the ground, they get bigger. When they hit rock bottom they can just slide smoothly over to you and—ker-bam! Your ship is no more.

After the first couple of levels the aliens start to get a bit more exciting. Unfortunately, as you progress, some of the backgrounds start to get slightly confused and it becomes more difficult to work out if that's an alien or a bit of a planet. But the more aliens you blast, the clearer the screen becomes—no just shoot, shoot, shoot.

Programment. The Kremlin, have got some pretty weird ideas as to what aliens actually look like. I can't say that I've actually seen any aliens. I keep a very sheltered life. But I've seen a few times and I've never seen an alien that looks like a house, a butterfly, a fat star or a Playmobil man.

These strange alien peeps get more and more difficult the further you get into the



game, but they're not half as tough as the end-of-level bosses. *Phew!* These really are mean moral muthas, and they take ages to kill. There are ships with arms that clange dangerously near your ship and fire at you continuously, ones that launch an endless stream of killer missiles straight at your little ship and a very strange one that looks like a cross between a bubble and a phoenix and has loads of bubbles going round and round.

The best way to get rid of these is to stay out of their line of fire and keep the fire button held down. Eventually, just when you start thinking that they're never going to go away, they'll suddenly burst or explode in a brown and orange explosion. Lovely colour scheme.

It all sounds horribly difficult but you do have some help. If you knock out a few choice ships, you'll be rewarded with a tasty power-up.

The best of these is the destroy beam which releases four beams. These don't last very long but in their short life span they do a horrendous amount of damage by ripping around the screen at a furious pace and completely wiping out anything they come into contact with. Another goodie is the fire flower which explodes

very gently and, more importantly, kills virtually everything on screen. These extra weapons are dead useful and, from a very good thing.

The cattle mutilation sequence does not consist of slaughtering loads of prime dairy cattle. That's the aliens' job, mate. You have to save the cattle from the dastardly space port. Otherwise, streams of spaceship sweep-downs and pick-up herds of innocent frightened Frezians.

You should blast the aliens before they reach the ground but it's so tempting to let them pick up a cow. A cow dangling from a spaceship is not a sight you see every day. The little cows also look really like the cows in the *Burlesque* film.

I liked a lot of things about *Super Space Invaders* and there's not much about that I didn't like. But what if you don't want the guilt of buying a game when there are presents to buy for everyone else? How about dropping the words 'I want Super Space Invaders into everything you say this year - all Christmas. My advice is get a copy of *Super Space Invaders*.

LENN BAKER

Game	Super Space Invaders
Publisher	Dynamix
Cassette	£10.99
Disk	£14.99
Release	Oct 1990
Contact	081 760 2222

POWER RATING

THE DOWNERS...

■ A advertising campaign.

100

92%

- It's big enough to keep you occupied for ages.
- You're pulled in gently, so that the aliens are slow, but they speed up. In the end it's pretty difficult even for experienced alien hunters.
- Most of the time the animation is excellent.
- The aliens have been given a bit of character.
- Cow mutilation scenes are as inspired as pictures.
- We always want to see more screens.
- Great soundtrack battles.
- Amazingly addictive, especially considering the gameplay is 10 years old.

...AND THE UPERS



Wow! Why oh why do they want to invade Earth so much in the first place?

Is this what you're on to? We think it is - if you're in with around £50, that is.

The original never looked like this, but *Super Space Invaders* is a heck of a lot of software.



Even a total eclipse can't stop the invaders this time around.

Imagine seeing this on the nine o'clock news. Yes, sir?

Become a body and save the planet from the fire and its satellites.





FORMAT
Commodore

OUT THERE THE SIMPSONS, WHO? & THE BLUES II

ROGER FRAMES

buys
Budget Games



CHASE HQ

Art: Robert, £1.95

Remember when Chase HQ first came out? It was a milestone for the world of racing games. Everybody was talking about it for quite some time, until they got bored and started talking about something else. (For my part, I've been waiting for it to be reduced in price before unsealing my purse and taking in some daylight.)

You're a cop with a Porsche and a gun and a plan to race around in 3D along some fairly busy motorways until you catch up with various wrong-doers. These are conveniently marked with large crosses over their roofs (which seems to be a case of British over-confidence on the part of the international crime smugglers and drug dealers but



There's no let! The felon escapes after Roger's attention is obstructed by a shiny coin lying on the roadside verge.

as much the better). You pull them over and force them to pay you some bly for the privilege. It's money for old rope, this crime-busting life.

The graphics are still acceptable after all these decades, the sound fine and it's all as playable as a Bandersnatch organ (with now better). Well, actually it's just that bit jerky.

I'm afraid you might have to buy Chase HQ if only snap the wheezes of winning extremely rich villainous types get what's coming to 'em. If you ask me, it serves the tightrope right for driving expensive cars with huge flashing arrows over the roads.

CHASE HQ

Put the pedal to the metal, hit the road and jolly well take intensive driving lessons. Chase HQ deserves you to take it home, load it up and go without sleep until you've finished it. Pay about the pricelessness, though.

FRAME RATE

50%

Mum and Dad sent me to the doctor for a check up this month. But instead of getting out a stethoscope, he just got me to rest on a couch and tell him about the computer games I'd been playing. As if you can catch anything from computer games... I told him he looked like he could do with a fire button frenzy or two.



But let's say this time would be if I had something wrong with me. And if I want to relax, I play an old game or scout my collection of 1991 retail two-person games, not talk to someone who's been a cardiac at the night of a 1994.

3D STOCK CARS II

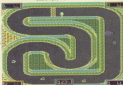
Challenge Software, £1.95

Stock cars have two great advantages. They're not only expensive and you can drive them to destruction. 3D Stock Cars II if you to put this magnificent experience rather your miserly reach, but I'm afraid its heart isn't in it. The trouble is, the games are even smaller than my infrequent donations to charity.

Including you, there are four microscoped teams vying for the 60 points first prize, so

3D Stock Cars II is a short circuit but it won't blow your fuse, eh, readers?

the competition is fierce. You must try to qualify, hit, race at the back of the pack against three tiny enemies and end up coming last by trying to crash into them. I found this most effective when you travel around the track the wrong way (the hell). Things happen slowly enough to use the key board if you want to.



Graphics aren't really anything special and gameplay is as dull as people who have their pockets sewn up by their thumbs. If you only make one New Year's Resolution this year, make it 'Don't buy this game, ever'. I don't think you'll have immense problems keeping yourself to this.

3D STOCK CARS

Give it to the boys, tell them it's an incredible new land they wouldn't want a chance against. Then retire to a safe distance and observe.

FRAME RATE

33%

OPERATION THUNDERBOLT

Hit Squad, £5.99

Operation itself gave you a railway carriage's eye view of complete carnage but Operation Thunderbolt lets them come straight at you. Yes, if you're afraid of men and helicopters leading directly at your face, all is glorious



This isn't much good, unless you've got a healthy aversion to gun-toting terrorists.

colour, then you'd best hide whilst this review continues. Right. That's got rid of him. You have been asked to go into a very dangerous place and shoot at all the people there. And you've agreed. You must be getting paid a fortune for this.

You chug along, spending most of your time aiming a set of tiny cross-hairs at all the enemy activity in front of you. Then you open fire (with a heinous disregard for the price of ammunition). And if you're smart, you keep your trigger hand down.

The action is all quick and smooth, except that there are some large spikes being moved around here. It takes a while to get into bed once you're in the gun (as it were) but you have two parts of fun with a variety of enjoyment for the weekend.

OPERATION THUNDERBOLT

Listings of low-cost violence and plenty of action, all served with a garnishing of responsiveness and a side-order of smoothness and playability.

FRAME RATE

83%

I guess the idea a few tips on some of the best buys and passed on a couple of my most secret secrets...

TURRICAN

Rox, £5.99

Now here's a thing. I'm prepared to bet anyone 5p that Turrican is a harder robot than RobotCop. They're both rough, tough and covered in metal, but Turrican is the only one brave enough to go to a foreign planet and try to kill all the creatures there.

It's a big, big sideways scroll, with the emphasis on, er, scrolling. You have a powerful

laser, a special jumping thruster and the ability to use

any even more powerful weapons you find. So off exploring you must go (although you could lose up the game and watch the telly instead, or something like that).

There are hundreds of items on the planet (and even more inside it) so the plan is to find a cave entrance to get you inside the bowels of the world, then

measure everyone you find. Any gold teeth or expensive spectacle frames you pick up afterwards are a bonus.

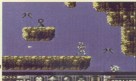
The classic arcade-style action is as tough as it is difficult. It's massive, too. Day this and all your pals will say, 'He's got a copy of Turrican', behind your back. And at £5.99, you can afford a drink or two.

TURRICAN

It's got more platforms than Gary Bitter and more aliens than Johnny Morris. And it's fast, furious fun. Just make sure that your joystick is up to the challenge (you know how useful it would be to have to buy a new one).

FRAME RATE

99%



Your right enemy on the pretty dragon is just deadly meant to allow violence. Why must everything be so complicated?

DRAGON SPIRIT

Hit Squad, £5.99

You are a rather nice dragon. (Every Christmas I say this to my Aunt Milda but if she was playing Dragon Spirit it'd be likely true.) But Auntie wouldn't be interested in Dragon Spirit because it's not interesting, but a vertically scrolling Commodore 64 game. The idea is that you must pilot your dragon-like frame over some mountains, rivers, six-foot lakes and glacial moraines.

But then a whole heap of aliens appear and try and knock you. Moving from side to side and up and down the screen, you avoid these bums and try and blow up the rascals. It's traditional Christmas shoot-em-up fare and it's also great.

The further you get, the nastier the aliens get. It's not fair but it makes for a lot of excitement, squealing and cries of 'I'm not'.

Just think. Most men would pay a fortune for a specimen like that. I'll capture it and retire!

I've lost again. I'm only glad I'm not paying for the electricity!"

The scrolling is dead smooth and the dragon moves as fast as you'd expect but not quite as fast as you'd really like. In fact the difficulty is pitched just right, because just as you think you haven't got a hope, you get a load of Collectables such as extra lives, better weapons and, er, cash handouts. Fire and climb by me. Turn up the volume, turn out the lights, tip up as you try to find you may back to the keyboard and get to it.

DRAGON SPIRIT

Slide effortlessly over some pretty landscapes whilst blasting the life out of as many aliens as you can. If that's the rule book you're into, *Dragon Spirit's* at a price that's right (completely free would have been even tighter, though).

FRAME RATE

100%

MEAN MACHINE

Coolestasters £3.99

It's time to get behind the wheel again and check out the latest fashion in top weapons to dash under the dashboard. The game's a top-down vertically scrolling shooter, packed with other cars which you can either outpace or blow to pieces with the aforementioned fully furnished firepower.

But the stringy old *Codem* have only give you a few weapons so it's not all trigger happy heaven. To relieve you of the frustration of not having two dozen different ways of turning other road users into soup, there are plenty of little extras you can pick up along the way (the usual cartilaginous litter of bonuses to drive over).

This game reminds me of *Pro Power Boat Simulator* which was pretty fun. However, it doesn't remind me of that water-based racer enough to be as good. And anyway, there are only a few levels in the game as a whole. *Mean Machine* lives up to its name in that respect. (It doesn't work out too well in the game per mile factor.) It's okay in a very average sort of way. But it doesn't give you the feeling of real driving power.



Mean Machine looking slightly cheap and haggling the highway. These levels provide value for money in games that doesn't get very far at all on a tight budget.

MEAN MACHINE

A bit of an old banger of a game that lives up to its name (but for the wrong reason). There's not a lot to be said for this one except perhaps that it should have the letters "S.U.S." printed along with the price. Nearly a write off.

FRAME RATE

60%

BUFFALO BILL'S WILD WEST SHOW

Micro Yales, £3.99

At 60.5 pence per game, this little six-pack could tempt fans of rip roaring frontier action. The events include brick shooting, knife throwing, bronco riding (Y), calf roping (Y) and a couple of other strange activities. Is bottle shooting your bag? Individually, they're all pretty nice but as a little bundle of fun it's worth a few laughs.



▲ This isn't how the West was won but it's as close as you can get to the good old days when shoot 'em ups were played out doors with live ammunition. *Wild West* fans check out the graphics.

I particularly enjoyed chucking a knife at a starting wheel, with some poor lass strapped to it but half the fun is hitting her; it's about the only bit of fun you get for four quid. And these

isn't much going for the games otherwise. Unfortunately, these multi-game one-tape wild west things involve a good deal of waiting around and frantic loading.

But what the heck. The single games are a laugh, it only because they almost look appropriately dated. Some of the back-grounds are actually pretty neat looking.

I wouldn't worry about finding up any interest in the direction of the open stage. This doesn't even come in too highly as a side show worth seeing.

BUFFALO BILL'S WILD WEST...

A rough 'n' ready collection of side show features earned up slightly cost. It might be great fun for Western lovers but some of these games look as though they were written in 1884. Personally, I'd have strong reservations (here).

FRAME RATE

53%

Always on the case

Roger returned next month, looking at yet more ways to increase your collection of good games without breaking into that last 50p piece. (Let's hope the good oldies decide not to go further a long decade for our stringy intercom.) Don't forget, you can find tips for all the latest budget games every month at www.computers.com. Translators: glad to go month end in with your choice (or price) to the usual *CompuWorld* editors.



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She'll! Hooray! The CF team have finally gone mad! Yes, it's true. I was down there last week picking up this month's budget games (they won't let me work in the office after that unfortunate incident with the shiny tilla of the CF birthday party!) — and they gave me a copy of the new Commodore Format 1992 Diary. And what a fabulous book it is. It's cunningly called Don't Buy This If You're Less Than 4 Feet To Live (as that no-one knows it's your diary and they won't pick it up and read all your secrets). The shame you take the boy is just what it might, mate.

Anyway, about this diary. Starting from 1st April 1992 and lasting 91 (91st March 1993) its 144 pages are packed with hard-core C64 stuff. There's an infinite time POKÉ for every single day as well as lots of fabulous 'On This Day' snippets telling you about amazing events in history. For instance Sunday 10th May 1960 is the 75th anniversary of the first Zappan air-lift in London and to celebrate the fact there's an infinite time POKÉ for Last Ninja II. But that's not all! There's also a special Gamebusters section jam-packed full of maps and hints and playing tips for masses of fabulous games. And if you know exactly when the next lot of CF comes out — so you can read my fabulous budget reviews as soon as they hit the streets...

And all this for only £7.99. It's completely amazing. Much as it hurts my wallet to say so, all this essential C64 can with a tape of 100 ready-to-load POKÉs for less than one brown crinkly one, must be the biggest bang of the year. And it'll last much longer than any game, giving penny-pinching engineers real time 1000!

My advice to you is order your diary and tape now, before the CF team comes to their senses and whacks the huge price on it that it really deserves. Order now and expect to receive your goodies before February 29th. Leave it too late, and you could be out of luck.

**DON'T BUY THIS
IF YOU'RE LESS
THAN A YEAR
TO LIVE**



CF Diary £7.99

Diary + Tape £9.99

Tape only £2

**100 NEW ANDY
ROBERTS POKES -
ALREADY TYPED IN!**

This is the thing that finally convinced me that the CF team had gone completely bonkers. Not only are they giving out 100 brand new POKÉs for the very latest games — they've put them on tape so all you have to do is load the POKÉ from tape before you load the game and you can cheat away! No tedious type-ins and no mistakes — every POKÉ works first time! Just look at this list of incredible cheats. There's Turbule, Rainbow Islands, New Zealand Story, Seaman — The Movie, William, Robotopia, Armalyte, Shovel, Impossible Mission II, Pitfall II, Wonderboy, Ghostbusters, Operation Wolf, Gears of Thunder, Last Ninja, Head Over Heels, Shadow Warriors, Double Dragon, Laser Squad, Dragon Ninja, Driller, Darkside, Castle Master, The Crypt, Slum Runner, Impressments, Blood Money, The Unsubscribes, Chase HQ, Tiger Road, A-Type — and many, many more. Just think of all those games you've put away that you'll be able to play again with infinite lives, energy and all that stuff! Just think of all that free playing time! Just think of all the money you'll save not having to buy new games to play! And the whole tape costs just £2! I think it's better go and have a try now...



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YES! I KNOW A COMPLETELY AMAZING BARG WHEN I SEE ONE!

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Bring your shopper for all it's worth in the full-size Golden Axe.

one and only Arnold Schwarzenegger, in *Total Recall*, Arnie battles his way through two platform adventure levels and two driving levels, in a quest to recover his stolen memory. Whether this is worth finding is a different argument completely (it's not exactly the most clever of chaps), but suffice to say that

CAPCOM COLLECTION

Publisher: US Gold
Price: £17.99 cassette,
£19.99 disk

Now here's one for all you bloodthirsty hack-addicts. Seven slashing, chopping, slaying and shanking beat-'em-ups all in the one package – and that an excellent value game thrown in at the welcome odd one out. If *Crashburn* and *Rockin' Rod* you, looking in the total will over-ride others, then US Gold's Capcom Collection could be just the cure you're looking for. Not so much happiness here as hard-core hostility.



BUNDLES OF

TOO HOT TO HANDLE

Publisher: Ocean
Price: £19.99 cassette,
£19.99 disk

The majority of compilation packs bundle together games of a similar type, but Ocean's *Too Hot To Handle* proves to be an exception to the rule. This is an introductory package, ideal for any proud new C64 owner or for someone who just fancy trying a bit of everything. So let's look at it first.

Kicking off is *Golden Axe*. This is probably the definitive hack 'n' slash carve-'em-up. The Sega con-op was one of the all-time greats, pioneering a whole new style of fighting games. But somehow, some of the stories captured the same gameplay hook that made the original such a huge success.

The great thing for C64 owners however, is that this conversion is as near perfect as possible and has lost none of the original's atmosphere. Even most of the superb graphics have made it across. There are a few gameplay tweaks (unfortunately there's no simultaneous two-player option) but essentially this remains the same game that put fantasy beat-'em-up action into the academe.

Turns of battles take the chop, to the accompaniment of sampled sounds and crunchy animation. And with a choice of three characters to play and a scoring soundtrack, what more could you ask for?

Too Hot To Handle is almost worth buying for *Golden Axe* alone. But if you fancy giving your shopper a treat, then the other three games are certainly worth a look.

Super Off-Road Race gives you the chance to get your motor running and chum up some rivals – like *Redlands* but with back-seat mud. The action is seen from above, as you put pedal to the metal. Not the best ever driving game by any means but well worth a look and fun to play.

Alternatively, you could adopt the polished form of everyone's buying buddy, the



No doubts about it – the best way to buy games is to pop off down the town, and tuck into a beefy compilation. Unfortunately, there are so many of the blighters, that some are bound to be dodgy. So, tune into Neil West's guide to all the best bundles around...

great graphics complement a challenge tough enough to frustrate even the big man himself. In fact that's the only real gripe – it really is quite a difficult game. But you wouldn't want to finish it overnight now would you?

Last, and pretty much least, is *Shadow Warrior*. A meekness beat-'em-up that looked polish when it was originally released (youksa, ego) and now looks tired and dated.

But hey, every compilation needs to include the poorest of the pack and anyway, there's still some goodie fun to be gleaned, even if it's only to relieve the frustration of consistently and abysmally flailing at *Total Recall*. Moving swiftly on...

Overall, a sound collection of four varied games. CR, *Golden Axe* is the only real home file classic here, but there's still bags of fun to be had.

15%



One of the all-time classics, in which Bruce the Arthur goes as far as taking the tyrannous Emperor's graphics (and occasional advice) too



First off is the truly excellent *Ghosts n' Goblins*. You've lost energy bars, you've lost lives and in your time I'm sure you've lost some epic battles. Now prepare to lose your trousers. Yes, this game is the reason for any cries of 'hey, that bloke's got no clothes on', you may have heard down your local arcade.

This is a classic con-op that really captured the public's imagination, following in

the footsteps of its predecessor *Ghosts n' Goblins*. The action is fast and furious, with your hero scuttling and often phleeking (let me explain, if Sir Arthur takes a hit, he loses his armour and is left in his Y-fronts) his hasty way through level after level of ponies, cultures and magical tiddies of all shapes and sizes. Smooth graphics and addictive gameplay – a great ride.

Lost Storm is the sole pacifist offering to be found in this Capcom Collection but it's an excellent game all a racing rush in *2D* Storm.



Grab your jetpack and enter the spooky realm of *Forgotten Worlds*.



Blaster takes on yet another terror in his lockstep fight against aliens.

Still, there's always *Forgotten Worlds* to competent shoot-'em-up coin-op conversions. *Dynasty Wars* (take on eight levels of enemy infantry on horseback) and *Last Duel* (a bog-standard but entertaining two-player shoot-'em-up romp) is expensive. OPL, so none of them particularly stuns. But at least one out of the five should light up your fire.

Lastly there's *Lift Squadron*. A standard shoot-'em-up, flawed by uninspired design. There's some mediocre stuff in here, but enough evidence of quality to warrant a high rating. It's definitely set to be a big hit with the huge legions of gore-loving action-fanats.

10%

FUN



Real space-age fighting in *Last Duel*.

the same. Based on the ancient arcade game *Blurr* (Rudie), this one has you sprinting through nine levels of vaguely a playdate game. The unadventurous from-above perspective works superbly, making this an odd, but a real goodie.

Scider and *Scider* it completely fail to emulate the atmosphere of the classic coin-op, but it's unfair to write them off completely. These two solid arcade beat-'em-up after slick graphics but only limited depth, that said, they are extremely popular.



Plenty of horsingup in *Dynasty Wars*, as you take on the enemy infantry (the crows).



Bl Dragon, a novel shooter in which you play the part of a dragon with attribute problems.

MAX

Publisher: US Gold
Price: C17.95 cassette,
\$19.95 disk.

The original *Turmoil* was a great game but *Turmoil II* surprised everyone and pushed the C64 even further. *Morgel* (the baddest) is back so there's only one man to call. The result? An absolute cracker. Everyone knows that old Andy Dyer was a bit on the - well, 'thicky' side - but he was spot-on when he gave this game 10%, almost a year ago.

Turmoil II demands a lot from the player. This is a tough game. At some points it's a puzzle - mapping your route takes time and concentration. And at times it's a pure reflex-blasting, adrenaline-pumping head-'em-up. There's a real mystery around every corner, and it never gets boring.

A whole *Angus* catalogue full of power-ups, some of the bestest facilities you ever did see and a slick control mechanism are all crunched in. And these are spread over 12 gigantic levels of some of the best multi-layer parallax graphics ever. *MAX* is at the more sophisticated for this column's inclusion.

Oh, *Bl Squadron*, let's put a stop to some naughtiness.



Turmoil II is one of those rare games that's actually better than the original.

But what about the other three? As I've said, there's always one poor game in a bundle and, although *Bl Dragon* is a reasonable game, it's definitely the ugly sister of this collection. The best thing I can say is that it's a standard shoot-'em-up with mediocre graphics. So let's quickly move on.

Bl Dragon - because it's one of the best shooters ever. Though a lot of people will haven't even tried it, there's your chance to sample the gorgeous graphics and enough



Perhaps the definitive horizontal shooter, *Bl Dragon* simply waxes classic. A cracker.



An overtake (it's your heavy artillery) just to keep the factory running, in *Night Shift*.

explosive action to make *Turmoil* right look like a couple of burning embers by comparison. You control either a buggy or a chopper (a simultaneous two-player option allows both to coexist at once).

A groovy soundtrack accompanies the non-stop action as more and more bodies learn of your heroic dash through enemy territory the hard way. There are only four levels out, not only are they big (each one is 40 screens long), they are checked to the teeth with cannon-fodder. Mindless, violent and not at all in tune with the spirit of the 1980s - *Bl Dragon* is one of the best battle-blasting romps you'll ever play. If, however, you fancy something to test the braincells as well as the trigger finger then check out *Night Shift*.

This is another huge game, set over 30 levels of action. Play either Fred or Fong and get to work. There's a factory to keep running



and you're the chap (or cheapest) who's been lumbered with the job. It's now your job to dash around various corners of the factory keeping the works trouble-free.

It's a dirty job, of course. The password system is essential for getting you through the levels because there's no way you'll finish this in one sitting. One for the pros.

There's a lot of gameplay crammed into four games. If you restrain yourself as a good gamer, get stuck in.

85%



Super Monaco is still a great 2D racer.

SUPER SEGA

Publisher: US Gold
Price: £17.99 cassette

On the starting line we find Super Monaco GP. Forget the coin-op and just think of this as a perfectly reasonable driving game. Yes, the gorgeous graphics of Sega's fab money-saver have practically been abandoned, leaving just plain single-layer parallax horizons.

But this is no bad thing, the memory saved has been put to good use in creating a very smooth 3D-driving effect, with lots of cars to race against and loads of gamplay extras. It's tough to master, but a few hours getting to grips with Super Monaco GP proves to be rewarding – not to say very fun. So give it a try. Now that Nigel Mansell's latest it isn't his job to keep the wagger rolling for Britain.

OK, so you've found some serious rubber and fancy a different challenge. Enhanced Special Weapons And Tactics – that's what you need when a city's under siege, and you're just the man to deal him out in *SDS&T*. To look at, *SDS&T* is a pretty standard platform shoot-'em-up. But despite the mediocre appearances (fame of the convop will recognise the levels, but only just).

Sega's clever game design still provides an addictive hook to keep you coming back for more. Two players can take on the bad guys simultaneously through all 15 levels.



Shadow Runners, a sort of two-player to Shadow Runners, and almost as good.

Oh yes, it's *SDS&T*.

Another nice touch is the progressive difficulty tuning – blast through the early levels with pleasure but it gets very tricky later on. Collect different weapons and take time out to explore. There's a lot to be discovered.

Next up is Golden Axe, a great game if ever there was one – a real classic. You can also find *Golden Thunderhead* and *Co.* in Ocean's *Top Notch To Handle* compilation. Check out the details there but it's worth saying again – single player hack 'n' slashers don't come much better than this brilliant Sega coin-op conversion.

Another coin-up great comes with this collection, in the form of martial arts game *Shinobi*. It's as near to a flawless arcade-to-OGA conversion as you're ever going to get. And then there's *Coastal Zone*. A varied, fast-paced shooting and exploration game that's competent enough (but really overrated) owed by its four companions. (Well, don't let the one prop spell your party).

Make like your 84 is an arcade machine and enter the glorious world of mayhem. Bags of them videogame best all in one box. Hurrah and all that etc?



Two-player arcade action is back (Shinobi's tough, but well worth making the effort).

85%

CHART ATTACK BUNCH OF 5

Publisher: Gameln
Price: £14.99 cassette, £19.99 disk.
Shovel 'n' Shovel is a fantastic game, and is also available on US Gold's *Compton* Collection. But here we also have *Super Cars* and *Lotus Super Challenge*, two of the best driving games ever.

Super Cars is a racing game with superb animation and glorious graphics viewed from overhead. It's got huge depth – loads of add-ons, loads of opponents and nine different tracks. There's not much more to say, except play it and you'll be hooked!

Lotus Super

Challenge is a cracking 3D-driving sim putting you at the (expensive) wheel of a (you guessed it) Lotus Spirit Turbo.

Keep up your car as you progress through the levels and take head-to-head with player too. Graphics you could frame and dreamy control make this game simply superb.

Civil Kingdoms is a respectable arcade puzzle, a nice contrast to the rest of the games in this compilation while *Impassable* continues the adventures of Monty Mole. OK, so perhaps it's not as original as its predecessors but it's still a fun platform-exploration game nevertheless.

A fantastic compilation that really offers something for everyone. Three of the best 84 games bundled with two respectable titles. A real peach.

90%



The also runs

OK, so overall these were the best five. But there are a number of other compilation packs around that offer just as good value for money – it's just a matter of checking out which include the games that particularly take your fancy...

SUPER HEROES

Publisher: Demarc

Price: £14.99 cassette, £19.99 disk.

Here you'll find the excellent *Robotcop* and *Last Ninja* if – two cracking games worth investigation. Unfortunately *The Spy Who Loved Me* isn't really that good, and *Indiana Jones* is particularly poor. 78%.

MOVIE PREMIERE

Elite

Teenage Mutant Hero Turtles, *Gamma II: Back To The Future II* and *Days Of Thunder* – four of the biggest film licenses ever, but unfortunately there isn't one great game between them. A great pity, but it's so often the way isn't it? 50%.

AIR / SEA SUPREMACY

UbiSoft

Price: £14.99 cassette, £19.99 disk.

Four solid but completed simulations make this ideal for die-hard fans of the genre. But then they'll probably have those games anyway. F-15, Carrier Command, Giant Gervin, *Gunship* and *F-4* add up to a lot of hours of games playing. Not for the uninitiated. 50%.

ADDICTED TO FUN - NINJA COLLECTION

Ocean

Price: Not yet fixed.

Features the awful *Double Dragon*, the competent *Shadow Warrior* and the excellent *Dragon Alpha*. Really a case of the good, the bad and the ugly. Nice at the price, but the dogs make it doesn't come recommended. 54%.

IMPULSE



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It's all time TOP TEN ESSENTIAL MEGA GAMES

CHIP'S CHALLENGE

Publisher: US Gold
Price: £9.99 tape, £14.99 disk

A puzzling maze game with miniscule graphics and poor scoring. Doesn't sound much like a recipe for success, does it? But

one game of *Chip's Challenge* is enough to convince all but the most miserably of gamers.

When it comes to frenzied puzzling, nine out of ten smart aces prefer *Chip's Challenge*. Maybe it's the 140 screens. Or perhaps it's the wonderful difficulty curve which rises from the easy-peasy early screens to make the later levels an user nightmare.

Or maybe it's just the devious devices and traps out to stop the player from negotiating the fourth maze.

Whatever it is, *Chip's Challenge* makes a refreshing change from all those arcade clones and shoot 'em ups. Sit yourself down with a hot cup of tea, load *Chip's Challenge* and prepare to exercise that old cerebrum.



Still one of the shabbiest looking young chips, 128 is he...

The C64 has the best range of games you could ask for. But what if you're a new C64 owner? We asked old timer Mark Ramshaw to come up with 10 games no C64 chum should be without...

There's nothing quite like a game which makes you devise unbelieveably complex solutions when the simple move would do.

ULTIMA VI

Publisher: Brøderbund
Price: £29.95 disk only

Arguably the deepest, most satisfying and generally the best role-playing experience around, this sixth instalment in the *Ultima* series is big. Very big in fact. So big it requires lots of city disk accessing, but don't let that put you off. Persevere with the loading awkwardness and you'll find a whole world waiting to be discovered, a galaxy of characters to converse with, and a universe of puzzles to be unravelled. So much more than your average RPG (role-playing game), *Ultima VI* combines elements of

wargame combat, exploration, character interaction and fantasy role-playing to offer something which is so much more than the sum of its parts. Playing *Ultima VI* for any length of time is akin to stepping in to an

army before *Final Fantasy*, proving *Ultima* is an instant way to get the adrenaline glands pumping. Frustrating in the extreme but infinitely addictive with it, *Ultima* is a shoot 'em up, maze and slinger. Scrambling haplessly in both directions at breakneck speed, the player controls a lone fighter, swiping at a host of enemy life forms, inflicting damage as the standard sword-slasher (the very same sword which appears in *Final Fantasy*, fast fans) while fend ing off heavily armed and rather vicious groups of enemy fighters, and then loading on the spare screen to initiate nuclear meltdown. It may not sound like the ideal material for the best scrolling sh-s-s-s around, but *Ultima* has stood the test of time and remains the best remembered and best of its type. And boy is it fast. Praised on Commodore *Power*'s playing tape, there shouldn't be a single owner out there who hasn't got it.



Here be all strange manner of monster... and people talk nasty to whom you're playing *Ultima VI*. It's exciting.

entirely new world. Long term *Ultima* fans will be reacquainted with old friends, while new converts to the mythical world of Britannia will soon find themselves immersed in the law of the Avatar.

It's a game to really lose yourself in, so back an extensive holiday before you start playing, by candlelight.

RAINBOW ISLANDS

Publisher: Ocean
Price: £9.95 tape, £14.95 disk

Rainbow Islands continues the story of Bubble Bobble, telling the tale of Bubble's cousin through the Rainbow Islands. In a quest to defeat the Prince Of Darkness, collecting treasures along the way. Witness Bubble Bobble had used trepanner in the form of bubbles.

Rainbow Islands offers a more psychedelic experience, the player using little rainbows to defeat the nasties, and also as temporary platforms. As befits the title, *Rainbow Islands* are so colourful game, capturing the near-ideal feel of its big arcade brother splendidly. Covering several very different 'theme' islands (each with radically different but ever-so-often opponents) - there try to horse to candy - *Rainbow Islands* offers the best platform fun available, giving the player the perfect balance between typical Japanese style animation and downright meander than most gameplay.



URIDIUM

Publisher: Huxley
Price: £9.95 tape, £14.95 disk
One of the C64's finest moments. The classic shoot 'em up is a real arcade-like experience. From Andrew Braybrook, the



Much like the *Space Invaders* was, *Uridium* will fit a console to your system too, no problem.

SMASH TV

Publisher: Ocean
Price: £9.95 tape, £15.95 disk

One of the best arcade games ever gets ported onto the humble C64 and the result is total damage. The flavour of the original is captured perfectly, in a game which reproduces practically everything but the two player mode. Anyone who can remember the ancient (but rather jolly good) *Robotron* arcade machine will have a pretty good idea



Smash those prices if you can. But you can't die and then be awarded medals in Demash TV from Ocean. Come on, man!

of the 16-bit-by-screen warfare which awards the unimpressive player. Forget the superficial plot which takes its cue from *The Running Man*, this may be a game with big money. Big prizes! But the core of the fun is violence. It's as simple as that.

Fifty wonderfully lethal screens await, each one loaded until the player has annihilated the required number of droids, snakes, tanks, life Shrapnells (rather large men with a penchant for exploding... and thugs. Just for a touch of variation the occasional screen can be found, where some frantic collection of prizes boosts the score quite considerably. And then there are the end-of-level guardians. From the near-indescribable Mutant Man they just get bigger, better and meaner. Power jammers, laser blasters, and social workers need not bother with *Demash TV*. The rest of us can revel in what has to be the finest arcade conversion yet, and probably the best C64 game ever. Total damage, I love it.

TURBO CHARGE

Publisher: Systems 3
Price: £9.99 tape, £14.99 disk

Turbocharge boils down to a very single-minded and utterly exhilarating (and sports car ride with hostile freeway, blasting hell out of pretty much anything which gets in the way. There's some dispute as to which is the best racing game on the C64. Some go for the pure driving of *Outrun Europe*, while others plump for this more violent racer.

It comes down to just how psychotic you are - which is why I've pumped for this one. Turbocharge does have a pot, but let's face it, nobody cares about initiatives like that. What the people want is high speed action with guns blazing - and Turbocharge certainly delivers. A case like into leads into the off-road action, and from here there's no turning back. The mission is just an end to



How could anyone resist speeding these things? Well you can't have the best drive in the game worth all on your C64.

CREATURES

Publisher: Thalamus
Price: £9.99 tape, £14.99 disk
A cartoon game is how Thalamus describe *Creatures*, and they're not far off. While it's not exactly Disney, and the animation is pretty much limited to heavy title updates, *Creatures* is a game to raise a smile right from the off.

There's no mindless violence here. Sure, there's blasting to be done - but it's all good old, harmless blasting. Even the hero - Clyde Ruckhilly - wears a fairly neat weapon to blast the baddies. Pogo machine guns and all that. Bad breath is where it's at for Clyde. One blast of his fiery breath is enough to stop an elephant in his

terrorist activities (while taking in the scenery) has begun. Heat touches like the way the road forks into two (one way being a dead end), and the tunnel sequences just add to the pizzazz of this top tyre squealer. With more speed than a very fast thing indeed, some of the best sound effects to grace the C64 and both road and airborne enemies to deal with. Turbocharge looks and feels like nothing else.

NEBULUS

Publisher: Hewson
Price: (Best Price compilation)
£10.99 tape, £14.99 disk

Wild, weird and wonderful are just three words beginning with the letter 'W' which describe *Nebulus* pretty accurately. Imagine a small green frog-like blob, whose task in life is to ascend towers via a minimal set of platform structures, destroying them when he reaches the top, then coming off in a submarine to the next tower. Moving around them causes the whole tower to rotate - a neat visual treat. And then there are the snakes.

This motley bunch of bouncing meepies can make Pogo's life hell. They don't actually kill Pogo outright, but send him falling down the tower, his fate thrown to mercy of the platform below. Destruction of a tower results in Pogo taking part in a sub-game, literally. In his one-bleb submarine he must wade through an aquatic bonus round, and then it's on to the next ever more infuriatingly devious tower. For masochists everywhere, *Nebulus* is the ultimate in total addiction.

KICK OFF 2

Publisher: Amco
Price: £9.99 cassette, £14.99 disk

For the best in two-player competitive sports games, nothing compares to *Kick Off 2*. If you love football, get *Kick Off 2*. If you hate



Football fan? Well make this *Thalamus* or at least one of the best in the adventure ground. You'll fall off your chair laughing.

snacks, *Creatures* comes out on top for their speed, cuteness and - hey! - where else can you control a creature called Clyde?

football, get *Kick Off 2*. It's as simple as that. What you want to know more? Oh, alright then. Using an overhead, close-up view of the action (with a handy long range scanner for a bigger view of player movements) *Kick Off 2* is a novel in pretty much every respect.

Its control (inspired for a start is pretty strange. Whereas some footy games let the ball stick to a player's feet like glue, *Kick Off 2* actually makes the player run with the ball. Careless dribbling will send the ball flying. It's this weird system which makes people either love or hate *Kick Off 2*.

Some say it makes the game play more like hockey. Others think it's the best control system since about bread. In the end it comes down to personal taste, but the brain-to speed, close reproduction of the rules, and the sheer challenge of trying to beat the computer can't be denied. My advice is to try it out before you buy but a couple of minutes of future football on its pixelated screen should be enough to convince you that *Kick Off 2* is the best sports aim around today.

PARADROID

Publisher: Back-I
Price: £2.99 tape only

Paradroid reigns supreme when it comes to original concepts. Even its metallic graphics style spawned a thousand imitations but its bizarre looks and gameplay have never been surpassed. Guiding an 'Influencer device' around dangerous space stations, the player must merge minds with the more powerful sandy droids, via a puzzle-like reactions sub-game, thus gaining more firepower and making mind-merging with powerful froids that bit easier.

Everything is viewed from above, using a now famous graphic style, with music and minimalist sound effects creating a cool-and-mouse feel. It sounds completely weird, and it is. But there's been nothing like it since its release over five years ago. A landmark in C64 gaming history, it's still essential.

HORROR BEYOND BELIEF!



The Mighty Brain

CART X

BUSY DIZZY

Dear TMB,

Are Commodore's going to realise any more of their Dizzy games?

Michael Burns, Ipswich

There's a compendium of old and new games coming out any time soon. Called *Dizzy's Excellent Adventures*, it features three new games - *Spellbound Dizzy*, *Prince of the Fools* and *Dizzy Down the Rapids*. Also included are the old favourites *Knix* and *Knix Dizzy*.

VIC READS

Dear TMB,

I have a few questions which I would like you to answer:

1. Are there any Vic 20 emulators available for the C64?
2. What have happened to the series, *A-Z of Classic Games*?
3. What happened to *Inside Info*?
4. What about having disk PowerPacks on the cover?

Hege-jac, Derbyshire

Quiver at the almighty intelligence of The Mighty Brain. Go all wibbly at his omnipotent powers of thought. And then test his very big ego by asking plenty of splendidly difficult questions. Write to TMB, Commodore Format, 30 Monmouth Street, Bath BA1 2BW...

1. Ma, it's too close to being a pointless exercise commercially. It might have been done by someone in the Public Domain.
2. Er, we got it in!
3. Even er, it's still here!
4. It's a great idea in principle but (as in business-like terms) the costs involved would be prohibitive. And the vast majority of C64 owners use tape based machines.

YO! MARIO

Dear TMB,

New look here, my really little octopus, I, that's me for short, have a couple of questions to throw at you.

1. Just why are Nintendo so tight er... failed that they won't let us have the Mario Saga? (Blut-blot)
2. I want to buy CPY4 looked at the reviews, ah, no *Final Fighter* review. What's happening? Oliver Varley, Devonbury

1. Obviously, they're afraid that the C64 is just too greedy for 'em. If Mario comes out on the C64, why buy a Nintendo?
2. 'Traid those bloody reviewer chaps just missed it in CPY4, forget about it in CPY5, and have attempted to release themselves by releasing it this issue. So, I think I think.

WILD AND FREE

Dear TMB,

I recently purchased a C64, with a few games, secondhand for a small amount of money. Unfortunately none of the games are really to my taste or my wife's. Please could you help by answering these questions:

1. Years ago in my life, I used to own an Amstrad, for which I had at least two good games. One was *The Wild Bunch* from Freed and the other was *Run for Gold* (I don't know who this was by). Can you tell me if these games are available for the C64 and where I can get them from?
2. I recently went down to the local computer stores to see if I could get *Scrabble*. Most shops didn't have it in and one even told me that they only sell it in a pack with *Monopoly* and *Trivial Pursuit*. Is this true and if not where can I get *Scrabble* from?
3. Can you recommend any good adventure games as my wife

keeps telling me to buy some, but I haven't got a clue where to get any.
Chris Bird, Hull



1. The *Wild Bunch* never made it to the C64 but *Run for Gold* (published by MacMillan) did. However, it's long been deleted and you've no much chance of getting hold of it as you have of buying a pet Tyrannosaurus Rex.
2. Check out *Reus Jolly's Leisure Genius* compilation. It does include these other games you mention but it's a good buy all the same.
3. The C64 issues are *The Wild-Bunch Guide to the Galaxy* and *Deadline* (obscure, disk only), as far as text only games go. But if you want to try role-playing games, go for *Harpoon* (Sword) and believe it or not, the very strange *Dark Legends in the 25th Century* (J&S Gold, disk only).

CARTOON CAPERS

Dear Mr Brain:

Or can I call you Almighty? I have thought up some really hard questions for your outlandish intellect to kindle off.

1. Mr S-Franz (that's me) would like to be a cartoonist. He would like to do some animation on his 64 but he doesn't know where to get his mits on a decent animation package, where you can animate a character or object and make it move.
2. Why don't Gordin (maybe there's a chance...) make an action game out of Space Crusade, if they've still got the license?
3. On the subject of RPGs (role-playing games), why doesn't someone make a game from Warhammer or Warhammer 40,000? They would make great action or strategy games - or both.
4. What is the team's favourite software house? Scott Pearson, Brighton

1. Some sports editors do have basic animation capabilities but none of them are much cop. The problem is that the 64, for all its capabilities, simply doesn't animate well unless you program it specifically.
2. It's an excellent idea but license agreements tend to be extremely inflexible on such matters.
3. The Games Workshop (which produces the excellent Warhammer board and table games) were considering C64 versions of their games a couple of years ago, but the deal never came together so it's not looking especially likely.
4. The team don't have a favourite publisher. We love our games too much to fall into that trap.

NO TIME FOR A TIME LORD

Dear TMB,

1. Which is your absolute favourite Cooke Mason game?

2. Is the excellent Planet Wars coming out on the 64?

3. Are there any Doctor Who games out? Jonathan Balfour, Ceredigion

1. I'm afraid I'm a bit of a snail for all these Cooke games.
2. Give it at least six months. It should be worth the wait though. This one could be the best game ever...
3. Unfortunately, the Doctor has never made it into the C64 spacetime continuum (justice, as he can't be at all times).



some guidance as to which way to go - anything really - trainee programmer, play tester or even test boy, as long as I am there and a part of the action.

4. Dennis Pearson

Your best bet is to bang off a few letters to programming outfits and software houses. If you've something to offer, they're sure to take notice. Even so, it's never easy breaking into the games industry, so be prepared for a few disappointments (and ignore them).

NICE PERSON ALERT

Dear TMB,

I am writing this letter to you and your ever so brilliant staff, to say thank you for such a fab magazine. I bought my seven-year-old daughter a 64 for Christmas last year, knowing nothing about computers at all. It was not for your magazine and a lot of your readers, who spend hours, if not days, working out cheats. I would have one unhappy daughter and be spending a lot of time re-reading certain pages.

As for your reviews, I wish that I had seen some of them before I bought the games. So on

behalf of my daughter Emma and myself, I would like to say thanks and keep up the good work - I don't know what we would do without you.

2. Vard, Ture

Sometimes, even The Mighty Brain is allowed to blush...

NOTHING PERSONAL

Dear Brainiac,

I've got every issue of your magazine and it's getting snappier every time. Tomorrow I was the last graphics I've ever seen in my life on

the C64 and you say it was OKAY? That's not good enough. Please print this letter... Pete Sured Brain, Anson, Manchester

...What I'd like to know is this: where do we find these people?

HIT AND MYTH

Dear TMB,

- I have a few questions to ask you and I hope you can answer them, so here goes:
1. Is Phobos from Thulean any good?
 2. Can you please tell me about Myth 2: Dawn of Steel is coming out?
 3. What is your own opinion is the best computer on the C64?
- Ewan MacColl, Fort William

1. It's got some fabulous weapons. Definitely a winner if you like action.
2. It'll be ready by the spring.
3. Take a look at this month's compilation round-up (pages 64-65).

TOUCH-DOWN

Dear TMB,

I have just bought a disk drive for my 64 and I am lacking two good American football games on disk. I would, therefore, like you to tell the whole I can get 77 Sports Football and Football and Inches (not an compilation).
Cao Gray, York

You can get 77 Sports from Microsoft on BTI 828 1434. Football and Inches is an Accolade game so call 081 877 5555.

COCK-UP CITY

Dear TMB,

I am writing this letter to say on the Dirty Collection sheet in November's Commodore Format when you get down two lines and type 'meat', it prints 'Meat Withou' for error in 1. It's obviously not working? Please help. What should I do?
Daniel Ward, Barrow
Andy Roberts came over with a funny



F.A.B.

Dear TMB,

1. Where can I get Thunderbirds (the game) from, if I still can?
 2. Is the Action Replay cartridge any better than the one called Power Cartridge?
- Lee Clark, Perthshire

1. The Action Replay cartridge has a few more capabilities.
2. Gordinham produced this a couple of years ago but it wasn't brilliant. You can contact them on 081 855 3494.

IN THE MIX

Dear TMB,

Does anyone know how to get into the software industry? I am 17 years old with four years of computer experience and would greatly appreciate it if you could give me



At 64th version can still call International Person. F.A.B. (yes, whatever that means).

with - I don't know what we would do without you.

Sometimes, even The Mighty Brain is allowed to blush...

NOTHING PERSONAL

Dear Brainiac,

I've got every issue of your magazine and it's getting snappier every time. Tomorrow I was the last graphics I've ever seen in my life on

case of maple poking but take a look at this month's Commodors.

TURTLES, MICE AND FREEBIES

Dear TMB,

I am new to the absolutely awesome Commodore Format but already I can see how radical it is. I'm not writing to complain, so relax and keep reading. Also get ready because here comes question time!

1. I am probably getting a mouse for Kinas (not a pet mouse, a computer mouse). Do you think it is worth the money?
2. Which do you prefer, Turtle? or maybe Turtle?

3. If you had the choice between a free don't forget the free!

Don't forget the free!

Commodore Amiga, which

would you choose and why?
Garth
Southampton,
Dorset

1. If you're into graphics or desk top publishing, it's definitely worth the money. But there are question marks over the compatibility of some programs and certain mice. Be sure you know what you want from your machine before you fork out.

2. Turtle I was crap. Turtle: The Don't-Do new fab.

3. Why do you ask? Are you offering?

CF READER 'WIMP' SLUR

Dear TMB,

I decided to honour you with one of my letters. I'm writing because of the adverts in issue 10: the ones like 'Do You Agree date?' and 'Build Muscles Fast'.

Well, if my brother's any example, you let read all the help you can get. The only way can be gets is leading games and joyous feeding. Are there any really very computer skills out there or are they all discredited brain and shiny wings?
The sister of a wimpy computer dealer

Hummmph. Disembodied brain indeed. I'll have you know that I am in fact an extremely wimp, fantastically bumpy piece of cerebral matter. Women love me for my mind.

In fact, it's a bit of a shame to call CF readers a bunch of wimps. After all, there's all that exercise they get from carrying games back from the shops, wiggling joystick. It's a non-stop full stress program they're on.

NUMBERS UP

Dear TMB,

Thank you for producing such a wonderful magazine like Commodore Format! I can't wait until it is the time of the month to receive my copy of CF. Well, down to business.

Please could you answer my questions:

1. Could you please give me the telephone number of Commodore?
2. Will there be any software support for the new 3.5 inch disk drive if a new comes out?

J-M Dutton, Ruxington

1. Commodore are on 0800 778088.

2. Commodore have discussed this with publishers and the big names will definitely try out the new format. As is always the case though, it all depends on the success of the new format.

PESSIMISTIC GIT

Dear TMB,

I hate to be a doom merchant but I reckon the Commodore 64 is heading down the slippery at an alarming speed. Don't you agree that the games available on 16-bit machines show the 64 up as the sad old veteran that it is? The top programmers have moved on, the shelf space in shops gets smaller by the month and everyone wants computers for Christmas. Surely Commodore's pricing is all over the place? I mean, who really cares if you get three dodgy cartridges with it - they aren't quite Mario Bros are they?

You're a clever chap, Brady. Tell me what you think. Is there still hope for the declining bank of 64 users? Or will my little beige brain machine be getting the top of my head in 1990, when I rush off to buy a spiffy Amiga? *Damon Horrocks, Milsford*

Sure, the Amiga is a better machine, but it's prices for courses limit. At just over £100 the 64 is an excellent buy and more people will buy one this Christmas than last Christmas. With an estimated 100,000 new owners (CF alone) this year, your argument seems to be about the only thing that's going down the drain.

OH NO, IT'S EXILE AGAIN

Dear TMB,

Truthfully now, when is exile coming out? I can't get it yet. *Sam Barnard, Chesham*

CF reviewed a 66 per cent finished version in July, and it's still not ready. Methinks publisher Autogame ought to stop taffing and get the bloomer thing out the shops because at this rate the 64 really could be history before you get to play it.

REPLAY IT AGAIN

Dear TMB,

How can I get hold of the Action Replay FORKs (model 107)?
Roger Simpson

What you can't. That offer was a sell-out. However, we will be running a similar booklet in a forthcoming issue.

BRAIN LOVED UP

Dear TMB,

1. Why was there no centerfold poster in issue 14?
2. Is the MPS 1250 Printer any good for the Commodore 64?
3. Are 48 and 64 the same game, as my friend says they are different?
4. My girlfriend is in love with you. Will you marry her?

George Johnston, Houghton-le-Spring

1. There was simply too much to squeeze into the issue. Sorry to all poster fans to let me know you'll enjoy this issue's offering.
2. It does the job.
3. They're different but not by very much.
4. Is she squally, grey, about a foot high and supremely intelligent? I thought not.

DREDDFUL REVELATIONS

Dear TMB,

I'm writing this letter to see how clever you really are, so I've tried up five questions to test your IQ.

1. I know someone playing games, who do I report this to?

2. How do I get hold of FORKs for games? They don't seem to get much of a mention in computer mags.

My gut feeling
Dredd is full
flow. Actually,
he's not all that
much like at
parties.

- When will Space Crusade be made for the C64 and how much will it cost?
- Is there a Judge Dredd computer game? If so, where can I buy it?
- Which is better, *Spacelord* 1 or 2?
- Christian Murphy, Liverpool

- Call PRST, the piracy busters, on 0800 800277. They'll take your tip in confidence.
- What are you, a bit of a tricky? *POKERS* are always being published in magazines.
- Expect to see it by Easter.
- There've been two. The first was published by Pinhead about five years ago and it was rubbish. The second by Virgin a year ago and it was, um, rubbish.
- They're both carkers but I'd pick the second as the bestest.

LOAD OF RAP

Dear TMG,
When *CF* comes through my door, I live it a bit before it touches the floor.
You see *CF* isn't the usual magazine bore - it's got that little bit more.
I read it till my eyes are sore,
I play it tape and real fast.
I just can't escape, you know mate,
It's JUST GREAT!
YEAHH
HARRY A TAD,
You better print it,
It's a rap (I think) -
Mark (Phantom Pigeon) Lacombe,
Aylesford, Plymouth

Make over ten T (or maybe naff).

SENSIBLE LETTER

Dear TMG,
I see Commodore Format is producing a Powerpack containing programs written by readers, as I am now completing of writing a game at the moment.
K Noble, Middlesbrough

We've had some extraordinary games through. The best will be appearing over the coming months. Keep them coming.

ALL OUR TOMORROWS

Dear TMG,
I have heard about Commodore's C65 computer. Could you tell me more about it?
Robert Wilkinson, Merth

It doesn't officially exist. It may not even exist unofficially. The bottom line though, is that it's a kind of mix between the 64 and the Amiga, with lots of colours and fairly good sound capabilities. Price will be closer to that of a C64 than an Amiga but details haven't been finalised (and won't be for a long while yet).

ALL OUR YESTERDAYS

Dear TMG,
I thought that you might like a witty and sophisticated letter for a change but I accept this instead. Me and my brother had our first



Batman is another impressive display of mine. But he's not very good at *Final Fantasy* (No. 64).

Commodore 64 many years ago when I was about 15 or 16, when the only games that were available were *Star Wars* (very annoying game) and *Labyrinth* (half decent maze game) and the only psychics around were the dismal white Commodore ones, with noisy cheap handles and that useless red bit of plastic on the front pressing on a few buttons.

Anyway, we had the computer for four years before it finally gave up on us - that recurring problem of the overheating naff powerpack and also the extra's trouble of loosely connecting leads. We never really had all that many games for it - most were borrowed from friends and then returned when we got bored of them. But my old favourites were *Dauntler* (because of all the wonderful bugs such as the empty levels, getting health up to 1000 and then finding that it wraps around back to 1 again, etc.), *Lode Runner*, *Thing* on a Spring and *Comet Coozy*. Unfortunately though, when it packed up, we sold all our games for a lot of dosh and that was that.

Then a year ago my brother moved into the amazing world of the Amiga and I began to wonder not only at the awesome graphics and sound but at the lack of playability and value for money of the so-called superior Amiga games. Consequently, after nearly failing my A-levels, I decided to buy my mate's old C64 64 (he had also upgraded to an Amiga) for a measly thirty quid. What a bargain! For ten quid for these shonky I can get a game with good graphics and sound, excellent playability and absolutely brilliant value for money. And so being a 'year' 64 owner is still as great as it always was.
John Ward, Lincoln

Need those nice words, y'all.

GOAL NEWS

Dear TMG,
I'd like to make a kick off 21
TMG Blake, Southampton

Amis are pretty saggy about the whole affair, but we expect to be hearing some news about a new *Kick Off* within a matter of a few short months.

SHOW GOER

I popped along to Future Pub's World of Commodore Show and

was a little disappointed that there weren't more C64 things going on. Then so, my wife and I had a great day out and would probably go again. Will there be another such show next year?

And will there be more C64 stuff on display?
M. Hutchings, St Asaph

Yes, there will be more such events. Future Publishing (at *CF* time) are thinking about having a special C64 section, although it really is predominantly an Amiga show.

CIA CONSPIRACY

Dear TMG,
I liked your trip down memory lane when you showed us your old career in the movies.

Now on with the numbered questions:

- Are you a human brain?
- Do you have a cheat for *Dauntler*?
- What are really shonky?
- Where do you come from?

Philip K. Stephenson

- Understand. No human could accommodate this amount of shonky.
- Spooky coincidence time. There's a full map in this issue.
- It's the percentage payment which goes to an author (of a game in this context). The more the game sells, the richer the writer gets.
- It was a CIA experiment gone horribly wrong. Actually, that's an outrageous lie. I'm really the warped product of a mixture of *Heinz Doerner* (Shogun), *Mother's Pride* (Flour) and mashed up video tape. Me, tell a lie. I'm really from another planet. (Somebody turn this off - did.)

THE END

Feel free to write to The Mighty Brain on any subject whatsoever (although preferably C64 related). All letters are read, but unfortunately we can't fit 'em all in the mag. We have to say this boring bit, but here goes anyway. Please don't send TMG any personal enquiries or BMD's because

there's just not enough time to sort them all out. That said, you can call the *CF* team on Mondays and Tuesdays every week, and we'll try and sort out any easy problems you might have. So, um, until next month's *Entertainment* letters page...

A quick guide to menu entries

ADVERBS: Used for words like 'in', 'out'. (ADVE is used to check if one has been typed.)

BEGIN WHERE: Indicates GAC where the adventure starts (is it your type 2 you will start in the bank location in our sample adventure).

CONDITIONS (LOCAL): These room specific conditions are used for puzzles. (For example, we could have a local condition that if, in room 1, your input is 'get gold' the message 'alarm bells sound' gets printed.)

GRAPHICS: Great fun to play with - any room in a GAC game can have a graphic, subject to memory limitations.

HIGH PRIORITY CONDITIONS: These conditions are checked before the others - so you could code a puzzle which depended on a time limit for example.

LOW PRIORITY CONDITIONS: Whatever the player types, these conditions check to see if the input is correct - is, in our example 'get gold' is a LPC.

MESSAGES USED: For describing objects, events etc.

Menu: This could have been called 'objects'. All objects are created here.

PRINTER MENU: Lets you print out your program.

ROOM DESCRIPTIONS: Used for location descriptions.

SAVE ADVENTURE: Obvious really. You can save your file as an executable (which means you could load it independently of GAC) or as a data file (which can be loaded back into GAC).

Verbs: actions, like 'go' and 'get'.
BRASS ADVENTURE DATA: Don't do this unless you're really sure you want to lose your adventure completely. It will delete everything you've typed in.
ENTER ADVENTURE: Play adventure you are writing (used for testing routines). You end up using this quite a lot to test your game as a chunk by chunk basis.

GRAPHIC ADVENTURE CREATOR

GETTING STARTED AND GETTING GOOD



Before you get stuck into Graphic Adventure Creator, take some time out to read the instructions. By following

these guidelines, you can't go wrong... Enter stage left, adventure game writer and GAC expert, Stuart Whyte.

The Graphic Adventure Creator, like any machine code assembler, is not something you can just load in and use straight away - it can take months to learn properly. But the basics can be picked up very quickly.

By following this brief 'ten page guide' you will be able to write a small two location 'adventure' which should help you get to grips with the basics. But to create a great adventure you will need the full instructions (see later).

So, let's get down to business - you've loaded in GAC but what do all these menus mean?

The first thing you must do is load in the Quickstart file - to do this type T on the menu for load adventure and then type T for tape followed by the filename GAC.ATV (note that the file is on side two of the tape, so turn that over before you hit RETURN).

YOU ENTER A DARK ROOM

The Quickstart file will now be loaded and you'll return to the main menu. So, you've got the Quickstart file but as yet you haven't got any locations - type R on the menu.

Now, due to space limitations here, the adventure we write will feature just two locations and one object. You are now in the ROOMS sub-section and the program will be asking you for a room number. Type 1 and

then type in the room description - 'You are in a large bank vault'. You will then be prompted for connections - ie, where you can go from this room.

Type EAST 2. This means if you type EAST (or E) you will go to room 2. You will then be asked for a picture number - for now just press RETURN (though later you should play with the Graphics Menu - it's great fun). Now we need to create room 2, so that people can go east into it. So, make room two the same way as you made room one. Type the description, 'You are in a bank. Connections are... WEST'.

To get back to the main menu, hit escape twice. Now you're back at the main menu you can test what you've done so far. Press ENTER/RETURN to go into the adventure. You'll find yourself standing in a large bank vault! Granted, you can't do much apart from walk between the bank and the vault but it's a start. Finally, for our example adventure, let's add an object - press O from the main menu if



you're still in the game press escape twice to return to the menu).

We'll number our object 1 and give it the description "a bar of gold" (the input routine should be familiar to you now — it's the same as room entry). You want the bar to start in room 1 (the bank vault). Set the weight to zero so we're not imposing carrying limits in this example.

Now go back to the main menu and enter the game again — you should also be able to see a bar of gold in the vault. However, you won't be able to do anything with it as we haven't written that into the code yet!

SPEAK, FRIEND... AND ENTER

First we'll have to set up gold as a noun — go to the Nouns menu and type "1 gold" — this means that noun 1 is gold. But what if someone types "get bar"? So add "1 bar" as well (and add "1 ingot" as well if you want to show off). Putting the number 1 before each of these words makes the program treat them as the same thing (which they are). But can you imagine the problems you might face if, in the same adventure, you included a pub or medieval fair as a location...

So, we've now set up the object as a noun but we haven't set up the get and drop routines. To do this we need to go into Law Priority Conditions. Our first input should be line 1 (lines 1 to 7 are used by Quikstart), type: IF (VERB 1 AND NOUN 1 AND HERE 1) GET 1 OKAY END

What this did all that means? Well, if you look in the verbs menu you'll see that verb 1 is (get) or (take) the noun 1 you've just set up. And HERE 1 checks to see if object 1 (bar of gold) is here — is in the location.

So, if you typed "get bar" (or some variation) and the bar is here GET 1 (gets object 1), print "okay" (OKAY) and then END (END) is like a full stop in English — it tells the computer that you've finished the routine — clever huh?

Ok, so we've written a "get gold" routine — now we need to write a similar "drop" routine on line 8 of the Law Priority Conditions. IF (VERB 8 AND NOUN 1 AND CARR 1) DROP 1 OKAY END

CARR just checks to see if an object's being carried and lets you drop it. Let's also make it so you can type "exchange gold" in line 10 — IF (VERB 10 AND NOUN 1 AND AVAL 1) MISS 1 END (AVAL 10 is examine, AVAL returns true if object is available for use — is HERE or CARR) and MISS 1 prints message 1 on the screen...

But we haven't defined message 1 yet! I hear you say? Whooops, let's do that now. Press ESC twice to get back to the main menu and select Messages. Then choose message one and type, "It looks like it could be worth something!"

Now select Save Adventure from the

main menu and save to a (Mark legal file on a state file. Go back to the main menu and

thoroughly enter the adventure. You should find that you can carry the gold around, drop it and examine it! Now, the adventure

points reading this probably won't be very impressed — but it's a start!

WHAT IS Q5.ADV?

Q5.ADV is the Quikstart file which just stores you some typing. It contains many frequently used system messages (such as "You are carrying" and "What now?..."), many useful verbs (examine, look etc.) and several of the common law priority conditions associated with them. This is to allow you get into writing your adventure without having to write the basics each time.

Why not load it up in a quiet moment and take a closer look at what's in there. See how it all fits together, using the examples we've given you here. You'll find a good foundation for any adventure you could want.

Need some help?

This article is full up to the proverbial brim with explaining the use of QAC. If you're nervous about using QAC then you'll be wanting to get hold of a copy of the booklet. It costs just £3.99 (sent to cover copying and postage costs). If you'd like a copy, mail us a cheque or postal order for £3.99 to Future Publishing Ltd and send it to:

QAC Booklet Offer,
c/o Commodore Format,
Preston,
Lancashire,
PR1 1BB.

And please take a day to think, you don't necessarily need the book to use QAC but it helps! If you get stuck, DON'T call Commodore Format's editorial office, because we just won't be able to help you.

IDEAS FOR ADVENTURES

Not much is said about what new ideas but, a few years ago, there were a lot of text input adventure games for the C64. Many of them were written by individuals who didn't program but who had mastered software like this. The good old C64 has been unfairly treated by

adventure game producers in the past few years but this could all change.

Who knows, there could be some brilliant budding adventure writers among you waiting for the opportunity to show themselves... and you could be one of them! Hey, you guessed it — we're running a competition for the best QAC game written with this coverage (for more details turn the page).

Have your game reviewed

If you've written a QAC game you'd like us to see, send it in to the usual address and mark it "QAC Game". Sorry but we won't be able to return your tapes.



TEN TOP TIPS FOR GREAT ADVENTURES

The best thing you need to do is put away the tape and C64 and just think. If you start coding rooms and objects straight away, before you know it you'll be in a complete mess, without knowing what goes where. Just think. What kind of adventure do you want to create. Fantasy? Murder mystery? Science fiction? Comedy?

1 Ask yourself what kind of world your adventure will be set in. If it's not clear in your mind, the game player certainly isn't going to be able to work it out.

2 Think about the kind of characters you want to create. Willy thieves, grumpy drunks, taller clerics and lumbering sandwich sellers have very different roles to play and putting the wrong type of character in the wrong place will make the whole world less believable. Stick to a simple style.



Now you've got GAC, what can you do with it? We went to GAC's original publisher Ian Andrew for some expert guidance on adventure crafting. Give us 10 tips for apprentice adventure writers, we asked him. And of course, he wrote 11...

3 Determine what these characters are doing there. Will they be enemies you have to fight. Friends who come to help you or provide some kind of clue? Or are they just extras who add a bit of colour to your world? Think out what they will look like, how they will behave, what they will say, what the player can say to them. But remember, you don't have the space to describe them in details, so some of the characteristics will have to be implied by the way you pro-



gram them. (If for instance, a surly ogre may ignore anything said by a player but pick up with a helpful, 'What do you want?' when the player hits him over the head with a club.)

4 Think about the objects that the player will be able to pick up and use. These can be simple and obvious things such as weapons (swords/spear or otherwise), lamps (and, of course, dark areas) and ropes to climb down steep pits with, or they can

Win a live roleplay adventure day out!

Build a world of your own and win a real-life adventure

Lots of people write to CF every month asking how they can write computer games without having to program in machine code. Well, with the *Graphic Adventure Creator* we've given you everything you need, so show us what you can do. Write an adventure on any subject you like: beautiful dragons and horrible princesses; space aliens; mutant computer programmers, the choice is yours. (Don't worry too much about the graphics (although if they're good, so much the better). The thing that we're most interested in is the plot, puzzles and playability.

The writer of the adventure game that the CF team enjoy playing the most will become a real-life award-winning adventurer for a day, fighting real barbarians and solving the real world!

And who knows, your adventure might make it on to a future CF PowerPack tape, for over 50,000 CF readers to play!

Send your adventure - complete with a written copy of the storyline and any other bits you think are particularly clever to the

address below. But we can't send any adventures back so please keep a copy for yourself (and don't send us any SASEs).

**Excitement! Adventure!
And really wild things!
Commodore Format,
30 Monmouth Street,
Bath,
Avon,
BA1 2BW.**

If anyone who works for Future Publishing or Incentive Software tries to enter they'll be forced to hold knives with only a small bump for protection.

To give you plenty of time to plan and write your adventure, the closing date is 28th February 1992 (yes, it's a leap year).



be more complex parts of a puzzle. At one point in the classic adventure *Zork*, for example, you need three objects, each of which has to be used in the right order to solve the puzzle and continue.

5 Think about puzzles. A good adventure game consists of more than just wandering around and picking up objects. It includes a sprinkling of brainbusters from little tests to real stinkers. The secret is not to tell players about anything unless they look closely. To you left stands a tall black monolith, with a hexagonal 6' square black plastic shield in the center! Sounds much more mysterious than "There is a coffee machine here." But remember that too many long descriptions eat up memory.

6 Draw a map of the whole playing area for your reference. Show where all the objects and people start, which rooms are joined together and any special features such as traps or hidden doors.

7 Scatter a few triggers throughout your world. Triggers are things that happen when the player does something. Sometimes this can be as obvious as providing the description of the contents of a box as soon as the player opens it or as subtle as the

effect of walking into a room while in possession of a certain object. Triggers add an extra opportunity for puzzles and traps.

8 Think about the size and shape of your playing area. Do you want it to be a square block of locations where the player can wander around, or a more linear world with long thin "arteries" of locations that spread out from the center, or a multicentric world with a number of larger areas connected by long thin corridors? A long thin world might

sound good but the player who has to wander back-and-forth through the same rooms over and over again will lose interest. Give them shortcuts if necessary.

9 Think about the plot. A good adventure should be scripted as tightly as a good novel. Your plot should be what happens to the character if the player does everything in exactly the right order. Of course he won't, so the designers have to be as interesting as possible. But the game should be thought of as a whole, rather than as a series of separate puzzles. When the player looks back on the finished adventure, it should hang together like a novel.

10 Test, test and test again. Most of the problems that (occasionally) crop up in commercial games software occur because there hasn't been enough playtesting. Don't just play through the

game the proper way; try different, unusual and even downright silly things like "kill the thief with the submachine" or "eat the ax." Some adventures even have separate answers for some of the cliff traps players might try rather than a standard message saying, "You can't do that."

11 Finally think about the graphics. This may seem a strange way

A little bit of adventure

Have a look at this little three-room adventure we've concocted. It starts the way a player would see it and ends with an explanation of what the author planned.

The character enters the first room through the west door. The room is a bare stone hallway about 20 feet long with a carved arched stone archway in the east wall. The room is lit by torches and is made of bare stone. On the south wall hangs a heavy tapestry. The second room is entered through the stone arch. This is a larger, more imposing room. It more strongly carved arching and heavy oak door are set into the east wall. Unfortunately, this is overshadowed by the two set guards standing on either side of it. The third room is accessed through a smaller plain doorway hidden behind the tapestry. This is a plain white stone room, smaller if it is a small wooden chair and a pile of logs.

So, how does this hang together? If the character goes straight through to the main room, he could fight the two guards and run if he's strong enough. However there's a more elegant solution. If the character examines the tapestry closely, he will find a slight draft coming from behind it. If he tries the tapestry, he will find the doorway hidden. On entering the room it will be dark but he can take one of the torches from the main room to light his way. In the chest there is - well, whatever you want, food, weapons, items needed later on in the adventure. The most important thing in the room, however is the pile of logs. If the character examines it closely, he will see it is a wall room, made with a fixed and a wall around the main. How does this help? Well in the player was observant he would have examined the carved doorway in the main room which bears the inscription "All who enter here perish, save the worshippers of Sauron!" With the logs on, he can walk straight past the guards, who will never open the door for him.

This is only an example and is a real adventure the items may be spaced further out. What this does show is the way in which solving little puzzles leads up to the solving of more complex problems. Search - find the hidden door - take the torch - find the robe - read the inscription - put two and two together - and hey presto! It's one more little victory for the adventurer (and the novice game designer).

would do things but it does mean that the gameplay comes first, and you create a real adventure with graphics rather than a few pretty pictures lobbed haphazardly with words.



INSIDE IN

RESET RETURNS

Dear Inside Info,

Having just read the letter to The Mighty One in issue 14 (Hamber House) I looked at my *Programmer's Reference Manual* and had an idea. The serial port (0-pin 0) also has a reset line going to pin 5. I fiddled through the serial bus description and pin 5 was marked 'no connection'. So, I took the 10 off my C64 and traced the connection through to the circuit board—sure enough a reset line goes out to the serial port!

So what did I do next? No I didn't shove a paper clip into the serial port! I bought a 'no-male-upon-a-push-to-close' switch and a male ribbon cable and soldered a couple of wires between them as shown below.



A quick and easy reset switch that plugs into the serial port. Remember to buy a male ribbon cable— with the pins sticking out. And NO CARBIDE with that soldering iron.

I tested it on a cheat for *Pagets* and it worked. Sadly however, most cheats are for intelligent reset switches, so this method won't always work. Even so, it's much safer than messing with bus edges and hopefully it will keep 'til Warner's happy.

While on the subject of reset switches, they could have another use. Some games on the market have bugs in them, once they're on sale it's too late for corrections—or is it? If the bug is small then there's a good chance it can be fixed in memory. Why not ask games publishers to print reset switch bug fixes in CP's readers themselves? After all, you're the people to know if a problem is a hard error or a bug, not us. Surely everyone would benefit from this, programmers, publishers and users alike.

Chris Chapman, Chesham, Bucks

Loading compo... please wait

A number of people have written in to ask how they can make loading screens for their programs, like the ones you find at the front of commercial games programs. We were just about to sit down and write a little routine when we thought it would be an excellent reader clinic to write away these long winter nights. So, the compo is to write a short, well-documented BASIC routine (although you can use FORTRAN, if

required) that allows you to display, text and graphics while the rest of the program is loading in from tape or disk.

The closing date is 29th February 1992 and the winner will get—well, something pretty damn devastating, I should think.

Send this—along with clear instructions on how the program works to the usual Inside Info address. But mark the envelope 'Loading—Please Wait'.

Dear Inside Info— I have a million, billion, squillion techie questions that I want answered. Can you do it? Yep, no problem. In this month's compendium of catastrophic catechisms, Paul Lyons talks techie and gets wiggling. Welcome to tech-heaven...

Both of your suggestions are excellent ideas, but when it comes to bug fixes there's one problem you haven't thought about. How many publishers do you think will be prepared to admit that their games aren't perfect and will spend the time and money to create a *PGRE* bug fix? Et, not many I bet. And you must have heard the phrase 'one man's bug is another man's undocumented feature'...

QUESTION QUICKIES

Dear Inside Info,

I've got a few questions for you, hope you don't mind. Here they are:

1. Can you increase the RAM of the C64?
2. If so how?
3. If so what games can you get for the increased RAM C64 and where from?
4. Also can you get a CD-ROM drive for the Commodore 64?
5. Could you tell me how to transfer data from your PowerPacks on to disk?

Andrew Wood, Harlow, Essex

I've got a few answers for you, hope they are OK. Here they are:

1. No, sorry. The way the C64 is built means that it's not really possible.
2. See answer 1.
3. See answer 2.
4. No, sorry. It would be too expensive.
5. Unfortunately the games on the PowerPacks aren't owned by CP, the copyright still belongs to the original game creator/publisher. So copying games from our PowerPacks is illegal.

MEGA QUESTIONS?

Dear Inside Info,

I have some mega questions, and I'd like to have some mega answers, so here we go:

1. It is possible to interface the PCMC 5055 printer to the C64 and if it is how?
 2. Can you tell me what *Mini Office II* is like and tell me some other games that are like it?
 3. It says on the *Shoe-On-Up Construction Kit (SUCOK)* and have written many games with it. Is there a test-run-up kit that you think is good?
 4. What is the best kind of printer to buy? I've been looking at the *Swift 34* and the *1240*—are they any good?
- Alvin Adams, Dorchester, Dorset.

Mega answers coming up:

1. No, not unless you are an electronics whizz as you'll have to build your own interface/printer supply system.
2. *Mini Office II* isn't a game, but a group of programs including a word processor, spreadsheet and database. There are no games quite like it.
3. We've never seen a test-run-up construction kit, but if you've got you could probably use *SEWOK*. And if you've written some good games, why don't you send them in to us (this goes for anyone who thinks they have a good game)? If they're really good, we might even put them on a future PowerPack. Send them to us at the usual CP address, but mark the envelopes 'PowerPack Prospects'.
4. We are big fans of the Star printers, although although they are not the cheapest on the market, they work well with the C64 and are very reliable.

EVERYBODY MAKES LITTLE MISTAKES...

Dear Inside Info,

In *Commodore Format* 11, there was a misprint in the squares program. In line 180 you put in a 'logate' (sic) when it should have been a 'catlog'. Here is the way it should have been:

```
180  IF NOT (C64PGORC = SQR(1) + PGORC
      SQR(1) + PGORC) THEN GOTO 100
PRINT "CATLOG" + CLATIME + CLATIME
```

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COMPILED

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HILLS AHOOY!!!

IT'S THE COMMODORE FORMAT MOUNTAIN BIKE GIVE AWAY

1st Prize

What do you do when you're not sitting in front of your C64? Well, you could

watch telly or fiddle your thumbs or something equally interesting. Or, you could be out there 'crusin' the hills and pooin' in the streets on your very own Diamond Back Borendo mountain bike!

Thanks to our chums at Diamond Back Importers Moore Large - who also happen to be big fans of CF - we've got one of the best starter mountain bikes money can buy. Unlike some cheaper models the Diamond Back Borendo is a serious piece of kit that will really stand up to the rough and tumble of off-road riding.

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And that's not all! CF readers who are already into mountain biking will know that the biggest, best-selling and all-round most totally radical magazine in fat-type land is CF sister mag, Mountain Biking UK. We've been over there and not only have we pinched a helmet for the winner (only changes ride without a helmet we've got some fabulously runners-up prizes).

For the 12 second-place entries there's a year's free subscription to Mountain Biking UK - and for twenty lucky runners-up there's a copy of the *MBUK* Winter Special with a free full-colour 1992 calendar featuring Britain's most awesome mountain-biking sheep. Mind those jeans, you'll have to see him to understand what we mean).

To win one of these 32 great prizes, all you have to do is answer these three simple questions:

1. Name one C64 game in which you have to ride a bike.
2. What is a bike with one wheel called (apart from dangerous)?
3. What must you always wear when riding a mountain bike (not including your underpants)?

Send your entries (before 31 st January 1992) to:

Boxers Biking Comp.,
Commodore Forum,
30 Monmouth Street,
Bath,
Avon, BA1 2BW.



Oh, and if anyone who works for Future Publishing or Moore Large tries to enter, they'll be strapped to an old roof with no brakes and pushed over a big cliff with the burning Compo entry stuffed down their cycling shorts. But we'll make sure they wear a helmet!

2nd Prize

A year's subscription to Mountain Biking UK is up for grabs even if you don't win the bike but come in the next 12 places.

Runners up prize



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What to be there - COMMODORE FORMAT, January 1992



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WORLD CLASS RUGBY



Blimey, take your pick of all those tactics.

Just about sagging away. It's screw-down time again for all rugby freaks. But is this little flogger as good as the other? Only last month we were bumping the drum for Donmark's cracking rugby game, which is, it has to be said, a pretty unbeatable mix of rugby action and screen mayhem. Now Audiogenic have entered the arena with shouts of "bells that ain't ringing" in their ears. But they've left the fiddle as runners up.

able rules are followed religiously, so there's much tucking, covering, scrunching, passing and running to be done. Controls are all intuitive, so you pull back and fire to pass, pull forward and fire to kick and so on. As teams have become the rams, rucks and scrums are won by sagging the joystick. These are pretty hard to lose out, as isn't



Never knew that real rugby felt to them, it's sort of like rugby, but not really enough like it to be satisfying.

Fortunately there are plenty of options available. You can play in a World Cup tournament, league or plate old friendly, and there are other little bits to tuck around with, such as skill levels and game-time. But, I'm afraid of these little twinks—can't stop you wishing that you were playing that other rugby game instead. This must be a life opportunity for Audiogenic, as far as timing games anyway.

DAVID GARDNER

Getting your ball past the opposition is about as simple as stuffing a pizza up one nostril



Looking to be clever? All the rules of rugby are here.

You can break the game anytime from this options screen.

It's not that World Class Rugby is a load of old tech. In fact it's pretty cool in an average sort of way. The problem is that if you have to choose between the two, you'd be well advised to go Donmark. It's a shame really, because had this been the only rugby game in the shops, it would undoubtedly be the best of its kind ever.

Anyone who tucked into last month's dated version of this game will already know pretty much what it's all about. But for those of you who didn't buy the last issue (you're read) — here's a summary.

It's an above-but-slightly-angled view of an (ahem) rugby pitch, with fairly realistic on-footy-looking notes linking about. Rugby's often implau-

Shooting this man is absolutely no fun. Shooting the computer is a right old pain.



To win a game simply means that a bonus, and then head for the line.



They're weaving their way through your defenses, all you can do is hope one of your players is close enough to tackle. No doubt a million hours of practice would rectify this problem but personally, I'd just as soon spend the rest of my life watching Grandiose Films as try and perfect this game.

As a two-player game the improvement is marked because both players can be crap, and still have a good time. But the game's

Game	World Class Rugby
Publisher	Audiogenic
Cassette	£11.99
Disk	£15.99
Release	Now
Contact	087 887 1168

POWER RATING

THE DOWNERS...

- Truly computer opposition — computer controlled players are far more agile than you'll ever be.
- Lacks the rhythm of the real thing unless it's a two-player game. It's just a run from one end of the pitch to the other.
- Unlucky timing means that there's already a better game on the same subject (Donmark's Rugby World Cup, released last month).

100

55%

- Follows the rules of the real game very closely (thankful).
- Special plays defined by on-screen menus which pop up when you need them.
- Animation and the kicking code are both very well done.
- Great two-player games.
- Loads of options.

...AND THE UPPIERS



This little menu could tempt risk players.

There's something very strange about the computer game hero. Not content with a nice quiet life of meditation, contemplation and pretty good-perfect partners, they seem to fly off the handle at the first opportunity. For instance, if you had just come back from a transcontinental mission of death and destruction, you want a bit of a break, wouldn't you? Of course you would. And it'd take an awful lot to tempt you away from your home sweet home, I bet.

Not so the computer game hero. Take our dynamic Double Dragon duo, Billy and Jimmy. They've barely got their morning and killing costumes off and into the washing machine before an old hag turns up at the door and tells them to find three Rosetta stones and



Shenchi! Bashi! Goh! Wrought Iron! Squash!



Shenchi! Bashi! Goh! Wrought Iron! Squash!



The shop has high staff turnover...



At, you'll be the 302 men, then...

then go to Egypt. And they don't just like that! Not only are our heroes too stupid to know that there's only one Rosetta Stone (and it's in the British Museum in London), but they don't even ask for a good reason for their quest before they head off on another global good-bye. Honestly, some people...

Double Dragon II comes from Storm, who weren't responsible for Double Dragons I and II (but for the lobby, Bar and Restaurant). This means that the whole program has been completely re-written and is totally different from the earlier C64s. Double Dragon II's



And they leave a girl behind on every level.

Each of the levels captures the feel of the arcade machine adding bucket-loads of atmosphere to the game. (It's the inside of the castle where the players weave between pillars is very slick and the levels deep inside the pyramid become more repulsive and foreboding the further down you go.)

Unfortunately, you won't have much time to admire the scenery as when the bad guys come they tend to bring their family, all their mates and most of the people they met in the Horse & Houndland last night.

A convenient place for fight to break out.



DOUBLE DRAGON III

style and story have been taken from the arcade machine (there's one with all its bits hanging out in the Storm HQ).

Every detail of the original has been sequenced into the C64 version. The levels are just as huge and the enemies just as mean and multipious. The only thing not included in the C64 version was a

bit where one of the end-of-level bosses (like badasses with measer and more hiji) rides in on a horse and slams into - in the C64 version the just makes on and shakes with the heavy staff. The C64 version even has something in it that the arcade machine doesn't - in two-player mode the players can beat the other character up! Not only does this mean that you have to be much more careful in battle but it turns up the quiet bits between bad guys, by letting you fight it out between yourselves.

The backdrops which set the scene for all this murder and mayhem are pretty stunning.

And when they come, they come quickly and with malice aforethought. This is one of the fastest, most hectic beat-'em-ups we've seen for a while. Everything moves fast, even during a two-player game when the meesies are coming thick and fast, there's no jerking, juddering or heavy-handed action. This may seem our heroes but it makes for the kind of hectic fun that fight fans love. Unfortunately, although the sprites are very fast and funky, they're a bit on the flip side. In fact they're really very weary - some of the sprites are barely recognizable from the arcade version and after a while all the different types of bad guy tend to seem like one and the same.

To add spice and variety to the (very, very, long) game, there are also loads of nice touches packed into the gameplay at the beginning of the first, second, third and sixth levels. There are shops at which you can exchange some of your extra credits for weapons, energy or power. In battle you can run at a wall and spring off making your flying



Two players pulverizing in the deep dungeons of Double Dragon II. The background's strange.



The playing area is large and uncluttered.



Some of the guys you come up against make you look like wimps but you can still beat them.

Not even more powerful, is a two-player game you can stand back to back and take turns to give a super-powerful double spinning kick; when a wall, part of the fun is rotating all the little foes, so we'll leave it there.

If you liked Billy and Jimmy's first two outings then you should rush out and add their latest quest to your collection. The only thing that stops Double Dragon II from being a really great beat-'em-up is the weakness factor of the sprites. But they're fast and formidable and the combination of lots of long levels and vast hordes of enemies make it a real toughie that'll still hit even the best bachelors - in fact it may well be too hard for novice noddies.

Double Dragon II isn't the kind of ground-breaking game that's going to win over people who don't like the genre. But hard-core beat-'em-up fans who are looking for a big, fast and tough game to test their will find Double Dragon II an ideal threat to while away the long winter nights. This one doesn't take your breath straight away but it's got staying power. Six of six.

PAUL FORD



Here we go, noddies! all over the world.

Game	Double Dragon II
Publisher	Stanton
Cassette	£11.99
Disk	£16.99
Release	Def. conv.
Contact	071 585 3306

POWER RATING

THE DOWNERS...

- The sprites are a bit weeny.
- It's very hard, hard enough to put some people off.
- No save (and it's a long game).

100

78%

- A fast mover, smooth control (and lots of the best stuff).
- There are lots and lots of levels to get your hands into.
- And enemies decide to chop, kick and beat.
- The weapons change and variety - and frequency.
- The enemies are varied in tactics as well as looks.
- The two-player game is almost a necessity.
- The soundtrack is chunky and effective.
- A great mix-up of enemies.

...AND THE UPPERS

0

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Wednesday 23rd October

JOHN: I'm working on the snow torture screen (remember?) which has, not surprisingly, got taking time on it. I coded this last month but have since been unimpressed with the amount of processor time it takes up. So this morning I sifted through the routine and saved a few bytes and a lot of cycles. It's now only a quarter of the time it was and is executed in the borders (where there is no snow), which means there will be no glitches appearing! I achieved this by limiting the number of snowflakes that are processed each 50th of a second.

As there is no visible delay on any of the flickers I added a few more, taking the total from 440 to - wait for it - 700! Yes, it does look cool (well, cold at least).

STEVE: Just to give me a break from the hassles of producing some puny games, I put my C128 in one side and got out one of our trusty Amigas. This is because we feel we need some company T-shirts made (as you do) to get the attention of anyone who might recognise us at the World of Commodore Show (not that we need T-shirts to do that). The Amiga will be used to design the logos on the front and back, after which we will take the photographs of all the different parts, get them enlarged and then transferred onto the T-shirts. This is a time-consuming process but should give us some excellent results.

Friday 25th October

JOHN: All the graphics unloaded, together with the latest screen displayed, it's time to split all the sprites needed for the bad guys before we start developing a torture screen we plan out what sprites are going where, ensuring that we don't run out. We can only have a maximum of five horizontally, plus



That was not a very good start, lilies.

three player sprites, making it up to eight. They're very valuable.

At the bottom of this screen (remembered TSC as it was the third screen we created) there is a collection of sprites. That had presented a few problems but we got over it - even so, it was a close run thing.

STEVE: All the photos are taken and now it's just a matter of dropping the film off at the developers. That leaves it for me to go back

THE CLYDE GUIDE

In the on-going adventures of two arcade game designers, John and Steve Rowlands continue their diary of a completely bonkers computer game. And this month they reveal a few of their secrets. They must be feeling generous or something...

to work on that good old snow torture screen. More tweaking needs to be done to the character set and background. This has only just become apparent, as John has recently coded the section of screen that requires a lot of sprites split on the same line.

These sprites had to be moved up off the snow platform slightly so they could be there without a glitch. Now they look like they're floating in mid-air, which could be all right if they were balloons or something...

bank. Big Mr Chairman Morale himself needed some adjusting. When he walks along the platform towards his next funny facial, the smile on his face drops to make him look sad.

Don't ask me why I had drawn it like that. John had just pointed it out for the first time - it had been designed over a year ago! So now he gives at the time (not John's that is), includ-

Tuesday 29th October

JOHN: All the bottom of this screen is a freezing cold pond, which has to be created by Clyde (of course). There are three platforms to help him across, but should he fall into the icy water he's got to die (no surprises as yet).

We have decided however that the character death sequence for him isn't really suitable. So we've come up with the idea that once he falls in, he floats back up to the surface in the middle of an ice cube. How nice, huh? (What do you mean, "No"? Anyway, now most of it is coded it's starting to look pretty late (you actually feel sorry for poor old Clyde).

STEVE: More tweaking is to be done to some sprites, on TSC. The pack of blood that forms under the fuzzy mummy when he is lifted off the ground by the Chairman Morale had several animations added to it, but only because I had some empty sprites in the



This looks more promising...

ing when he is measuring that it felt fuzzy and getting showered in blood.

Thursday 31st October

JOHN: With the frozen Clyde death sequence completed I'm onto another death sequence, the one for Clyde's fluffy friend (who is understandably allergic to chas-

stark). This is going to be a large – and dare I say it, complicated – collection of sprite movements, animations and colour routines. So the first thing I've done is make him fall from the rope and land next to his Chameleon. Then he gets up and, realising he is in mortal danger, tries to make a break for it. Obviously, he hasn't got a chance (you nearly remember that!).

STEVE: It's now working on the Lynx! Complete music again, which started off well. This must be the third or fourth time I've re-written it but this version (okay, jocular!) like it. It will be the final one. It's a fair way through now but I'd be keeping late if I was to say it.



Clyde, how'd it was good? No, it was good! was nearly complete (as I wrote). It suits the part rather well, mind you. And the other three versions won't go to waste. We can use them in nearly any other part of the game (except the Title Screen, Get Ready, Clyde's Death, High Score or the Interlude... but apart from that, any other screen).

Tuesday 5th November

JCH4: The funny death sequence is nearly finished, with just a bit of tweaking needed.

Our playtesters seem to like it, together with the snow scene. If I have time after I've completed coding this screen, I may add another 80 wavelines, taking the total up to 800.

Today I wrote the animation/colour routine which causes the death sequence to start. Unfortunately I can't say what it is as this would be giving too many clues to you and I don't want to take all the fun out of the game (if there was any fun in there in the first place). Besides, I'm sure you wouldn't want me to spoil it anyway... Fair chance.

STEVE: You know these photos I was talking about earlier? Well they have now been developed and enlarged. I've started cutting around the well known ACP (Apex Computer Productions) logo with a tinning knife. Carefully does it.

Soon, I will be turning up the 'Totally Jocular' writing and then the title 'Apex Computer Productions' logo which goes on the front of the T-shirt. When all that's done, we'll go to the printers and get it transferred onto our T-shirts.

Thursday 7th November

JCH4: Today we were taking about the interlude graphics (and maybe hidden bonus graphics) which have to go with any snow routine screens. We decided that, seeing as these screens are obviously located near the bottom screen on each island, they should have the same snow graphics style. Then we came up with the idea of having it snow in these parts too! Fifteen minutes of messing around with source code and it was working in the interlude stage as well. As everything was going so well I'd forgotten how this felt. I thought I'd make the sprites go behind the snow. A time twisting later... and the snow was falling in front of bad guys and bunnies, generating a horrendous illusion of depth.

STEVE: This interlude section, as John mentioned, needs new snow graphics. For those of you who know anything about programming the G44, when you switch sprites behind characters the sprites will still go over background colour and multicolor 1 (going under multicolor 2 and character colour). If this effect is used well, it can provide an even better illusion of depth by designing foreground trees in MC2 and GC (so Clyde and bunnies go behind) and designing background trees in MC1 and GC. The effect it has on the snow screens, as well as looking much cool, adds a bit to the gameplay. This is mainly because when you are behind a



Ready or not, here comes another one.

Now you can't see what angle the the Apex Trampoline is at. Cursing, huh?

There is one little problem with it. That screen isn't going to present much of a problem to experienced players, which all of you should be after playing the cover cassette demo to destruction, over the hole! Hope you do, when you get a moment to spare.



When Steve gets bored to draw custom adventures of Clyde Radcliffe, it's not only relaxing, it's a good way of trying out ideas.

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ROLLING



Skating, jumping and generally platforming takes place through the colorful, cartoonish, maze of streets of Fieldington.



This task is to pick up boxes of stolen goods (to the right of the screen) and return them to our old chum the police.



Level two is the speedy one where Henry needs dodging the water and other cars, though, in the tunnels, he can't pick up all the power-ups yet.



It's a good job our hero's not scared of heights. This power chase has to roll through along telephone lines.



Important power-ups and other goodies can be loaded at various shops dotted along the fair streets of Fieldington.



Heave, Ronnie has nudged a lift in this decidedly on-foot car. You won't pull too many levers with that one note.

Rolling is an errand boy. Not just any old errand boy, mind you, but a redefining errand boy who used to be a smooth clown and now doubles as an under-cover agent for Scotland Yard. The beginning to get a headache already.

The town of Fieldington has been reeled by an audacious jewel robbery. Luckily, the thieves were nabbed before they could escape, but the jewels weren't recovered, having been handily hidden all over the town in small, gaudily-colored boxes. (Morse) The aspirin! In order to avoid an outcry at their security lapse, Scotland Yard hire the (ahem) inconspicuous Henry to skate around town and retrieve the boxes before news of the theft leaks out and outages the general public.

In a surreal twist, a recent explosion at the headquarters of the Fieldington Magic Circle has caused some of the local wildlife to become mutated and many of the local drivers to go just a little bit off the rails.

As if all this wasn't enough, stingy old Scotland Yard haven't furnished our hero with an expense account, so in addition to all the jewel-collecting mayhem Henry has to perform all his usual errand-running duties in order to earn enough money to pay for the bus rides between the various areas of the town where the boxes are hidden. It's not all bad, though. He can also find useful items like smelly cheese, powerful (single) horns or ultra-dangerous sneeze bombs lying about which can save him from some of the fast guys' worst attacks, or he can buy them in shops using coins he's obtained by throwing various items of fruit at flying boxes and falling stars.

Well, that's enough plot for one lifetime. What if all boils down to in the end is a horizontally-scrolling platform-hopping escapade which has quite a bit in common with Bart Simpson (also reviewed in this issue). Henry skates through nine lengthy



These heart symbols in the bottom left of the screen show how much energy Henry has left. The power bar looks a tad funny now.

ROLLING RONNY

Forget Poirot, Dixon of Dock Green and Robocop - the future of law enforcement is Rolling Ronny - a rollerskating clown-turned-errand-boy with a nose redder than Rudolph's. But can Our Man Ron deliver the goods or will his efforts to produce a good platform puzzler prove to be a mission impossible?



Is Ronny really the best choice as an incompetent Messenger? Well, have you ever seen him? But he must be good then.



A job is up for grabs and it's Ronny to the rescue. Jobs don't hang around for long, not even in the imaginary town of Piddlington.

levels avoiding obstacles, collecting the tiny jewel blinks, and running backwards and forwards delivering messages to make money for his bus fare. Piddlington is displayed in bright, colourful cartoon graphics accompanied by bouncy music, and the screen scrolls quickly and smoothly.

At first it's all very enjoyable, although not very demanding - apart from the odd car or hard-to-spot hole in the ground there really isn't a lot getting in Ronny's way - with the simple controls and fast-moving play making everything flow along at a fair old rate.

There's a nagging feeling at the back of your mind all the time though, and it's a feeling that there's something missing.

Rolling Ronny is a promising idea which looks fun at first...

Everything you need for a good game seems to be present and correct, but it doesn't quite all gel together properly, that magic game-play element just isn't there. By the time you get to the second level though, the shallow-but-fun platform action has been replaced in a large extent by a puzzle-based idea, which at its most basic amounts to a simple matter of working out which of the various power-up devices is needed at which point. It's a game this takes most of the pace and enjoyment straight out of the game, leaving a tedious amount of tramping back and forth over the same old ground discovering by trial and error what the correct route of action to get through each section

is in its place. By the time you're halfway through the third level you'll more than likely be wishing you'd never started the whole sorry affair.

And another thing, why is it that all us tape users are always treated like something the programmer slapped in in the great? Rolling Ronny comes in three bits at first - the title sequence, the first and, then the first level. It takes in that first level, you have to rewind the tape all the way back to the beginning of the second section and hang around for another two or three minutes while it loads in the first level all over again before you can continue play. This is so unfriendly that I suggest that tape users take 20% off the mark at the bottom of this review, because they'll spend far more time hanging around waiting than they do playing the actual game.

Rolling Ronny is a promising idea which rapidly becomes incredibly boring. I stopped an entire Saturday playing this game when I could have been happily sitting at home watching old black and white movies on BBC2 - don't make the same mistake as I did.

SMART CHOICES

Game	ROLLING RONNY
Publisher	Virgin
Cassette	£9.99
Disk	£14.99
Release	Out now
Contact	081 950 2244

POWER RATING

THE DOWNERS...

- Very repetitive indeed.
- Lacking in style.
- Hidden tape nuisance.
- Initially too easy to really get you hooked.
- More of a puzzle than a platform game.
- ...but without the real console pull.
- Depends entirely on the right choice of power ups.
- A waste of a nice idea.

100

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- Pretty enough graphics.
- Reasonable sound effects.
- An interesting plot.
- Funny manual.
- Levels increase in difficulty, but it's all too late to stop boredom setting in.

...AND THE UPERS

45%

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