

Games going cheap - the best of Public Domain

FEBRUARY 1982 £2.20

17

GET A 64? \* THEN GET THIS!

# Commodore

FORMAT

**FIRST  
PREVIEW  
ROBOCOP  
3**

## POWERTESTED

**C64** MORE First Samurai  
Reviews THAN Creatures II  
ANY Space Gun  
OTHER Saracen Paint  
MAG! Famous Five  
Tons of budget  
PLUS LOADS MORE...

## LOOKY HERE

3 FANTASTIC GAMES  
AND A SCORCHING DEMO!

**3** **Commodore!**  
COMPLETE GAMES!  
**CREATING THE WARRIOR**  
**BATTLE VALLEY**  
**POWER PACK**  
**INDY**  
**HEAT SENSITIVE**

This here's the bit that says "where's the Powerpack?" well, go see your happy "newspaper"! So, um, get to it.

## SAYONARA BABY!

*First Samurai: is this the cutting edge?  
Exclusive review - page 16*

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"Excellent graphics move well...  
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from even the most hardened hearts."

ST ACTION



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If it's coming out, then it's in CF. All the latest games have come under the scrutiny of the reviews team. It ain't rated unless it's been

# POWERTESTED!

## 16 FIRST SAMURAI



**Image Works**  
Take an ancient warrior with a bad attitude, bang him into the future with a lot of creeps and enemies, and you've got one of the best 64 games ever written. How so? Get turning to page 16.

## 28 CREATURES II



**Bluffness and fortitude** come together in another fabulous platformer from the Apex Boys. PowerTest to the rescue.

## 31 NEIGHBOURS

### IMPULSE

Strength. All the main characters from the Down Under escap in a bizarre road race. Is

this a good

idea for a game? Find out in our special review on page 31.



## 44

### OCEAN

Remember the movie Alien? Well try talking on a planet-full of man-eating giant bugs in this splendid coin-op conversion. If you like Operation Wolf, you're going to love this. Prepare to mash up a gaggle of ugly critters.



## SPACE GUN

## 72 SARACEN PAINT

### IDEA

If you're looking for a decent art package for your 64, this could be the end of your quest. One for beginners and arty-types.



## POWERPACK 7

### BATTLE VALLEY

21st Century Era

The best form of defense is attack. So get ready for the full version scrolling shoot-'em-up.

### CYBERDYNE WARRIOR

21st Century Era

Recover drives from the planet's surface. But hurry because they're

set off the self-destruct mechanism. A fast, first class Apex arcade adventure.

### SENSITIVE

Public Domain

So, you think that anything that comes free can't exactly be too hot to

handle? Prepare to think again - and turn these brain cells with this puzzle from the Public Domain. The first couple of screens are easy. But after that... He, he, he!

### INDY HEAT

Storm

Do a few laps around the circuit in hot desert sands. Storm's new racer revealed for the first time in this demo. Can you keep control at 250mph?

## 17 GAMES

### 16 FIRST SAMURAI

IMAGEWORKS

### 28 CREATURES II

FRALANCO

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IMPULSE

## CF SPECIAL

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Find out the best and worst of Public Domain games. They're cheap, but are they worth the pennies?

### 59 PRIZES GALORE

We've teamed up with Shockwave to give away two new disk drives, and a bundle of games - including Paperboy II.

### 73 SARACEN PAINT

Paint package in PowerTest special. One to suit your palette, by all accounts.

## REGULARS

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First glimpses and release schedules for all the forthcoming 64 games.

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Ruger Frames gets very excited by a new gambling game but soon comes unstuck. Will our light-fisted slum ever learn?

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Four pages of the most crucial letters in the 64. TMB solves all your problems but that doesn't stop his grey matter wandling away more.

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Topic questions asked. And a special look at graphical lasers.

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Find out how the Apex duo put the feckin' footies to Creatures II.

### 74 NEXT MONTH

CF's fantastic future unveiled, competition winners announced. Cries of all round!

# QUICK START

## FULL GAMES

### CYBERDYNE WARRIOR

Play the complete version of this vicious shoot 'em up from the Apple Store. Before they became obscurer with *Conquering*, they a joystick into port two and enter your first arcade adventure. And because this multi-screen mission to capture and destroy is tough stuff.

### BATTLE VALLEY

This is a remarkable one- or two-player sideways-scrolling combat game in which you can take control of a helicopter or tank. Remember *Scramble*? Get your joystick into port two and let the brothers off one of these boats.

### SENSITIVE

This absolutely brilliant game hails from the Public Domain and we're happy to bring it to you on our PowerPack. With your joystick in port two, you control a ball and have to traverse a maze littered with exploding squares. Destroy all the exploding squares to move to the next level. Levels one and two show you how it's done. There are plenty more after that.

## DEMOS

### INDY HEAT

Take control of a motor racing mess machine and lead yourself in a few laps in competition with wild car drivers. The style will be familiar to anyone who got to grips with *Fast, Fast Man!* Stewart's Off-Road Racer. And the joystick port you want to use for it is number two. First one to make a win, win! (You don't win anything but will stand injury.)

### NO LOAD ZONE!

If your tape should fail to work properly follow these simple instructions:  
1) Switch off the machine, and wait all over before you try loading again.  
2) Check that your machine is not faulty by loading a piece of software you know works properly.  
3) If all attempts fail, put the tape in a clean ply bag, with a Starploid Autoclean Envelope, and send it to:

Mike Austin Video Ltd,  
Marwood, Midsford 14,  
Telford, Shropshire,  
DY1 4DD.

And we can only send you a replacement if you DO return the tape to Commodore (please note, as we do not own the Commodore name, we can't make the tape for you). Sorry!

# POWER PACK

We've come up with a trio of real toughies this month. We looked far and wide for for these three stonking full games. And to keep up your appetite for forthcoming software, check out our playable demo of the latest release from Storm.

# CYBERDYNE WARRIOR

## 21ST CENTURY ENTERTAINMENT

Joystick in port 2

From the same talent that was responsible for *Crestline* comes this complete game from the early days of the Apple partnership. You control a state of the art space marine who has to explore a hazardous alien landscape populated by transverse aliens. This involves a lot of shooting, a lot of leaping around and, of course, a lot of dying.

Screens flick from one to another. Keep a close eye on the terrain when you move from one screen to the next, because nast creatures can just open up beneath your feet or you might find yourself under attack from the moment you enter the next screen. Here's another title

tip for you. The screens reset if you leave them and enter them again, be warned. Don't even spare the scenery from your firepower. Some of it is reasonable, with a little persuasion from the energy weapon department. Persuade away.

Other than that, it's dead simple. Find your way through the mazes, collecting coins to build up your score as you go. Keep an eye on the orange bar running left to right in the top panel. This bar displays how much energy your space marine has left. If

your score starts cycling through negative values, it's another warning that the bar is very low and the end is right. There is a time limit but the early stages depend on your attention to the terrain and hazards. This is a very tough game. If you get stuck, keep your hair on. Andy Roberts

A FULL GAME



Don't! Beak! Beak! Cyberdyne Warrior comes red as the others another mysterious and less-filled screen. Time to get mean.



The weaponised world which awaits offers huge rewards for those who survive. But killing on the cotton isn't easy on this planet.



Your attack helicopter dodges yet another surface-to-air missile and it needs a revolution on ground. Although it's not a problem for the choppers, it does come in for a lot of flak, literally.



There's no substitute for a good ground battle and here's one of the heaviest tanks in your inventory. It's an ammo hungry beast so field repairs like this one are essential to the war effort.

# BATTLE VALLEY

## 21ST CENTURY ENTERTAINMENT

Jaywalk in part 2

Scramble to action as your base comes under attack. Take either an anti-air helicopter or an all-terrain fire-stationed tank off the shelf main battle tank. The mission is seek and destroy and the rules of engagement must be simple. Move up everything in sight, fire at will, etc., etc.

When the game has loaded, game options appear. Make sure that the double fire option is on. You're now ready to start.

The screen opens at your HQ, where both players' tanks and choppers are fuelled up and ready for combat. Depending on the

first move you make with the joystick, you select either the tank or the helicopter. Moving up on the joystick selects the helicopter. Moving sideways on the joystick means you select the tank.

To stop or change direction in the tank or the helicopter, press the fire button twice, quickly and with the joystick centred. Driving is otherwise simply a matter of moving the joystick left or right and watching the action from side on. You can make your tank jump or chopper dodge surface to air missiles. Experiment and have fun.

You can return to base at any time (preferably before you run out of ammo or

become critically damaged - in which case you'll never make it). You'll find ammo dumps. These function automatically when you park or land on them.

But you have to make a pretty thorough job of the level pretty quickly. A countdown to destruction starts taking away in the bottom right corner of the screen as soon as you begin playing.

The consequences of failure are as clear and simple as your orders. If you lose the level, you win a brand new seal for a full performance of the above loop. Is that all? You want more? Now it's time for a showdown. Show 'em what you're made of. To your vehicles!

**IFULL  
GAME**

## STORM

Jaywalk in part 2

Here's the ideal opportunity to test your motor racing skills on this circuit from Storm's forthcoming speed frenzy, *Indy Heat*. This is a demo of a game still very much in it's early stages. It's playable but there isn't much room for error. The thought we'd better warn you.

You control the blue car with the joy stick. Pushing forward on the stick moves the car in the direction it's facing. Pressing the accelerator is for a faster down speed. Left and right move the car left and right but be careful! Oversteer prevents on the steering and you'll be off the track completely.

You enter the pits by driving onto the blue square. Repairs are automatic. You can get a second player to take over one of the other drivers as well but you need a second joystick to do it.

A race takes a lot of skill to finish, let alone win, so this demo should see you right until we get the complete game in for a PowerTest. But go easy on the controls until then.



These old games are much more complex than they look. It's to keep the road course.

The late game tells you your position, best status and fuel reserves. It even shows pits messages.

Starting lights and timer visible clearly in the middle of the circuit.

The cars themselves are the stars of speed. This is you, struggling to stay on the road.



Care step on the appropriately coloured pit area. Little pit stop people then move into action.

The toughest part of the track is on top of you before you know it. Careful driving, please.

INDY HEAT

## Surviving the circuit

**Tell us what you think of our tapes and win a subscription to Commodore Format!**



It's about time we asked you a question. What do you really honestly think of our PowerPacks? This month it's our seven months and we want to hear your opinion on the job we're doing. We'd like to know which PowerPack so far has been your fave all timeover. We need to know this so we can keep making those better. This post, next year and the year after that.

So if you'd rather tell us which PowerPack you thought was the worst, too, write. The worst PowerPack you've ever done was No. 11? If you think this month's was that bad, if you can, we'd like you to finally tell us why you thought one tape was so much better or worse than any of the others.

But what's in it for you (apart from the promise of more PowerPacks all subscribers)? Well, we're going to pull all the names into the deputy editor's mouth, roll his around to mix up your goodcards and draw a few prize winners. The first three winners draw from the full stack up to a year's subscription to CF (if you already subscribe, we'll add a year to the time your subscription has to run.) And we've a special prize for one contest in particular. We'll tell you what we consider the winners, what that prize is. And just as you can't hear, you can read in as many entries as you like. Write on a goodcard or the back of an envelope and arrange your entry something like this:

Your name.  
Your address.  
The best or worst PowerPack so far has been.  
Why it was so good or bad.

Send it to: PowerPack Survey, Commodore Format, 36 Wilmore Road, Street, Bath BA1 2NP. Please get your entries to us by February 29th. And thanks for your help.



Now that's what I call frustrating. After wading out the tiles on the island, we can transport to the T. Then you're, um, I see, uh,



a remarkably tough level, even though it looks easier than the one on the left. Sensitive is quite devious.

# SENSITIVE

**OLIVER KIRWA/  
DOMINATORS PD**

Joystick in port 2  
This thoroughly addictive game was first created by Oliver Kirwa for the Public Domain. But the version you have was cracked and modified (legitimately) by Dominator Bad (or -- yes, quite). Bad's version allows you to select infinite levels. We recommend you don't, at first. But if you get really stuck, sure go ahead. It's what they're there for.

**FULL  
GAME**

over them twice. To solve some levels, you need to work out how to do this. Finally,

some levels contain grey squares marked with the letter T. These squares are transporters. You use them by pressing fire. Let me repeat, you pop up on another square marked T.

That's it. The rest is up to you. You will not believe how addictive this game is, until it's too late... When you've been completely hooked, turn to Game Gutter's Public Domain feature.

Actually, the first couple of levels are really easy. One nudge of your joystick moves your sprite one space in the same direction. Couldn't be simpler, eh? Well, what you have to do is this. You have to alter every picture tile from the screen and then make it look like the wall. You clear a tile by moving onto it. It's designed to blow up a couple of seconds later, so don't hang around if you don't want to fly.

This means you can only walk over a tile once, so again, be careful - don't put yourself off. If the characters on the picture squares are moving, it means you can walk



Now you can't talk, but some of the squares have moving characters, meaning you can move over them twice and solve levels like this.



The graphics are so neat in Sensitive that the game just begs to be played again and again. Full price software publishers, beware.

# BONANZA BROS.



*WHO THE HELL ARE THEY?*

## JUST WHO ARE THESE GUYS?

Mobo and Robo (bro)s are the good-looking peas on the coolest wilsons you'll ever meet. They like taverns, restaurants, and approved cosmetics (owners of their pony). They're on a mission and they're coming soon. Ask them why they wear dark glasses and they'll tell you... "Our father's so bright we gotta wear shades!"

Available on Amstrad, C&M 64/128, Cossack & Dos Spectrum Computers. Also 3F & Amiga.

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# ROBOCOP III

**It ain't easy being a cop. Not only do you have to cope with missile-toting mutant streetgangs, there's a hell of a lot of paperwork. Not so for Robocop - half human, half machine, our hero is about to return for the third time. He's mean, he's mad and he doesn't even know the meaning of triplicate...**

**R**obocop is back. Everyone's favourite robotic nasser is coming to the C64 around March, when the new film *Robocop 3* hits the screens in Britain.

Unlike the 16-bit computers, which have a mere 102 levels, the C64 version uses the tried-and-tested multi-level scrolling system that worked so well in Dosari's other recent film license, *Terminator 2*.

In the new film, the city of Detroit is being torn down and replaced with a new high-tech town, the privately-owned, Delta City. Unsurprisingly, some of the residents of Detroit don't want to move, so the cities new owners - Omni-Consumer Products (OCP) -

send in Re-Hab officers to move the tenants to new accommodation. In practice what's happening is that they are just throwing them out of their homes and killing most of them.

To make matters more complicated, there's a new streetgang called the Spisterpunkz that are fighting almost everyone. Even our half robot hero who starts the game by protecting the Re-Hab officers in the pursuance of their duty and fighting the Spisterpunkz. The first level is an Operative Wolf-style shoot-'em-up where the Spisterpunkz attack and and you have to 'nass' them with serious amounts of fire-power. On the way, you can pick-up Repair Tokens, which you need for repairs at



the end of each level. Later on in the film, Robocop's duty is to nass the public, but overrides his other commands and he ends up fighting on the side of the rebels, against OCP. All this would lead to a happy - if vic-



First level and it's time for Robocop to do a bit of gratuitous bleeding (what else?)



Factory fingerpinner battles as Robocop takes out a few mutant shop ahahahaha.

## The C64 at Christmas

What a corking Christmas it's been for the C64. Not only have all new C64 owners got a special edition of Commodore Format in every box (C64s and a game called *Terminator* something) but they're joining the biggest computer club in the world - the C64 owners club.

So, how many new C64s do you think were sold over the Christmas period - 21,000? 50,000? 75,000. No, all wrong. In fact a massive 100,000 new C64s have hit the streets in the last month or so, keeping the C64 in its position as the biggest-selling home computer ever. Commodore are obviously over the moon about the C64s continued success. "It proves that faced with the choice between games-only consoles and a real computer like the C64, people are still going for the C64 with all the advantages and extra care that a real computer has."



The C64: Nine years old and still going strong, the world's best-selling home computer.

lent — ending with a supercop like Robo on the robot's side. But unfortunately, OGPs now partners have a new weapon that's much more deadly than the old and clumsy EO-208. The Aquanet corporation Kameniteu, have a special product line in the shape of killer robot ninjas that threaten to make Robo into scrap metal with a serious line in swish samurai swordplay.

The rest of the game is familiar territory with Robo blasting his way through several horizontally-scrolling levels of battles. In level 3, Robo cop enters the desolate Planet Moon factory and has to fight off both Splatterpunk and Pelmale officers, before meeting the deadly ninjas, Ocean at the end of the level.

Next it's on to the streets of Cadillac Heights with its spiky jelpack, through the waves of Splatterpunk and Pelmale, destroying the monster battle tank at the end of the level. Eventually after fighting his way through the streets to the OGP Tower, Robo cop has to confront hordes of 800 units and robot ninjas and fight all the way to the top of the tower to confront — well, that would spoil the big surprise....

To add fire to his mission, Robo cop can pick up extra weaponry that he finds lying around. Flame throwers, lasers, guided missiles and three-way guns are all available, but you must use them sparingly as they only have a limited number of shots — although there are a few unlimited ammunition options to be found.

Robo cop (it'll be available probably on cartridge only) around later, when the film itself is shown in Britain. The price has yet to be decided.

|           |              |
|-----------|--------------|
| Game      | RoboCop 2    |
| Publisher | Ocean        |
| Release   | March        |
| Contact   | 061 832 6000 |



RoboCop jets into action against the spiky turkeys — time to use the guided missiles.



Party time! Hard and funky RoboCop, 84, dances on tables with very metal nips, 85.



The Intertube repair screen, where Robo can trade in English tokens for heavy metalwork.



RoboCop makes it to the top of OGP Tower. Ah, but what's that behind the steel cage...



Is it a bird? Is it a plane? No it's a heavily armed gangster and it's up to us good...



It's tough on the streets of Delta City — even the dinosaurs are fully armed 88-000s.



The OGP Tower has office machinery that's a lot more dangerous than your average gas toaster or coffee machine.

## The CHARTS

Our definitive guide to the best-selling 1993 games

### FULL PRICE CHARTS

- 1 Terminator 2  
Ocean
- 2 WWF Wrestlemania  
Ocean
- 3 Turtles — The Coin Op  
Ocean
- 4 SDI  
Ocean
- 5 Big Box  
Beau Jolly
- 6 Speedball 2  
Mirrorsoft
- 7 RoboCop 2  
Ocean
- 8 Rugby — The World Cup  
Comark
- 9 Smash TV  
Ocean
- 10 Shadow of the Beast  
Ocean

### BUDGET CHARTS

- 1 New Zealand Story  
Hit Squad
- 2 Bubble Bobble  
Hit Squad
- 3 Chase HQ  
Hit Squad
- 4 Turrican  
Kixx
- 5 Moonwalker  
Kixx
- 6 American 3D Pool  
Zeppelin
- 7 Altered Beast  
Hit Squad
- 8 Turbo Out Run  
Kixx
- 9 Magic Land Diary  
Code Masters
- 10 Batmen — The Movie  
Hit Squad

This chart is compiled by Galfry Ltd.

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## SNIPPETS

### SON OF MASTERTRONIC

Mastertronic — the first company to start selling budget games — has just changed its name to Topic in a bid to be more hip and cool and all that kind of stuff. Old goes the old logo and in comes a new logo and a cool front dude, known as Regé Art. All the titles are going to be \$3.99 and to launch the new look, Virgin have already released some of their big full-price titles. — Double Dragon 1 & 2, Boulder and Billwaver. At the end of February, the deeply excellent Monty Python Computer Game.

### ESCAPE FROM COLDITZ PREVENTED

Logikal Logic Software — the company responsible for Escape From Colditz — has gone into liquidation with debts of more than £100,000. Obviously this means that the chances of the game seeing the light of day again are nonexistent. However, the liquidators are looking at selling every thing worth any money, so it's not unlikely that another company will buy the nearly-completed game and release it some time next year. Watch this space for further details.

### RUBICON FINALLY CROSSED

Back in issue 12 we reviewed Rubicon — the last game from the once-great Hansen (it got 65%, by the way). Sadly, before it could be released, the company ceased trading, but has now been resurrected in the form of 21st Century Entertainment. After lots of wrangling, Rubicon has finally been released on the 21st Century Entertainment. So if fighting mutant creatures in retroactive Pacific islands appealing, Rubicon may well be the game for you.

### ST VALENTINE'S DAY STORM

Dark within the recesses of Staling Storm (the programmers of Gaido, Portland and Final Blank), there's a secret game under development. Programmers are being kept in hiding and all the companies PB people have had their tongues torn out. However, we sent out spy in cover the way of their high-industry fortress in Baltimore, and before dying of his injuries he told us that it's a spy-war game to be released on the C64 on Friday 14th February: St Valentine's Day. We sending more soldiers (young volunteers) down to Baltimore and as soon as one of them lives, we'll let you know.

# INTERNATIONAL SPORTS CHALLENGE

*Sport sims come and sports sims go, but there will always be a place in our hearts for a game with good arcade waggling action. International Sports Challenge is the latest entry to the competitive world of multi-event joystick juggling. On your marks...*

It's been quite a while since we saw a good multi-event sports sim on the C64. But with the Olympics coming up, Empire are hoping that this *International Sports Challenge* will fit the mark, take the gold and, yeah, lots of other sporting things, I bet.

They'll be five events, including swimming, relay pigeon shooting, diving and two other events which have yet to be finalised.

In the swimming there's a huge choice of events covering all different styles and lengths and you can choose to compete at national, international and world.

Championship level (with increasingly harder opponents). The action follows the traditional wiggly system, but with the critical addition of having to come up for breath at just the right moment.

Clay pigeon shooting is, er, shooting clays that are fired into the air in front of you. However, to make things more difficult, the clays are fired from different places all over the screen, and you get more points for hitting clays with your first shot. This has been tried before in lots of games, and seems to go down pretty well.

The diving is the most complicated and

follows the international rules quite closely. First of all you select the type of competition you want to enter and the number of practice dives you want (you can have up to three, but this reduces the maximum score you can get on your main dive).

Rather than just doing any old dive, you then go to the dive selection screen where you select the dive you want to do (harder dives are worth more points) and the computer will show you a replay of a perfect dive. To start the dive, you press fire, and then fire again when the power line reaches the right strength. To do the dive correctly, you then have to follow the path of the on-screen guide with your joystick, after which the panel judges you on the accuracy of your dive.

Empire reckon *International Sports Challenge* will keep away from the normal running and jumping events in favour of those with a bit more fire art involved. More details as they come out...

|                  |                                       |
|------------------|---------------------------------------|
| <b>Game</b>      | <i>International Sports Challenge</i> |
| <b>Publisher</b> | Empire                                |
| <b>Release</b>   | March                                 |
| <b>Contact</b>   | 0208 547128                           |





Look out - he's back!

# PAPERBOY

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



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Relationships are always embarrassing, aren't they? Well if you've suffered an evening with Aunt Mabel getting drunk on sherry (like in Great Uncle Fred visiting the house) but with his plan you'll know what we mean. But things could be worse. Soaps is thought for these pair games. Not only are they just starting out in life but they've got a seriously fun deal on the family side. Even Aunt Mabel ran a drunken pirate with a wooden leg.

#### ROCK OCEAN

Peter mauls...and Captain Hook. A gentle guy, into space arranging and re-arranging, was driven to drink and attacking Peter Pan by his mad great grand uncle. Captain Paulson



#### THE CODE CRACK TWIST

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#### GRAB CAR 3

It's hard being a kid, young car when you're such a big boy. It's not that bad. After all, being a kid is nothing compared to being a kid around the top of a skyscraper.

#### GIORGIO IS

Just imagine the coloring problems when this cute and cuddly guy turns up at the family reunion. Giorgio even keeps demanding to know why he can't eat human flesh like the rest of them.



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sammy cass (£3.99) - also on PC (£9.99) double dragon I & II, xenon, shinobi

**well? what are you waiting for?**

If you want to know who exactly reviews all these games or what those crazy little cartoony symbols on the reviews pages are, all your questions are answered here, the Powerplay page. Look no further than this to fathom Commodore Format's radical ratings...

# POWERPLAY

## COLIN CAMPBELL



Col looks a bit miffed this month. It seems that since we paid behind him, when "booked" for the first time last issue, plenty of readers have been pointing out that Col looks a bit like stingy budgeteer Roger Frames.

## DAVE GOLDER



Talking of Roger Frames, meet Dave Golder. He's so mean he won't even fork out for budget games. This cat owns a strict Public Domain man. "I never like to spend more than 15

## STUART CAMPBELL



pence on a game," he says, so we could turn a price on Clasic Heat for just that. Great guy. But what a mag.

## SEAN MASTERSON



Sean's not been getting much sleep lately. Trouble is, he got too involved in trying to whip the Star Simpson game and, let's face it, Sean's more at home with Dungeons

## PAUL LYONS



and Dragons than with under under and Space Invaders. "How can you say that when it's not true?" he asked. We laughed.

## NEIL WEST



Neil tries to keep his game playing a secret. He pretends to be a selfish dude about him, living from one issue to the next. But the fact is he's a real villain of computer game

## ROGER FRAMES



addition, unable to go more than a few hours before flicking the switch on his C64 and leading a good shoot-'em-up.

## LINDA BARKER



Meet Linda. Not only is Linda a girlie but (and we have to tell you this) she's a bit of a Space-rum as well. So what's she doing reviewing Commodore 64 games? Well, it's quite simple. She's brilliant at them. She can't get to grips with the fact that the 64's keys aren't made of rubber though.

## Bits'n'Bobs

Commodore Format's review system is as simple and as fun. There's none of that tricky hard-to-follow nonsense here. Each review is packed with all 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 those egg-shaped things. At the top will be the game's poor 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 50 per cent, as it's an 'official' carrier and could well be worth a good look.



## GAME ICONS

To make the reader for you're hooked together a few 'tell-it-at-a-glance' icons (things) 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** - So obvious really. It signifies the control mechanism.



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



**OCTOPUS** - Multitask, the game's in bits if the octopus appears (page users beware).



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



**BLOCKS** - You can prove to everybody from your game you are a game by using a high-score table.



**POWER** - Yes, we're afraid that really is what it means. There's a power mode.



As you run low, spirits are high. Kick a creature dead, as you get into the spirit of it, the spirit of it gets into you, increasing your mystical energy.

**The latest release from Vivid Image and Imageworks features an 11th century samurai suffering from a severe case of 25th century culture shock. But that didn't stop our reviewer getting a kick out of it...**

One of the most eagerly awaited games of 1991 was *First Samurai*. But, because of Vivid Image's obsession with making it the best arcade adventure ever, it's sort of become the most eagerly awaited game of 1992. But has it been worth the wait?

*First Samurai* started as a bit of a joke. One of the Vivid Image team

people a hard time, so he races the village to the ground, killing the lord in the process. The only person left is the young samurai, who, with the help of a wizard mage, is catapulted forward into the future with a magic sword, to avenge the death of his master.

Unfortunately, you start the game as a bit of a wimp. Although you have full physical strength, you don't have any mystical strength at all – and mystical strength is essential for picking up and using magical items and resisting your magic sword. Fortunately, this is not as hard to come by as everything you kill increases your



last chance. If you live, you can get the sword back by killing things, again. It's an effective way for you to live to fight another day.

But *First Samurai* isn't all punting, slashing and killing. To progress from one level to the next, you need to call on the spirit of your master to overcome

# FIRST SAMURAI

(John Tebbel) programmed *Last Ninja 1* and *2* for System 3. So when he, Merv Tebbel and Raffaele (no, they're not related to the Turfles) set up their own company – Vivid Image, the name *First Samurai* was just a working name to wind up System 3. And yet, inevitably, as things developed the name stuck and our hero with the purple trousers was born.

The storyline is quite similar to a book by one cartoonist Frank Miller, called *Ronin*. Our hero is a young samurai and protector to a great lord. Everyone is happy, until one day a powerful Demon King appears who thinks that he could have much more fun if he gave

**Public transport is no safer 500 years on.** The train sequence takes the point-to-point level of *PG* and it doesn't stop for nothing.

magic a little bit. Once you have most of your energy your sword appears in your hand and, hey, killing, wounding and slaying the bad guys is suddenly much easier. However, you must be careful to maintain your mystical energy. If it drops too low, you won't be able to use – or even pick up – some of the magic items you will find in your travels. If this happens, you'll just have to go out and do some more killing to get your energy back up.

Normally, if you run out of physical energy, you die. But, if you're carrying your sword, it will disappear instead, turning into an extra bit of physical energy, to give you a

It's a corker!

series problem. For example, at the end of the first level, there's a waterfall to cross.

To do this, you have to collect the magic items (in this case, four logs), collect a bull and then go to the waterfall and use the bull to surmount your master. He then puts the logs across the waterfall, and voila, only the end-of-level dragon and nine more levels, and you get to fight the demon king.

You start the game in the wilderness, back in your own time. In the first four levels you have to fight your way towards the time-potter that will take you forward to the future,





chasing after the evil demons. Anyone who played our fabulous demo on last month's cover tape will be in for a shock, because the real first level is twice as big and there are lots more objects to find and use. The puzzle is to find the logs to cross the watery level. Once this is done, you have to face the end-of-level guardians, the dragon.

At the end of each level there are one or more chests which contain spinning coins – collect these for your end-of-level bonuses. In the fifth level you have to fight your way along a speeding subway train, picking up bonuses to re-build your strength. The sixth level takes you through the gritty part of town where you can drop into the sewers, if you can find a way of moving the blocks from the entrance...



Tons of sewers are still popular in 20th century Japan. It's a sign of the times...

In the sewers your path is blocked by materials but, of course, there is a way past. The sixth level is a journey through the smart part of town – a high-tech (kissassennoreppe) place, where the way is blocked by lasers. Rather than using the door like everyone else, on the sixth level, you have to climb the scaffolding on the outside of the building, collecting computer disks to destroy the access computer to get into the building. Your first level is a battle to the top of the porthouse to face the demon. To be successful, you have to collect spells that make the demon become flesh, so you can fight him to the death!

First Samurai is a real arcade adventure – not like some so-called games where

adventure means you have to walk a lot to get to the action. In First Samurai every minute is packed with action, enemies to kill, power-ups to find and puzzles to solve. To finish it you'll need to be a good beat-'em-up player, a good puzzle solver and have patience – not all of the puzzles are as easy as they first seem.

There are so many good things about First Samurai that it's difficult to say which are the best. The most amazing thing about the game is how big it is. Every single one of the ten levels is



the end and back again. Many of the chests reappear later in the game, so if you get stuck, returning your steps is a good idea.

A lot of the puzzles rely on using the right magic in the right place. To help you with this there's an intelligent hint system, so if you wander past the right place enough times without calling on the air, he appears long enough to let you know when you're in the right place.

The number of monsters and puzzles, dangers and power-ups that have been squeezed into the CGA is nothing short of amazing! Which makes for a really big adventure. It takes the programmer – John and Alan – over two and a half hours to play all the way through the game, and that's using infinite lives and knowing where all the magic items are!



The disk version has a special password system. This gives you special codes at the end of the fourth, sixth, eight and ninth levels so you don't have to play all the way through the game every time. And if you get to the end, there's a special password that may drive you a little... and each disk has its very own set of codes. But the most important thing is that the gameplay is bang on.

If there's a real fault, sir, it is quite hard to begin with. And there's no in-game music, because there was no memory left for it. But probably the worst thing about First Samurai is that if you buy it, you'll never be happy again with the mindless beat-'em-up some companies produce.

If you want a game with excellent graphics, loads of gameplay and more stability than almost any game released last year, then you'll love First Samurai. If not, then you may as well start a journal collection...

PAUL FORD

|           |               |
|-----------|---------------|
| Game      | First Samurai |
| Publisher | ImageWorks    |
| Cassette  | £19.99        |
| Disk      | £19.99        |
| Release   | Out now       |
| Contact   | 081 404 2330  |

## POWER RATING

**THE DOWNERS...**

- No in-game music, only sound FX.

**THE UPSERS...**

- A totally massive arcade adventure!
- Excellent main characters and a really easy to control.
- Big emotional, emotional moments to help down.
- Completely intricate and beautifully coloured backdrops with parallax scrolling.
- Sound FX with extra bits of atmosphere.
- There's more than one way to complete most puzzles.
- 10 huge levels to take only four disks.
- Password system on the disk version.
- Designed to be one of the off-the-shelf great CGA games.

**...AND THE UPSERS**

100

96%

0

## That screen in full...

**A chest** – break open the chests for food, weapons and magical objects.

**Physical strength bar** – fill at this point, you're out of dead.

**Year Score** – or PAUSED if you stop for a break.

**Level left** – you only have five.

**Our heap** – with magical sword and pretty little purple objects to go into around it.

**My attack strength bar** – without lots of life, you simply cannot win many magical objects.

**5** GAME PACK  
**DIZZY'S**  
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1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.



1. *Journal of the American Medical Association*, 1997; 277: 1033-1038.



1. *Journal of the American Medical Association*, 1997; 277: 1039-1043.



1000



## CODEMASTERS

1999年12月26日  
 1999年12月26日  
 1999年12月26日  
 1999年12月26日  
 1999年12月26日  
 1999年12月26日



# GameBusters

## ALIENS

To complement the spiffy map in GFYD, here are some additional tips from Auntie Dot in Wigan. (Nose. Auntie wouldn't let us do that).

**GR0YTH** When you find a patch of growth, only shoot half of it - this slows ammunition and should only be used to find aliens.

**ALIENS** Warriors wander around for approx. many 10 seconds before they attack, so it's essential to find them quickly. They can be killed by either one shot to the head or two shots to the body (the head shot saves ammunition). Avoid shooting an alien in front of a doorway - some of them leave behind lethal pools of acid.

**FACE HUGGERS & EGGS** Huggers crawl along the ground for roughly five seconds but if only takes one shot to kill them, so aim carefully. If it creeps towards you, shoot twice. Eggs don't set off a beep, so shoot the room for them.

**DARKNESS** When the lights go out, it's pointless to head for the Queen. The 'programming' system is your best bet to avoid getting lost but you still have the aliens to contend with. Often you can make out the dim outline of a room - fire one shot to highlight it, then kill it your next. Face Huggers are a nightmare. It's better to run away than fight.

**QUEEN'S CHAMBER** Get as many people there as possible - pray the lights don't fail!

## LITTLE PUFF

Cute a jolly little arcade adventure, so John Jenson found out. In fact, he enjoyed it so much he's decided to share the complete solution with the entire world. Aren't you lucky? From the start, take CHEERLESS, RIGHT, take POTION, LEFT, LEFT, LEFT, fire at the THREE STUMP, LEFT, fall down left side of hole, LEFT, get BOX, LEFT, drop BOX to make a step, take LIFE-BELT and BOX, RIGHT, RIGHT, RIGHT, RIGHT, take CORROSION, RIGHT, take ENVELOPE, RIGHT, drop CORROSION, RIGHT, take PUMP, LEFT, fall down hole, take FOOD, LEFT, LEFT, LEFT, take SHAPES, LEFT, Chase BEG with HAMMER to make a BEG, go to DOOR, take PUMP, push up at DOOR, RIGHT, jump onto PLUNGER and stop the PUMP, LEFT, up through the DOOR, LEFT, take BANANA, LEFT, LEFT, LEFT, take BOTTLE and drop the SHADE, LEFT, LEFT, take FOOD and ENVELOPE,

**February festivities of the puzzle solving variety can be found over the next eight pages. To take you through them, here is fearless cheat finder Andy Roberts.**

## The POKE! (and how to use it)

Many people write in with just one question: How do I use the POKEs printed in GFYD? Well, here's how.

### RESET POKES

A reset POKE usually has two elements: a POKE statement (followed by a value), and a SYS statement. For example, POKE 4444,44 followed by SYS4444. The actual POKE changes a location in the computer's memory, usually adjusting the location where the number of lives left in your game is stored. The SYS number is the machine-code equivalent of RUN, and is needed to restart the game.

To use a reset POKE, you must have a reset switch. You reset the machine using this switch, whenever the familiar start-up screen appears. The game is still intact, however, and you merely enter the POKE or POKES followed by the SYS call to get things running again.

### ACTION REPLAY POKES

These require only an Action Replay cartridge. To use an Action Replay POKE, simply freeze the game with the cartridge, select POKES from the menu, enter the desired POKE, then press the reset key. No SYS statement is needed because the

cartridge restarts the game automatically. Reset POKES can be entered by Action Replay owners (ignoring the SYS call). But reset switch owners cannot use Action Replay POKES.

### LISTINGS

A listing requires no additional hardware. It's a BASIC program made up of lines, usually starting at 0 and increasing in steps of 1. The listing must be entered exactly as it's printed in the magazine. Press the RETURN key at the end of each line. For example, you would start the Shadow Warriors listing with line 0, typing: 0 REM SHADOW WARRIORS. CHART BY WAZ followed by RETURN. Enter every line in this manner, and when you finish the program: SAVE it to cassette or disk. Now RUN the listing - if it is good, the message "PRESS PLAY OR PAUSE" appears (in which case, insert the tape game cassette and press PLAY to load it as usual). You may be confronted with "DATA ERROR", in which case you should check the DATA lines you have typed in. Get a friend to read out the lines from the magazine while you type them in. The listings are tested thoroughly, and the vast majority do work, so check your typing if something seems wrong.

into a GOLD COIN (RIGHT, Grip GOLD COIN now TOLL DRAGON the then sleep-point), RIGHT, RIGHT, RIGHT, Wait some, you're finished the game!

## £20 MAIL ORDER VOUCHER MADNESS

If you would like to win one of three leg-slaying vouchers, send your mag, solutions, hints, tips and POKES to:

Andy Roberts' GameBusters,  
Commodore Format,  
30 Moorfields Street,  
Bath, Avon,  
BA1 2BB

# SMASH TV

Coming up next, the definitive guide to Ocean's gruesome gameshow extravaganza. We'd like to warn readers that these pages contain explicit maps and tips which some people may find helpful.

## WEAPONRY

**POWER UPS** make you invincible for approximately 5 seconds. During this time run into as many other participants as possible. Most useful when the screen is rapidly filling up with tanks and warriors.

**SHURIKEN** are definitely the most attractive weapons (but be careful how you use them). The shuriken cannot kill shogun men - they simply bounce off. Use them to shield you. This allows you to concentrate on developing one attack move without having to worry about anything behind you.

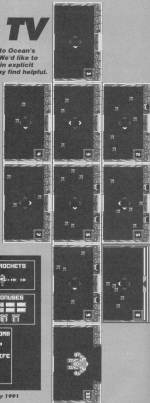
**MAZE-BALLS** effectively double your fire-power capability. For example, if you are firing rockets, the maze fires rockets too.

**MULTIPLE** is extremely useful for tackling large numbers of enemies, as it has the longest range. It triples your single shot and does a lot of damage in the process.

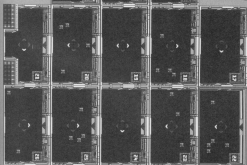
**GRENADES** are only short range weapons but they're still very effective against tanks and shogun men. They're much less useful when tackling huge attack moves, so switch to another weapon when you get the chance.

**ROCKETS** cut through anything and keep on going. Rockets are your salvation to shogun men, tanks and those tricky flying saucer tackling moments, not to mention the end-of-level nasties.

## LEVEL 1



# LEVEL 2



**SMART BOMBS** These tend to appear when the screen is bursting at the seams with your opponents, so it's worth taking time and time to collect this icon. Everything on screen will be vaporized in an instant.

And there you have it, the biggest cheat guide to Supremacy IV you're ever likely to see. Many thanks to the programmers. Make 'Supremacy' done for revealing a few of the game's secrets... I haven't given many of them away, this time. So you'll just have to play the game and discover them yourself.



**GENERAL TIPS**

- The single joystick control method is the key to long-term survival.
- Don't rush around the screen - your weapons are most effective when you're standing still.
- The white arrows on the maps show you the available exit-points.
- Never put yourself at risk for the sake of bonuses (such as gold, silver or masks).
- Taking the shortest route isn't always advisable - if you're low on lives, pay a visit to a bonus room.
- Extra lives appear only rarely, so when they do... go get 'em!
- Increased speed can be useful, especially on level 3.

**THE GUARDIANS:****LEVEL 1 -  
MUTOID MAN**

This guy moves around the screen bashing his fists on the floor. This causes the arena to shake violently.

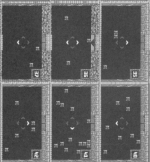
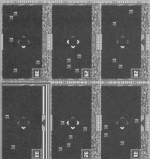
The best approach is to shoot his left arm first (until it disappears). Then repeat the process on his right arm. Finally, staying on either the left or right of the screen, shoot his head until he's completely dead. Don't be tempted to shoot him from directly in front or behind, it's too hazardous.

**LEVEL 2  
SCAR  
FACE**

Better strategy, this chap is the hardest of the three to beat. The only way to kill him is to blast every single segment of his surrounding shell until only a naked remains. The bottom segments are difficult to shoot, because he moves around so quickly. It pays to keep moving at all times, as the homing missiles he fires are deadly accurate (and accurately deadly). If a missile does appear, grab it!

**LEVEL 3 - EAT  
MY EYEBALLS**

You fight your last battle against a creature who shares much in common with Mutoid Man. The main difference between the two of

**LEVEL 3**

them is that this guy is a little faster on his heels. Unfortunately, as well as his more impressive speed, he can take a great deal more damage than Mutoid Man. It will take a fair number of well-placed shots to hit their target before this baby blows.

Nevertheless, the same technique of blowing him from behind that you found so effective on level one will serve you well again here. Shoot his left arm first, then his right. Then stay on one side of the screen and shoot the boss. Congratulations, you're a winner!

# RODLAND

*Who's that cute cuddly person charging over the hill, rod in hand? Could it be Andy Roberts with the second - and final - part of our complete guide to this sweet platform puzzler. And if you're still having problems, check out the small print at the bottom of the page for our definitive cheats list...*



On level 18 it's better to forget about collecting all the flowers, rather than get trapped in a big corner. On level 19 avoid enemies by jumping repeatedly from one platform to another. And take care when jumping on level 20: it's easy to drop onto a monster.

But too many problems have led one of your portable ladder-well and you'll be paid dividends. The end of level monster on level 24 is an opponent which jumps up and down on the ground. Beating this requires well-timed running in, landing and running out.



The most important skill on this quarter of levels is dropping off platforms and collecting flowers in mid-air. If you get trapped on a long ladder, the only way to avoid certain death is by dropping sideways into mid-air, flower-gathering on level 31 is absolutely hard.

Because of the dead ends on level 30 and be quick with the ladder if reversed. Myrth level 30 holds the final question - an evil boss. Each time you defeat him he returns to fight again, only he's bigger than before. Kill him three times and your victory will be yours.

If you're still having problems by these cheats. Action Replay POKEs - infinite lives POKe 3670,173-POKe 3676,173 - infinite credits POKe 3470,173 - infinite planets - POKe 3484,186. And here's an extra cheat for anyone without a shiny cartridge gadget - if you cut the EXTRA bubbles, and immediately press the fire button before the fairy appears, you can skip levels, one for every button click.



Warren Pilkington delivers the goods yet again, with another bumper crop of **POKES** to get you through those tough games. If you've some **POKES**, send 'em to **FrameBusters**...

## SHADOW WARRIORS

"Good morning, Sir. Can I help you?" "Er, yes. Infinite lives on Shadow Warriors please." "I'm afraid we're clean out of those Sir, but we do have an infinite lives and time testing." "Great! I'll take it."

3 ROM SHADOW WARRIORS CHEAT BY NED  
1 FOR 30-100 TO 010-0000 YrChGvYROR  
S.Y.VB00T

2 IF C=0-100 THEN PRINT "DATA"  
ENDOF\*000

3 POK 157,120,000,340  
4 DATA 000,000,000,000,000,000,000,000  
5 DATA 100,000,000,000,000,000,000,000  
6 DATA 100,000,000,000,000,000,000,000  
7 DATA 100,000,000,000,000,000,000,000  
8 DATA 100,000,000,000,000,000,000,000  
9 DATA 100,000,000,000,000,000,000,000

## XENON

The only classic Blinnip Bros game on the C64 - in fact the ONLY Blinnip Bros game on the C64. It has just surfaced on budget, so what better than an infinite lives **POKE**...

3 ROM XENON CHEAT BY NED  
1 FOR 30-100 TO 010-0000 YrChGvYROR  
S.Y.VB00T

2 IF C=0-100 THEN PRINT "DATA"  
ENDOF\*000

3 POK 157,120,000,340  
4 DATA 000,000,000,000,000,000,000,000  
5 DATA 100,000,000,000,000,000,000,000  
6 DATA 100,000,000,000,000,000,000,000  
7 DATA 100,000,000,000,000,000,000,000  
8 DATA 100,000,000,000,000,000,000,000  
9 DATA 100,000,000,000,000,000,000,000

## BLACK TIGER

For infinite lives and time on this crumbly arcade conversion, enter this simply splendid listing.

3 ROM BLACK TIGER CHEAT BY NED  
1 FOR 30-100 TO 010-0000 YrChGvYROR  
S.Y.VB00T

2 IF C=0-100 THEN PRINT "DATA"  
ENDOF\*000

3 POK 157,120,000,340  
4 DATA 000,000,000,000,000,000,000,000  
5 DATA 100,000,000,000,000,000,000,000  
6 DATA 100,000,000,000,000,000,000,000  
7 DATA 100,000,000,000,000,000,000,000  
8 DATA 100,000,000,000,000,000,000,000  
9 DATA 100,000,000,000,000,000,000,000

5 DATA 100,000,000,000,000,000,000,000  
6 DATA 100,000,000,000,000,000,000,000  
7 DATA 100,000,000,000,000,000,000,000  
8 DATA 100,000,000,000,000,000,000,000  
9 DATA 100,000,000,000,000,000,000,000  
10 DATA 100,000,000,000,000,000,000,000  
11 DATA 100,000,000,000,000,000,000,000  
12 DATA 100,000,000,000,000,000,000,000

## STARLIFTER

Er of an-aside, this one, but still a tough nut to crack. Try the following listing for infinite lives.

3 ROM STARLIFTER CHEAT BY NED  
1 FOR 30-100 TO 010-0000 YrChGvYROR  
S.Y.VB00T

2 IF C=0-100 THEN PRINT "DATA"  
ENDOF\*000

3 POK 157,120,000,340  
4 DATA 000,000,000,000,000,000,000,000  
5 DATA 100,000,000,000,000,000,000,000  
6 DATA 100,000,000,000,000,000,000,000  
7 DATA 100,000,000,000,000,000,000,000  
8 DATA 100,000,000,000,000,000,000,000  
9 DATA 100,000,000,000,000,000,000,000  
10 DATA 100,000,000,000,000,000,000,000  
11 DATA 100,000,000,000,000,000,000,000  
12 DATA 100,000,000,000,000,000,000,000

## DALEY'S SUPERTEST

Not quite sure what the **POKE** actually does, but if you own a copy of the game you could do a lot worse than to type it in. (SAFE for future use, then RUN it.)

3 ROM DALEY'S SUPERTEST BY NED  
1 FOR 30-100 TO 010-0000 YrChGvYROR  
S.Y.VB00T

2 IF C=0-100 THEN PRINT "DATA"  
ENDOF\*000

3 POK 157,120,000,340  
4 DATA 000,000,000,000,000,000,000,000  
5 DATA 100,000,000,000,000,000,000,000  
6 DATA 100,000,000,000,000,000,000,000  
7 DATA 100,000,000,000,000,000,000,000  
8 DATA 100,000,000,000,000,000,000,000  
9 DATA 100,000,000,000,000,000,000,000  
10 DATA 100,000,000,000,000,000,000,000  
11 DATA 100,000,000,000,000,000,000,000  
12 DATA 100,000,000,000,000,000,000,000

## TOMCAT

If this game is giving you grief, pop the cassette into the C64, then type in this listing and RUN it. What could be simpler?

3 ROM TOMCAT CHEAT BY NED  
1 FOR 30-100 TO 010-0000 YrChGvYROR  
S.Y.VB00T

2 IF C=0-100 THEN PRINT "DATA"  
ENDOF\*000

3 POK 157,120,000,340  
4 DATA 000,000,000,000,000,000,000,000  
5 DATA 100,000,000,000,000,000,000,000  
6 DATA 100,000,000,000,000,000,000,000  
7 DATA 100,000,000,000,000,000,000,000  
8 DATA 100,000,000,000,000,000,000,000  
9 DATA 100,000,000,000,000,000,000,000  
10 DATA 100,000,000,000,000,000,000,000  
11 DATA 100,000,000,000,000,000,000,000  
12 DATA 100,000,000,000,000,000,000,000

# POWER PACK

## DANDY

Mass graphics, bang sound, but a surprisingly absorbing game. For the other three of you who liked it, type in this listing and RUN it for a considerably easier game.

3 ROM DANDY CHEAT BY NED  
1 FOR 30-100 TO 010-0000 YrChGvYROR  
S.Y.VB00T

2 IF C=0-100 THEN PRINT "DATA"  
ENDOF\*000

3 POK 157,120,000,340  
4 DATA 000,000,000,000,000,000,000,000  
5 DATA 100,000,000,000,000,000,000,000  
6 DATA 100,000,000,000,000,000,000,000  
7 DATA 100,000,000,000,000,000,000,000  
8 DATA 100,000,000,000,000,000,000,000  
9 DATA 100,000,000,000,000,000,000,000  
10 DATA 100,000,000,000,000,000,000,000  
11 DATA 100,000,000,000,000,000,000,000  
12 DATA 100,000,000,000,000,000,000,000  
13 DATA 100,000,000,000,000,000,000,000  
14 DATA 100,000,000,000,000,000,000,000  
15 DATA 100,000,000,000,000,000,000,000  
16 DATA 100,000,000,000,000,000,000,000  
17 DATA 100,000,000,000,000,000,000,000  
18 DATA 100,000,000,000,000,000,000,000  
19 DATA 100,000,000,000,000,000,000,000  
20 DATA 100,000,000,000,000,000,000,000

## EQUINOX

Last month's superb arcade adventure is full of chambers to explore and evil fiend guys to dispose of. What better to complete the game than a nifty listing for our old chum, infinite lives.

3 ROM EQUINOX CHEAT BY NED  
1 FOR 30-100 TO 010-0000 YrChGvYROR  
S.Y.VB00T

2 IF C=0-100 THEN PRINT "DATA"  
ENDOF\*000

3 POK 157,120,000,340  
4 DATA 000,000,000,000,000,000,000,000  
5 DATA 100,000,000,000,000,000,000,000  
6 DATA 100,000,000,000,000,000,000,000  
7 DATA 100,000,000,000,000,000,000,000  
8 DATA 100,000,000,000,000,000,000,000  
9 DATA 100,000,000,000,000,000,000,000  
10 DATA 100,000,000,000,000,000,000,000  
11 DATA 100,000,000,000,000,000,000,000  
12 DATA 100,000,000,000,000,000,000,000  
13 DATA 100,000,000,000,000,000,000,000  
14 DATA 100,000,000,000,000,000,000,000  
15 DATA 100,000,000,000,000,000,000,000  
16 DATA 100,000,000,000,000,000,000,000  
17 DATA 100,000,000,000,000,000,000,000  
18 DATA 100,000,000,000,000,000,000,000  
19 DATA 100,000,000,000,000,000,000,000  
20 DATA 100,000,000,000,000,000,000,000



# SAMARITAN'S CORNER

**We always welcome your tips, hints and maps but what about when you're completely stuck? That's when good games Samaritan Andy Roberts rushes to your aid. No-one, but no-one knows more C64 cheats...**

## TARGET RENEGADE

Here's a listing especially for Richard Deckert, Robert Hickley, Gary Thompson, and Andrew O'Neill. Not only does it give infinite lives, it also stops the timer ticking down.

0 RUN TARGET RENEGADE CHEAT

1 FOR 0-100 TO 010-0000 TTYC64YR000  
0-100000

2 IF C=0100 THEN PRINT "GEEK"  
GOTO 0-1000

3 FOR0 100, 100-000 000

4 DATA 000, 000, 000, 000, 000, 000, 000, 000

5 DATA 100, 100, 100, 100, 100, 100, 100, 100

6 DATA 000, 000, 000, 000, 000, 000, 000, 000

7 DATA 000, 000, 000, 000, 000, 000, 000, 000

8 DATA 100, 100, 100, 100, 100, 100, 100, 100

## SLY SPY

Unlucky equities people have written in for help on this rather involved arcade conversion, including Philip Jamieson, Richard Compton, Stephen Frame, Michael Higgins, Kevin Davies, and Oliver Staddon. The following listing should be just the ticket - type it in, then RUN it for infinite credits.

0 RUN SLY SPY SLY CHEAT

1 FOR 0-100 TO 010-0000 TTYC64YR000  
0-100000

2 IF C=0100 THEN PRINT "GEEK"  
GOTO 0-1000

3 FOR0 100, 100-000 000

4 DATA 000, 000, 000, 000, 000, 000, 000, 000

5 DATA 100, 100, 100, 100, 100, 100, 100, 100

6 DATA 000, 000, 000, 000, 000, 000, 000, 000

7 DATA 100, 100, 100, 100, 100, 100, 100, 100

8 DATA 000, 000, 000, 000, 000, 000, 000, 000

## SCOOBY AND SCRAPPY DOO

For infinite lives on this blindingly beautiful, type in the following listing. GAVE it, then RUN it. That should keep John Brooks happy for a while. This one is for more people than Brooks's room is big enough.

0 RUN SCOOBY & SCRAPPY CHEAT

1 FOR 0-100 TO 010-0000 TTYC64YR000  
0-100000

2 IF C=0100 THEN PRINT "GEEK"  
GOTO 0-1000

3 FOR0 100, 100-000 000

4 DATA 000, 000, 000, 000, 000, 000, 000, 000

5 DATA 100, 100, 100, 100, 100, 100, 100, 100

6 DATA 000, 000, 000, 000, 000, 000, 000, 000

7 DATA 100, 100, 100, 100, 100, 100, 100, 100

8 DATA 000, 000, 000, 000, 000, 000, 000, 000

9 DATA 100, 100, 100, 100, 100, 100, 100, 100

10 DATA 000, 000, 000, 000, 000, 000, 000, 000

11 DATA 100, 100, 100, 100, 100, 100, 100, 100

12 DATA 000, 000, 000, 000, 000, 000, 000, 000

13 DATA 100, 100, 100, 100, 100, 100, 100, 100

14 DATA 000, 000, 000, 000, 000, 000, 000, 000

15 DATA 100, 100, 100, 100, 100, 100, 100, 100

16 DATA 000, 000, 000, 000, 000, 000, 000, 000

17 DATA 100, 100, 100, 100, 100, 100, 100, 100

## DRAGON NINJA

If you're one of the many people who are stuck on this well loved arcade, by the following listing for a whole heap of lives and a basket full of time to boot.

0 RUN DRAGON NINJA CHEAT

1 FOR 0-100 TO 010-0000 TTYC64YR000  
0-100000

2 IF C=0100 THEN PRINT "GEEK"  
GOTO 0-1000

3 FOR0 100, 100-000 000

4 DATA 000, 000, 000, 000, 000, 000, 000, 000

5 DATA 100, 100, 100, 100, 100, 100, 100, 100

6 DATA 000, 000, 000, 000, 000, 000, 000, 000

7 DATA 100, 100, 100, 100, 100, 100, 100, 100

8 DATA 000, 000, 000, 000, 000, 000, 000, 000

9 DATA 100, 100, 100, 100, 100, 100, 100, 100

10 DATA 000, 000, 000, 000, 000, 000, 000, 000

11 DATA 100, 100, 100, 100, 100, 100, 100, 100

12 DATA 000, 000, 000, 000, 000, 000, 000, 000

13 DATA 100, 100, 100, 100, 100, 100, 100, 100

14 DATA 000, 000, 000, 000, 000, 000, 000, 000

15 DATA 100, 100, 100, 100, 100, 100, 100, 100

16 DATA 000, 000, 000, 000, 000, 000, 000, 000

17 DATA 100, 100, 100, 100, 100, 100, 100, 100

## Help is on hand

Stuck on a cheat-free up?  
Perplexed by a puzzle game?  
Craving for a cheat? Ring for a  
ROBERT James line, or your cheat  
ideas are yours and send it to:  
Samaritan's Corner, Commodore  
Forum, 30 Monmouth Street,  
Bath, Avon, BA1 2BN.

## NEMESIS

On the title screen, press the SPACELOCK key. Then press the spacebar repeatedly until a strange block appears in the corner of the screen. Press SPACELOCK again. Then start the game as usual for infinite lives.

## INDY'S CRUSADE

Like Kerm wrote in to say he was having problems with this game, so here is a little cheat. Hold down the keys F, L & in it on the title screen - the keys 1-4 can now be used to skip levels.

## HAWKEYE

Attention Phil Chapman! Try typing VALESPELER on the title screen - the Thaddeus begins should begin to flash, and infinite lives are yours. This cheat won't let you go beyond level 8, though, which is a bit of a shame. Oh, and in case you were wondering, valespeler is the Dutch word for cheat.

## SNARE

This mind-bending puzzle has been causing M Roberts, Philip Jamieson, and Gorden Cowley all manner of problems, so here are a few unknown cheats. All you press first to start the game, then down one of the following keys... F0 - For infinite lives F0 - for infinite lives.

## FANTASY WORLD DIZZY

This seemingly innocent budget game is causing untold wiles for dozens of us. In particular the Dizzy Hawk is a huge problem. Or at least was...

Well, beat your eyes on our title piccy: the Hawk started from you when he is above a cloud, so wait at point 'W' until the Hawk reaches point 'W', then jump for your first. Employ the same trick to when coming back, but it does take a little practice. You don't expect a little practice, do you?



Fantasy World Dizzy here to make that your first jump without breaking a few eggs.







## The CF guide to Fuzzy super



Study the torture screen wall and you'll see a press, a bomb and a spring device. No...



...jump across the lake and kill the monster taking the potion of extra weapon power...



...light the bomb and push it down behind the monster where it blows a hole...

# CREATURES

**C**reatures is back in fashion. Once upon a time it was grins and giggles to collect dead tree bits and watch gory movies, but now with the return of the Addams Family... it's cool to be creepy. And there's nothing grayer or gruelier on the GBA this year than *Creatures 2* - Clyde Radcliffe in *Torture Trouble*.

Almost every GBA owner will remember the original *Creatures*, where Fuzzy superhero Clyde Radcliffe rescued his entire tribe from certain (well, certainly gory) death at the hands of evil Demons. Since then, Clyde has

**Everyone's favourite Fuzzy superhero is back! Clyde Radcliffe may have got married and raised a family, but he still a dangerous dude. When his family get Fuzznapped, Clyde is off to rescue his kids and crush a few demon skulls in this all-new wild and wacky sequel...**

married a young Fuzzette and together they've raised a whole army of cute and cuddly Fuzzies. Unfortunately, happily ever after does not a sequel make, so, when the Radcliffe clanlands makes its yearly trip to the seaside, dark things are afoot...

Rather than take the safe sequel way out - and do exactly the same game with slightly different graphics - Japan have created an entirely new game. This is brilliant news for *Creatures* fans as there's a whole new world of death and destruction stretching ahead for weeks and weeks.

Clyde fans will remember the Demons from the first *Creatures*. Having been ousted from their original island by our fuzzy superhero, the Demons have settled elsewhere on

a new group of islands. And this is exactly the kind of lunny hee-hee that a Fuzzy father likes to take his growing band. One hot and sunny day, while Clyde is distracted, the demons burrow his kids and take them off to the other islands, where torture and death await... unless Clyde can get there first.

For anyone who hasn't seen the original *Creatures*, or read the *Clyde Guide* in the last few issues of CF, let's take torture. In each torture screen, one of Clyde's offspring is tied, dangled or caged in a precarious pose and if Clyde doesn't hurry, there'll be one less *Creatures* sticking in the Radcliffe household next year... Now Clyde can't just stroll up to the Head Demon dude and say 'Hi, that's my Fuzzy you're looking'. So he has to



Spending an interlude from torture where you have to rescue the Fuzzies to safety.



When you get really good at this treacherous task, you can try to move up to five at once.



The ultimate torture screen - so head that loads of Fuzzies are sure to be located here.



One govt and it's all over. See Clyde kill the demon without flailing a Fuzzy?

# herodrom in six easy steps



...kill the fire-breathing monster and drop through the hole you made with the bomb...



...now shoot all the levers, just behind the Demon, disconnecting it from the power...



...jump over the spring dam as the wolves sleep and it's ON 1, Demons, etc.

# ES III

device a round-about method, either of restoring the good Fuzzies or stopping the process that leads to the imminent demise. And here, it's really hard.

Much of the fun in *Creatures II* is figuring out the ways in which all the machinery, props and devices interact with each other. Nothing is completely explicit and some things are used in the most unusual of ways. Even if it takes ages to work out how to do a level, it never becomes boring because of the gorgeously gruesome graphics and wild humor. But it's not all fun and games in *Fuzziland*.

Between each of the nine bonus screens, there's an interlude screen where Clyde can earn extra lives while rescuing Fuzzies. At the top right of the screen, a minor demon is threatening your friends off of a ledge into the abyss below - your job is to catch them on the longy bed and bounce them to freedom on the opposite ledge.

Bonus lives can be earned by the Fuzzies reflecting bones (which as they bounce through the air. But beware, these are not mere bonus screens, as letting a fatty fall, unattended to the ground, results in blood, guts and gore (as if there's any mishap in the game that doesn't - and the loss of one of Clyde's own lives.

To get them one island to the next, Clyde has to wade through shark-infested waters, carrying the Fuzzies over his head. This is not as straightforward as it seems as Clyde can only carry one fatty at a time and as the Fuzzies don't have breathing apparatus the Clyde, they can't go underwater. This means

that transferring all the Fuzzies you've rescued so far, involves more than a bit of puzzling as well as grandia-pounding.

If there's a down side to *Creatures II*, it's that it can be frustratingly hard. Ages have injected chasms of humor into the game, which added to the excellent console-style graphics and animation, makes a game you'll just want to play and play. If you're a fan of the original *Creatures*, all you need to know is that this is an indispensable feast of frantic fun without which your life will not be complete. If you're an absolute junkie who's looking for action with greater depth than the usual shoot-'em-ups - or if you're a puzzle person that craves a bit more action, *Creatures II* is a one buy you'll keep coming back to for a long time. (But, if you're just a side-rendered individual that likes to see blood,

guts, gore and little furry animals on spits, *Creatures II* is an essential addition to your collection.

It's a corker!

PAUL STONE



Look in the right place and you'll find a bonus screen (or five) for extra lives.



The fuzzy chevron massacre. And if you think this is bloody, just wait till you see it in all its fully-animated glory.

|                  |                     |
|------------------|---------------------|
| <b>Name</b>      | <b>Creatures II</b> |
| <b>Publisher</b> | Thalassia Europe    |
| <b>Computer</b>  | £16.99              |
| <b>Disk</b>      | £15.99              |
| <b>Release</b>   | To be announced     |
| <b>Contact</b>   | 0734 817281         |

## POWER RATING

### THE DOWNERS...

- Hard for junior jokers jiggers

100

90%

- A cute platform puzzle with a cutting edge (well several, actually).
- Gorgeously gruesome graphics (and we do mean graphics).
- Youthfully torques puzzle - every sense of the word.
- Unusually bloody Fuzzy death sequences.
- Wildcard sense of humor means that there's never a dull moment.
- Stellar soundtrack set the scene for slaughter.
- Continued to be one of the great games of 1993 with cartoon carnage that makes *Creatures II* a cute classic.

### ...AND THE UPPIERS

0

# G.I.O.C. R360

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Beginners, shoppers go on getting things. Get on the big list! (From page 1.)



Shook those goobers. And the feedback loop of players. And are these eyes, more or what?

**A**t everyone knows, outer space is a place where very nasty things can happen. For instance, if you want to go for a wander outside a spaceship (without a suit) your eyeballs would blow up and fly out of their sockets, and then your head would explode in a multicolored splash of goo. It might make for great entertainment, but healthy living it isn't.

And that's not all. Another law of space is that if you go explore a planetation from which there's been no correspondence lately, it will, and I mean definitely will, be teeming with aliens. Significantly heavier than it, and ending up miring it with a bunch of human-murdering giant bugs (none of which had the slightest idea about little humans). And so it is with Ocean's Space Gun.



There's no sign of life. That means there is life but not as we know it.



As we suspected, it's deserted. They've probably all got shopping or something.

Absolutely no chance of describing this alien as mostly 'wonderful, unobscuredly.



# SPACE GUN

**Yikes! It can get nasty when you're all alone with a bunch of man-eating, super intelligent aliens. Unless, of course, you carry the kit that comes courtesy of this claustrophobic**

**chiller from Ocean. Our reviewer sparks up a flamethrower and steps into the unknown...**

Our hero has been dim enough to jump into a distressed space ship and, of course, there are bugs, pods and all sorts of scaly gels crawling around. And these aliens don't just burn their faces inside out to devour people, they're also fitted out with automatic laser guns and other implausible threats.

The year is 2025 (always a favorite for intergalactic adventures that way), and you're

the idiot standing on this space ship. But it's not all being played for laughs. There's a whole host of scientific biffin people who are being held hostage by the bugs (presumably the bugs' master-plan is to turn the main computer on-board in time for tea).

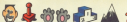
Travel through the corridors and rooms, and take the hell out of everything that looks a) like it's doing an impression of Simer or b)



like it's auditioning for Predator II. Try not to kill the humans but - hey - they won't complain if you do.

If you've played the cut-up of this splendid game's death-fest then you'll know what it's all about. And it's not about very much. This is shoot-'em-up at its most basic (and most fun). Imagine taking Operation Wolf, and mixing it with Atari's movie, and you've pretty much got the recipe dished up here.

Drops, my mistake. Say, 'Shaaaaa!' four times. That's it. Hold that point! This is going to blow you away.



First we treat ourselves to a quick guide to bug-fighting weapons? I think we should. Basic firepower is of the bog-standard laser pump action variety which fires semi-circular death charges. But you can also pick up special weapons: there's a flame thrower (My fire!), a freeze gun (a nice thing that stuns aliens) and a number of bombs that blow away aliens quickly and without mess.

As you make your way forwards, you come across flashing cartridges every so often. Shoot these and special weapons appear, in addition to extra armour, more energy or more ammo.

And of course, at the end of each level our old enemy the end of level guardian makes an appearance. It's not all that difficult to dispose of, just as long as you have enough energy to take a few hits.

Now, I know for a fact that some people are going to hate this game. Let's be honest here, you don't have to have a degree in Humanities to get your head round the concept of blasting seven shades of slime out of space missiles. It's essentially point, click and till all the way through. A fantasy of violence lacking in any sophistication whatsoever.

But I loved every single gory minute of it. There's more writhing with simplicity, just as long as it's fun. And when you get a look at some of these aliens, you'll be hooked. Don't stop until you've destroyed every last one of 'em.

DAVID CAMPBELL



Like riding a buck on Earth, resistance of the alien infestation isn't hard to find. But a flame-thrower makes a perfectly good wallpaper stripper.



Space Gun's graphics deliver the goods, from the space station backgrounds in the display panel and, of course, those atrocious sprites. The animation isn't bad either.

## Your guide to really ugly no-kiddin' space bugs

**1. Allos.** The ugliest, and still possibly the ugliest of them all. This one comes out of eggs, fires mobile pencils, and eats his way out. Do not invite this character around for tea.



**2. The Suckaroo.** This guy is a big enemy of Doctor Who's, and a great commiserator of flesh human. When he's not being ugly he's usually to be found plotting the destruction of some planet. Don't invite him to parties unless you want to spend the night.



**3. Pexxy.** He dropped in from the moon in the 1930s to terrorise quiet old ladies. This fiend stops at nothing to disrupt garden parties. His favourite dish is Garden Cake. (Are you sure about this? -Ed)



Island Dressing. Not dangerous at all, just frightening (ed).

**5. David Milne.** By far the most dangerous creature you will meet in space. This one is usually to be found watching children's television programs on Saturday. Unfortunately, it is totally indestructible. Devotee of its show.

**4. The Phobos.** Exquisitely vile in every way, this beast has a soft spot for Earth women. Apparently, they taste best with Thousand



|                  |              |
|------------------|--------------|
| <b>Game</b>      | Space Gun    |
| <b>Publisher</b> | Seven        |
| <b>Cassette</b>  | £10.99       |
| <b>Disk</b>      | £10.99       |
| <b>Release</b>   | Mid-February |
| <b>Contact</b>   | 061 832 6832 |

## POWER RATING

### THE BOWMERS...

- Very basic gaming.
- Extremely violent in every way.
- A 30-line CGI PCG and 16 colours.

100

86%

- Lots of hilariously ugly aliens to destroy.
- Classically alien-like play.
- Stays intense.
- Plenty of talk, spooky places to explore.
- An impressive conversion from the coin-op.
- Loud and inspiring music and sound effects.
- Worth a shot to all the cartoon fixations, and it won't hurt your game.
- Plenty of bonuses make for nice long games.
- A good selection of stupidly violent weapons.

...AND THE UPPERS

0

The polluter and professor  
Dy Sludge™



The degenerates and toxic  
Vormious Skuman™



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MINDSCAPE





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**Totally**



Got an NES or a Game Boy?  
This is the only mag for you,  
because it's the only mag  
dedicated to Nintendo games.  
(And 'cos it's brill too!)

...and you've never  
seen a mag like it!

**T**here are those cruel and fearless people who would say that *End Byron's Famous Five* is a tad out of date. In fact they're not completely wrong because the stories were written in the late seventeenth century or something, and contain a weird indistinguishable language all their own. I mean, does anyone actually know what the phrases "whizz" and "jolly super" actually mean? And as for "lashings of ginger beer", well, it's just a joke, isn't it?

Anyways, putting the translations, and the historical importance of these ancient Plonkout Five parables aside, it's time for a look at what the game is all about, it's about some children (Julian, Dick, George and Anne), who go on holiday with their dog Tummy, Hm.

They go and stay with their Aunt Fanny (he-he) in the completely ridiculous and rather unconvincing seaside village of Kirtle, where, by all accounts, there have been some weird, foolish and rather unconvincing goings on involving treasure and dark dealings in the middle of the night. Instead of keeping out of trouble, as any sensible modern-day kids would do, these old-fashioned nutters wander off to find out what exactly is going on. And as they do, you're plunged into an adventure game of the sort you didn't think you'd ever see again.

You start off controlling Julian, the boss-man, big cheese and head honcho of the Famous Five. He's the oldest, briliest and clearest (which doesn't say a lot for the rest of them, to be honest). You can change the character you control to any of the others (except the dog), but luckily you don't need to move them at all. Unless you deliberately split up the team, they all go round together.

I'm not giving away vital parts of the thrilling plot. I'll put on that your first task is to find a treasure map (well, Kirtle is a treasure island, remember). This map will give you further instructions. It sounds straightforward enough but there are others interested in that

# FIVE ON A TREASURE ISLAND

**All right then, hands up who likes *The Famous Five*. Mmmmm, just as we thought. Not exactly a forest of eager palms. But then, who'd admit to loving these disgracefully twee books. Our man with the jolly hockey stick went in with expectations of nauseating 'adventures', and came away shouting, 'Murrah' for Aunt Fanny! Oh dear...**

treasure too. So beware of any grizzled old tiled one-legged sailors for a start. (Well actually you don't have to beware of them because, let's face it, they're not going to be all that much threat).

Right. That's the plot. How is the game played? Well it's the old type-your-instructions-in style. For example 'tell Dick to get the rope', 'light candles then open chest' or 'pull hand grenade pin and put grenade in mouth'. Simple enough, but you need to get used to the constraints you can and cannot use pretty soon, else you start pulling your hair out in frustration, everytime the computer says, 'You can't do that.' Stress inducing responses, that.

**Beware of grizzled old one-legged sailors for a start!**

Many, if not most of the locations you can visit on Kirtle Island have got graphical screens attached. These have obviously been put together by people who knew and love the End Byron books, because they fit in excellently with the generally twee atmosphere of the game. Several little cottages appear, as do quaint railway stations, agreeable little shaltered bays and the odd nuclear reactor. All very nice (except for the nuclear reactor, which I made up to lend some realism to the proceedings).

Under the pictures there are descriptions of the locations. You'll need to read these carefully as they, rather than the screens, are what give you the clues and show you the objects you can get and use. If you're into adventure games, you'll be familiar with all the take item business you'll have to use. Inventories tell you what you're carrying, and you can try and use or examine any of the objects you've found.

The game is filled with conundrums, which range from simple, like using the matches you've collected to light up a darkened room, to tough stuff, like working out how to nick the treasure and hide it at your Aunt Fanny's house without her knowing.

## Take four meddling kids

Just who are these mysterious, holiday-taking child prodigies? A CP investigation uncovered their true personalities.



### JULIAN

Leader of the pack, Julian's the oldest, tallest and wisest member. He's the one that gets them all out of trouble and keeps them from heading off into the dark dangerous places. He's also a right spellcaster.



### ANNE

She's the youngest. She's not at all brave and actually is a bit of a liability. She's got to come along, though, else there wouldn't be five of them and the whole thing would fall apart. There's got to be one silly...



### DICK

He's always hungry, so take along loads of pop and sandwiches for him. He's pretty loyal and obedient, though, and is another useful pair of hands in sticky situations.



### GEORGE

He is, to be accurate, she (you). It's a girl! She has had her glands removed. Brave and reckless, she frequently uses Munchables and eats a hell of a lot of plops (you might be getting confused - I'd).



### TUMMY

He's a small dog. Useful for barking occasionally and chasing sticks. What more can we say?



It's that type of first sight, it seems to work well, but it takes some getting used to.



You are in the front garden of Fern's cottage which is a part of a village. The cottage is not really a cottage at all but rather a large house built on old foundations. MORE ↑ PRESS P ↓

Oh, isn't that sweet? A quiet little cottage where the intrepid adventurers will be staying with good old Aunt Penny and Uncle Quentin. Press the stick-top please.



That looks suspiciously like an island, which means there must be treasure, jewels and mysterious bores.

At the start of the game it's hard to follow your guides, and not so exploring too much. It soon becomes clear exactly where's expected of the heroines. Try not to get lost, boys.



The adventure starts in the train where all the clues are looking into their jolly summer countryside and landscape.



You are standing on the platform of train station. Fern's village lies to the East.

~~~~~ MORE ↑ PRESS P ↓ ~~~~~



In the land of lookings and lookings, all home-made food and Dandelion & Butwick, the Five decide to get digital, Genki!

It's a big game, is Five On A Treasure Island? You can wander around all the locations, shopping to your heart's content, and because you're actually playing an adventure on Earth, everything makes more sense. It's quite refreshing to see humans, and shops where you can buy pop and popcorns, rather than caves filled with creatures whose names are made up of Xs and Zs.

If you're an adventure fan and you're fed up with playing trials and rescuing helpless maidens, you can get away from all that during your sunny stay on Fern. But it won't be a quiet, relaxing holiday.

The commands take a fair bit of getting used to but it's more sophisticated than most and, with the graphics, it's good fun for hardened adventure nuts. If you happen to like the books, it's help, but if you're into arcade action there's very little chance that this will convert you.



DAVID BRAD

|                  |                           |
|------------------|---------------------------|
| <b>Game</b>      | Five On A Treasure Island |
| <b>Publisher</b> | Evgenia Variations        |
| <b>Cassette</b>  | £10.99                    |
| <b>Disk</b>      | £12.99                    |
| <b>Release</b>   | Out now                   |
| <b>Contact</b>   | 0423 501595               |

## POWER RATING

### THE DOWNERS...

- It's very hard. If you don't find the first clue it just might be too much for you to bear.
- Awful action free zone.
- Fussy control system.
- Old-fashioned style.

100

76%

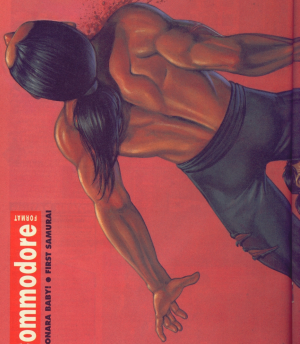
- It's true to the jolly happy feet of the books, and won't disappoint kids' legends of breaking them.
- Good graphics for most of the locations.
- Easy to get into, but it gets tough for the good folk.
- The playing area, with plenty to see and do.
- The five have definite personalities and they talk to each other.
- It's got a novel twist.

### ...AND THE UPERS

# Commodore

FORNIT

SAYONARA BABY! • FIRST SAMURAI





# ROGER FRAMES

buys  
**Budjit Games**



Hal: Take that, school! I'm the only person around here allowed to control outside, do you hear? What? What?

## KAMIKAZE

Codemasters, 3.99

Playing a game in which you've got to try and hit yourself seems a wee bit pointless to me. In fact I'd go further and say that it's positively unhealthy. Anyway, in *Kamikaze* you fly a nice WWII plane over a castle a short distance, from your Japanese airbase. You have to drop a stick of dynamite on the castle's gate in order to release your loaded so-called. Simple, huh?

*Roger's entrepreneurial exploits have got him into trouble again. He wins one phoney payout from a casino games compendium and he thinks that makes him the next Omar Sharif. His friends don't share his new self confidence. But that doesn't stop them from saying, 'Yes,' when he invites them all round for a few hands of poker...*

You haven't actually paid for any dynamite, OK, no. Instead you intend to shoot down a plane that just happens to be carrying some. Nod it as it drops to the ground, then use that for the escape attempt. Then all you have to do is land and collect the escapees (remember not to control outside while they're still on board).

This whole caboodle takes place in a 2D sky, and you spend most of your time avoiding the other planes which fill the atmosphere around you. It's tricky and it's smooth, is *Kamikaze*, but it doesn't

quite make you want to hit your neighbor's Collins with said. If you're a fan of Defender-type games, though, it could be time to check the cracks in the back of the sofa again.

## KAMIKAZE

Fun for a while and nicely done, it has to be said. But it won't tick-start your adrenal glands. Could be a bit too weird for some people's tastes.

**FRAME RATE**

75%



Blarg!

Well, not quite. But these casino games give me an idea. This gambling talk looks as though it could boost my budget games budget. Because, what I need are some real prizes with real value. I wonder if it would cost too much to have a coin slot and several free filled in my 64. Top, I reckon I'm on to a winner...

## MONTE CARLO CASINO

Codemasters

33.99

Right Casino!

Monte Carlo! Monte places. I can't imagine anybody betting five, ten or even fifty whole pence on the roll of a wheel or some dice. It's sheer madness (that's a charge of law, Roger - Ed).

Anyway, if the idea of it fascinates you but you aren't either stupid enough, wit enough or rich enough to go to a real casino, you could pretend with this collection of five casino-ey games on one cassette.

There's Poker, Roulette,

Blackjack, Million Dollar Jackpot and Craps (edgier). Each game can be played from a main menu and you can bet whatever you want. If you make a mind of Poker, you can take it all to the roulette wheel and watch it all disappear. At all times, you must weight up the odds and make sure you've got the edge.



In this place crowded, if you think?

Don't, whatever you do, trust Lady Luck. Remember, she's a girl, and is therefore the most unpredictable thing on the planet. None of the games on *Monte Carlo Casino* are particularly brilliant on their own but, as a collection of five, they make the cassette worth getting hold of if you're into pretending to lose huge amounts of money whilst only actually losing 33.99.

There aren't any amazing graphics in it, but the fruit machine looks nice and all the other games look okay and play well. You use the joystick for everything, which is better than a poke in the eye.

## MONTE CARLO CASINO

Although it pains me to say it, you'll have fun gambling away huge amounts of cash with this game. And if you win any, you'll really because it's not for real.

**FRAME RATE**

80%

## ROAD RUNNER AND WILE E. COYOTE

Hi-Tec £3.99

These cheats for cartoons on TV! They're short, funny and infinitely cheaper than hiring professional actors to perform stunts at your house. Hi-Tec have secured a territory of Hanna-Barbera cartoons, of which *Road Runner* (and *Wile E. Coyote*) is one (or is that two?).

The idea is that you (playing *Road Runner*) must out as much birdseed (or seeds like fun so far) as possible, while outwitting the silly Wile, who'll be trying all manner of slightly amusing tricks to trap and kill you. It's pretty sick, really, when you think about it.

Everything starts on one single screen. You start around it at the bottom, trying to get out of the way of all the anvils, bombs and other 'Rascal' devices Wile is dropping. You must also avoid a worm, and you must try and collect food and pick-ups whenever possible. And that's it.

It's a decent tough game, so *Road Runner*, if you're good enough to get off the first level, you get to run along a straight road, dodging Wile on rocket-skis, jet skateboard things and, as other inventions. These two styles of play make up the entire eight levels, so it's a bit of a pity, really.

## ROAD RUNNER AND WILE E. COYOTE

Single screen stuff aimed out with the aim, so my dog's not coming out for this one.

FRAME RATE

42%

## PRO BOXING SIMULATOR

CodeMasters £3.99

Thud, crash, groan, smack, crunch. Yes, I had loads of trouble getting out of WH.



Scenes of low-flying coyotes. Wile E. strikes Road Runner from behind's finest and most expensive rocket motor.



Take that, you'll Roger looks like opponent is the walked and continues his second lesson - the purple guy is slower than he is.

Serious without paying for this one. When I finally did arrive back at home (24 down on the whole deal), I found it to be a hilarious boxing game.

Two very unrealistic people stand in a ring and fight each other, while the net walks them around and the crowd calls out insults. Matters are made more interesting by the fact money you can use. As well as high and low punches, you can kick, knee, head-butt and all but take a machine to your opponent.

You start off by tackling a weedy guy called Mild Martin (with a name like that, he deserves to have his body kicked off him). Beat him and harder opponents line up to take you on. You also play another human opponent, which is more fun.

It's fairly amusing but *Pro Boxing Simulator* isn't fast or smooth enough to warrant a withdrawal from your bank (TSB - The Streetbox Bank).

## PRO BOXING SIMULATOR

Not bad for a laugh but not exactly a knockout.

FRAME RATE

38%

For this lot are green, I think I'll rather dash another efficient exercise (just to make this less his nerve). (This deal runs a second stop so dash-free more advantages than come, anyway.) It's, best - I'm going to be rich.

## PHILEAS FOGG'S BALLOON BATTLES

Zeppelin £3.99

Isn't he the chap with those funny-looking clothes? I'm sure he is. Hey, perhaps he's really a strip-magazine of millionaire proportions. Coo.

Anyway, you get to fly a hot air balloon over some hills, rivers and flats. The idea is to avoid any other airborne obstacles and bomb the hills. The scenery scrolls around you as you drift along (with a bit of control over where you're going). You land on friendly bases, bomb unfriendly people on the way, and generally be upper-class and rich about the whole thing.

This is all well and good, but you don't actually get to do a great deal with *Phileas Fogg's Balloon Battles*. It's a novel idea but not a particularly playable game. In fact, I'd go so far as to say that it's about as fun as eating £3.99 worth of those strictly crops.



It's so good, Roger! We're still losing height! Let's drop our basket! Bombs on that peaceful attack and gain some attitude.

## PHILEAS FOGG'S BALLOON BATTLES

More idea for a game but there's not a lot in there - not even hot air.

FRAME RATE

42%

## SLEEPWALKER

Zeppelin £3.99

You and your Uncle Elias live in a crumbling mansion. Elias keeps sleepwalking, and it's your job to guide him back to bed and away from anything which might wake him up (everyone knows that if you wake up while you're sleepwalking you instantly go as mad as a train). Naturally, there are plenty of threats to Uncle's sanity (butlers, police - etc).

Really, the house is filled with lethal things getting in Silas' way. There are five electric cables around, piles of drawing pins, traps, doors, very loud radios and other things. If you can't gently steer Silas away from these, you must set them off yourself.

This soon becomes incredibly painful for you but it will have been worth it once the old man starts and you get all his loot. That's



Standing on broken glass to stop your shoes making up is only worth it if it's got a bank account like an international phone number. Any amount of pain is worth that.

get it to be worth a few burns and broken bones, eh readers?

The game is done in a sort of 3D and you're torn between setting off the traps and keeping up with Silas on his wanderings. It's quite difficult to juggle these, and I must say it's rather a lot of fun. There are loads of rooms in the old pile, and plenty of visual jokes too. Sleepwalkers is another winner from Zeppelin. But this time it's a winner.

### SLEEPWALKER

It's fast, smooth and fun with tons of sensory stimulation. A bit weird, but still lots of laughs.

**FRAME RATE**

88%

### F1 TORNADO

Zeppelin C3.89

Climo inside a top-of-the-range fighter, all on a huge cushion to see out, and away you go. Yes it's full time time again as you retire those moments you never quite got to see on the telly. It's another sideways-scrolling shoot 'em up, with waves of planes whizzing into the air of your blazing machine-guns. Big



The pretty fighters are no match for Roger's de laux Vanden (F1a Side Tornado) with sixteen windows and a self-destruct cassette. Why he can't see out, though, isn't it?

ships shooting at you and all manner of tempting weapons for you to pick up.

You can move forwards and back a bit, as well as up and down, and you'll need to be quick to avoid all the nasties flying in your direction. It's all exciting stuff, and you'll soon get into that 'just-one-more-go' way of thinking. So if you've decided buying a game of this sort isn't new, congratulations. You're even smarter than I am. But it's about time you got hold of one. And F1 Tornado is as good as any other scorching shoot-em-up. It's just a wee bit similar to all the others, that's all. (Although even this sort matter to you if it's the first one you've ever bought).

It's fast enough, pretty responsive and makes a great cup of coffee (ah sorry, that last one's my fault). So if you want to blow up some jet planes and see some shipping, get your old half-pipe out and persuade your local stockist that they're still legal tender.

On the other hand, if you want some coffee, pay me 14p and I'll ask my mate.

### F1 TORNADO

Better than your average shoot 'em up, even if the topic's not very topical. Buy it if you've never tried anything similar.

**FRAME RATE**

74%

### CJ IN THE USA

Commodore C3.89

CJ is an elephant. If he really existed, and did go to the USA, they'd probably shoot him, stuff him and send him to a theme park. But for the purposes of this game, he's got those and it's amusing very nicely, thank you very much. These believably out of the window now, if you know what's good for you.

Things aren't too easy for poor old CJ, actually. His family are spread around different states, and he must travel along various platform levels to find them.

These platforms are populated by hooligans (which CJ can kill by firing peanuts at them), lifts and other devices which help or hinder him. He must explore all the platforms before he finds the



hugs shouldn't prove any trouble for a massive elephant. Even one with a poorly umbrella should be able to cope.

member of his family trapped there. Four huge levels comprise the whole game, and each one has a different American theme. All of them are tough, though. Luckily CJ has got a small umbrella which will save him in the likely event of him falling off a high platform. He'll need this umbrella rather a lot.

There are, of course, more platform games around than you can shake a cold up finger at, but CJ is certainly one of the better ones. It's been designed well, and you can always see a way through, even if you haven't quite got the knack of doing the running and jumping properly yet.

### CJ IN THE USA

A platform game which I approve of immensely. While you're playing it, you can't be out spending money, so it's an investment really.

**FRAME RATE**

88%

The chances against Jack having a full house were massive. I was robbed. And I've not just lost my shirt, but I've lost my shirt and I have to give Jack an hour or six on the table for a whole week. What a mess! It's a mess's game.





# THE NO-HOLDS-BARRED

# SMASH

## GAME SHOW OF THE FUTURE

# TV

Power Your way through the toughest, most dangerous  
arena of the game show of the 21st century.  
Jump into a position blaster, you must blow away a multitude  
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Humour, fast facts and cool action combine to  
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SPECTRUM  
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**ocean**

# ENTER THE

REPORT BY DAVE GOLDER

**D**arren was confused. I could tell. He had a look on his face as if someone had just told him that Arnold Schwarzenegger was releasing a book on Zen and the Art of Flower Arranging. "What d'you mean, Public Domain's free?"

"I mean you don't have to pay for it. I think you'll find that's what free means."

"How cashed?"

"Well, it hasn't got any copyright on it. So you can copy it and it's not illegal. I can't be pretty or anything like that."

"What is it, then? All the rubbish that can't even make it onto budget labels. Sort of the games equivalent of floppies-for-teenagers?"

"Don't you believe it?"

"Go on then, prove it!"

"As easy as sticking this disk in this disk drive slot. Just wait 'til you get a load of..."



*Sensitive, the most polished of PD games.*

## SENSITIVE

If I was going to show Darren what the Public Domain is capable of producing, I needed to pull out a real corker to start with, and PD games don't come much corkier than this brilliant mapping game *Sensitive*.

"I got from a thief from a PD library called Binary Zone. Take a look..."

"Hey, these graphics aren't that bad. But what's it all supposed to be?"

## SO IT'S ALL FREE THEN?

"So this stuff is all free? You didn't pay anything for it?"

"It's not quite that simple. If you want to copy it you can, all legal and above board, and you would have it for free. But if you enter it from a library, you have to pay something to cover the post and packaging, and the cost of the disk."

"How much is that, then?"

"I varies. You can get some for as little as five. Arnold's a couple of quid is typical."

"But that's almost as much as the price budget games!"

"Yeah, but you normally get quite a few games on a disk, the libraries usually make

**So I says to Darren, "What d'you mean, what's the Public Domain? It's free software. Well sort of, anyway. Basically, if you want to copy it, you can copy it, no hassle." But he wasn't convinced. He thought it sounded a bit fishy. Free software? Either it's rubbish or there's some catch, he said. So I decided to show him what PD is all about...**

"See that blue pulsating blob? You have to get it from where it is to the exit. You have to move over the orange and grey tiles with the joystick. The catch is that the orange tiles blow up after you've touched them, and you have to blow them all up before you can leave the level."

"Sounds like a dobbie."

"Oh, you go first, then."

"Stand back and watch the master at work. Oh, damn. It's gone straight in the blimmin' water."

"Not so easy, is it?"

"Oh, it's to do this time, no-hassle... There you are, it's as simple as switching the mode off when Simon Bates comes on."

"That's the first level. What 'til you get a few levels further."

"Damn if I can stand a few more levels of this muck."

"Yeah, it is a bit irritating."

"Hey this level looks a bit tougher. Look at all those tiles. And how if you get around that loop, it's impossible."

"No it isn't. You've just got to puzzle it out. That's the addiction element."

"I get it. You have to get over some tiny tricks. That makes life even more difficult!"

"It's full of little surprises like that all the way through. Come on. Give me a go."

"No, wait a minute. Let me get through this level first."

Six levels, ten thousand frigidities, and a considerable amount of time, later he was still going strong.

"Hooked?"

"Well..."

"PD's not just rubbish, then?"

"All right. I admit this one's pretty hot. Pretty simple, but pretty hot, and it looks good. But you're bound to show off the best of this PD stuff. The next can't be this good."

"Yeah. *Sensitive* is one of the best I'll admit that - it beats a hell of a lot of commercial games. If I were reviewing in *Commodore* Forum, I'd probably give it something like 85 per cent (which is why we put it on the PowerPack). But that isn't the end of it. Come and take a look at this stuff!"



*Cybern: Robotic marks Smash TV...*

up the collections themselves. A couple of quid actually goes quite far."

"What are these libraries like?"

"They're not as impressive as they sound. Usually what happens is someone just collects together some PD and sets up a library run from their house - a lot of the time from their bedroom. They are some professionally run outfits, like *Kingpin*, but not many. The main drawback is that nearly all the libraries deal in disks. Only Silver King seem to do cassette at all."

"But why do people write PD software if they don't get paid for it, where's the point? Are they nuts?"

"There are loads of people who write programs for their own satisfaction, stuff that just wouldn't get picked up by commercial companies. They just want people to use and enjoy their stuff, and get their names known as well. Apart from being good for your ego, there's also the chance that the big game labels might see your work and decide to employ you."

"So anyone can write a program and send it off to a PD library..."

"Yeah. Erno you could. Well, you could if you weren't a complete dregger who's incapable of writing his own name. Anybody else could, look at it that way."

# THE DOMAIN

## IS THAT ENTERTAINMENT?

"Does PD only consist of games, then?"

"Ha! There are loads of stuff. Utilities, chess disks, educational stuff, everything really. But on the C64 the majority of PD is games."

"What, game demos?"

"No, because let's see, they're basically sort of, the programmers showing off. They use all sorts of code and programming tricks to produce whizz graphics and music that games wouldn't have enough money for. They're useless, they don't do anything, and sometimes the text is whizzing around so much you can hardly read it, but when they're done well they're mighty impressive."

"Oh yeah, I read about them in Commodore Format last June."



Speedy responding to whizzing. The screen is superb.

The Pencil Light demo from Binary Zone is pretty good value for money. It comes from Sweden and is split into lots of little demos that entertain one after another. It's got the lot - lovely wobbly text, impressive bursts of colour, some great little tunes and even a groovy interface."

"Wherever?"

"It's a series of static pictures. On the Pencil Light demo they fit in great by just which is pretty neat."

The editors also reckon that they've managed to get real-time responding up and running on the C64, which I doubt very much, but they have achieved the effects and you have to admit that they're pretty good."

"Anything else?"

"The Mutant Froggie from

Binary Zone is an excellent little animation. It's a bit short, but worth getting hold of for the tiny coding. For music, there's an amazing Jimmy Hendrix sample that you can pick up."

On the same disk there another interesting little demo called Red October. The best way I can describe it is like a scratch album with lots of short, rapidly edited visuals synchronized to pulsating industrial



Mutant Froggie is, er, pretty strange all round.

piece of music. Well worth checking out." "It sounds like something you might find on the Amiga." "What?" "Don't you believe it, mate. This is class."

### CLYSTRON

Demon was still not convinced. "Puzzle games are OK, but I'm really into shoot 'em ups. There's no way you can get a decent shoot-'em-up unless you pay for it."

"Oh yeah? It's a massive blasting you're after, you want to play Clystron. Which is free, because I just happen to have it here."

I shoved the disk in the drive, and minutes later, Demon had to eat his words with a belly full order of humility to watch them all down.

"This is great."

"Yes OK, I suppose. There's not much to it, really. Just controlling some eight telescopes to ED-209 from Holocorp around some rock, multi-level sci-fi corridors, blasting everything in sight."

But the sprites are amazing, the graphics have got incredible detail and the animation is so smooth. Not to mention the spiffy sound



There are explosion and adventurous aspects to Clystron (though not many).

effects and atmospheric music. If hey, I should get a job as a reviewer!"

"Well, if that's all you want from a game, I like to see that something extra."

"Oh, come on. There's more to it than that. You've got to keep an eye on your energy levels. Your reflexes need to be good so that you can leap onto moving platforms and the like. And there's even a bit of puzzling... I haven't worked out where to find the teleport card yet so that I can use the teleport device to move onto the next level. I've got to save that."

"Don't worry. You will pretty soon. But that you'll notice the difference much. The game's pretty much the same on every level."

"I thought you liked this game!"

"It's alright. It looks good, but then so does a plank of ice cream bars. And you'd get fed up with them

pretty quickly if you tried to eat them all in one go. It certainly shows how good PD games can look. It's about a GB per card."

### PROBE X

He was hooked. I knew I was on to a winner here. I just had to keep on the pressure.

"Heard of Xanox it?"

"Of course."

"Where can we see the C64 PD version?"

"You're kidding."

"Well, exaggerating a bit, but Probe X from a place called Silver Wing Software comes pretty damned close."

"Is that supposed to be a probe? Looks like a bullet in a tube."

"Yeah, a bit odd, but look at the rest of the graphics."

"They're excellent. I love all this overhead stuff, smoking pipes and walls. The scrolling is really smooth, and the sound effects are really great. Look out!"

"And suddenly the shelly attacks from all directions. Real joystick-wrecking stuff this."

"Watch out for those stars that keep spinning and closing. Time is right. Way to go, you're through! One on the pistons."

"OK, but you've gotta have to deal with the end of level guardian."

"No kidding. There he is. A bit odd, ain't he. Just a metal thing spouting bullets, and they're not even random. It's just a matter of timing... got him! Damn, there's another one. Just get the timing right and... yep, it's level two now. Christ. All he's broken loose..."



For Pencil Light, Clystron sports some pretty amazing graphics and animation, not to mention lightning action.

"What a shame, game over. Pretty good, yeah? A bit limited again, but at the price who's complaining?"

"I am. My thumb's sore now. Still a sure-fire 60 per cent, though."

## INVASERS

"Don't tell me this one's the PD version of *Space Invaders*."

"Oh, no actually, it's sideways scrolling. Hey, another half point. The Public

Domain must speculate in 'em. This one's a fat, metallic duck doing the best. Warscape's nice though. Three-level paradise - not bad."

"Mini games like enemy flying in formation edging across the screen, like a snake with chronic vertigo."

"Watch it, they're coming fast. Look out! Hit that outflow!"

"The problem with that is that your range is shorter. That's the fast bit done, but there's no let up. Here comes the real lot."

"The enemy splits into a lot of it. Well animated, but dull."

"Pretty much sums up the whole game, 60 per cent maybe? Next one?"

"Yep."

## TWISTER

"It's a PD version of a classic you're after, by this one for size."

"Taste?"

"Yep, except it's called *Twister*. These Public Domain programmes are great ones for ripping off ideas, eating their something else and hoping nobody notices. But you can't complain when the the PD version of *Tennis* is probably better than the commercially released one."

"Is it exactly the same rules, then?"

"Yep. Shapes fall from the top of the screen one at a time. You move and rotate the shapes so that they they form solid lines right the way across the bottom of the playing area. When you get a line, it vanishes and the rest fall down. It all gets faster and faster, and the game finishes if the clocks build up so much they reach the top of the playing area. Then you're dead."

"I do know the rules."

"Some of the shapes are a bit different to the original, and the playing area seems smaller. But you can slide the shapes when they hit the bottom, which is good. It's very responsive to the joystick movements, which with any *Tennis* done is essential. If it's that bit slow to the game rather unenjoying graphics, really."

"Are you some kind of wall-building *Tennis* nut, or something?"

"To *Twister* to call myself a *Tennis* connoisseur, and I reckon this is worth 77 per cent."

## MENTAL MOONS

"This one's by a couple of blokes called Ash and Dave who were really shunning out the PD games a few years back. Most of their stuff is some of the best gaming action you're likely to see in the CGA PD game."

"It's cranked while loading, isn't it? The screen's gone blank. Hang on a sec. What's going on? Oh right. Some little uncranked

bloke's putting the screen down and the game's behind it. That's neat."

"It's sort of one of those trademarks. Now, hang on. This is another fast one. You're in the middle and things come at you from every direction. You have to dash around the screen like mad and blast everything in sight."

"Hey those are little planet Earths you have to shoot. Great idea."

"Not exactly environmentally friendly, though, is it?"

"The swirling starcage is excellent too. Damn. Dead steady. Only being able to shoot in one direction is a bit of a pain though, isn't it?"

"Needs a bit of practice this one. But it's worth it, because as you go through the levels, the moons you have to shoot at get more and more bizarre. On one level they're eyeballs that open and close. This is worth 77 per cent, easily."



Red in a helicopter in *Blue Thunder*. Actually, it's a cop.

## BLUE THUNDER

"What's the story? A fan classic?"

"Don't be daft. About the only thing it's got in common with the film is that it's boring."

"So you admit that not all is great?"

"Not all commercial products are great. But yeah, there is a lot of downright rubbish in the Public Domain. A lot of stuff gets written in BASIC and is very slow."

"Is *Blue Thunder* in BASIC?"

"No. But it's still pretty slow, and comes from IOPUG, who do have a bit of wily old BASIC stuff in their CGA library."

"What's it about?"

"You have to pilot a helicopter and rescue men from enemy prisons while avoiding all kinds of enemy stuff - balloons, airplanes all that sort of thing. There's a bit of puzzling

involved which provides some interest, but it's all fairly simple. The graphics are blocky and the helicopter sounds like an audience of one armed people clapping. The stupidest thing is that you can crash into clouds - I can't work out if this is a bug or a crap joke."

"Not one of your favourites then?"

"Yeah. A solid 40 per cent."

## GROUND SHNE

"This one's not exactly brilliant either, but it's at least a bit fun and there's plenty of speed."

"From IOPUG again?"

"Yeah. The Independent Commodore Products Users Group. They do have some games but they're better for utilities and things like that. But *Ground Shne* isn't bad."

"What's it all about then?"

"See that thing that looks like a satellite dish at the bottom of the screen? It's actually your weapon. You can move it left and right

and rotate the dish to fire through 180 degrees. The sky fills with enemy planes, and you

penetrate them them. You have to shoot both the planes and then make sure nobody reaches the ground. If four men do, you've lost and one dirty great enemy tank blows you up."

"The graphics are a bit basic, but the animations are lovely and smooth. I like the sound effects, too. But I bet it all gets a bit dull after a while. It's maybe just a little too simple?"

"All depends how determined you are to better your own scores.

Most of these PD games are simple but that's often the joy of 'em. Just trying to master very specific tasks. I'll give *Ground Shne* 60 per cent and harbor no grudges against it."



More shoppers in *Ground Shne*.

# ADDRESSES BIT

If you want to get hold of any Public Domain catalogues, just write off to any of the following PD libraries. And please enclose an SAE.

Bilver Wing Software,  
71, New Road,  
Balsley, Birmingham,  
B48 6UT

Kingsway Computer Services,  
72, Glenway Road,  
Sheffield, S2 0SR.

Independent Commodore  
Products User Group,  
The Membership Secretary,  
PO BOX 1309  
London,  
N3 3UT

Binary Zone  
34 Portland Road,  
Bristolwick,  
Worcestershire,  
WIP 0PW  
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- Pipe Mania - by Empire Software £24.99
- Rick Dangerous - by Proton £24.99
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**S**hock! Horror! 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 title of the CF birthday party) - and they gave me a copy of the new Commodore Format 1992/93 Diary. And what a fabulous book it is. It's cunningly called Don't Buy This If You've Less Than A Year To Live (so that soundy knows it's your diary and they won't pick it up and read all your secrets, like others you hide the key to your wallet at night, cope).

Anyway, about this diary. Starting from 1st April 1992 and ending 31st March 1993 it's 144 pages are packed with hard-core C64 stuff. There's an infinite (well, POKE) 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 1992 is the 77th anniversary of the first Zappeln air-raid on London and to celebrate the fact there's an infinite (well, POKE) for Last Days If 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 it tells you know exactly when the next bit of CF comes out - so you can read my fabulous but get 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 gsm with a tape of 100 ready-to-load POKEs for less than one brown crinkly one, must be the biggest bang of the year. And it's just much bigger than any game, giving penny-pinching enjoyment well into 1993! My advice to you is enter your diary and tape now - before the CF team comes to their senses and upchucks the huge price in it that it really deserves. Order now and expect to receive your goodies before February 26th. Leave it too late, and you could be out of luck.

**POKES  
INCLUDE POKE  
PACKING AND 100  
NO HIDDEN  
EXTRAS**



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

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

This is the thing that finally convinced me that the CF team had gone completely bananas. Not only are they giving out 100 brand new POKEs for the very latest games - they've put them on tape so all you have to do is load the POKE from tape before you load the game and you can cheat away! No tedious type-ins and no mistakes - every POKE works first time! Just look at this list of incredible cheats. There's Turbix, Rainbow Islands, New Zealand Story, Batman - The Movie, Christian Roberts, Amnesia, Shinobi, Impossible Mission 2, Pitfall 2, Wonderswan, Ghostbusters, Operation Wolf, Days of Thunder, Last Ninja, Head Over Heels, Shadow Warriors, Double Dragon, Laser Squad, Dragon Ninja, Driller, Darklands, Castle Master, The Crypt, Star Runner, Impossible, Blood Money, The Untouchables, Chase HQ, Tiger Road, R-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 time, 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 I'd better go and have a lie down...



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

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If you live outside of the UK, you can still get your diary in time. Just call Clang on 0458 740111 and she'll sort it all out.







HORROR BEYOND BELIEF!

# The Mighty Brain

CERT X

## YOUNG AT HEART

Dear TMB,

I thought the letter from Adam "Supreme Master" Carpenter was part truth and part rubbish. Okay, so the letters that ask "can I plug a cart into my 64" are written by young stars, but so what? It's important for newness to the 64 to find out what goes on. We've all got to learn something some-where haven't we?

Anyways, I think I can help the folks who were in asking for info on train time. I own a steam train set called Train which is yours etc. If Axel Myers wants to get in touch perhaps he'd like to call me on 0800 550028. Luke "Second Most Mighty Brain in the Universe" Haigh

Thanks for the help and your point about programmers is absolutely right. Some people think that being six is a crime.

## OPEN SESAME

To the Mighty Brain,

I am well into computer games and stuff, but 3D Construction Kit has really got me stumped. I hope you can answer this because otherwise I will take a mains adapter into your container (Yikes—TMB).

My problem is, when I try to make it possible to go through a door I make it, I bought the tape version and on one side of the tape it has the Environment Editor on it and the Condition Editor on the other side. The Environment Editor allows you to create blocks etc, and the Condition Editor lets you [um] "interact" with all this stuff.

You need both of these to make it possible to go through doors. On the free video it shows how on the Amiga has these two combined so I thought maybe you could load those together somehow. Is this possible, if not then how can it be done? Please answer this because I got 3D Construction Kit on my birthday.

Rob Dunlop, Star Super

**Question.** What's grey, squidgy, thinks a lot and reckons Einstein was a right old thicky? **Yep, it's our old pal from the apex of arrogance, the chap who's tops in triv and the um, ultimate in utter usefulness. Enter The Mighty Brain. If you want to tease old super cells, write to TMB, Commodore Format, 30, Monmouth Street, Bath, Avon...**

You can't load the two together, but that ain't a prob. Just create the door in Environment and save it. Then load the other side of the tape, bring the saved file in, and do your bits and bobs to that. Simple eh?

## COMING SOON, OR NOT?

To The Mighty Brain,

Are the following games going to be converted to the C64?

a) James Pond

b) Switchblade II

c) Magic Pockets  
Charles Dibot, London

These programmers spend so much time doing things for the Amiga, they forget about the 64. They should be doing it!

What programmers spend on with the job. At the mo though, there are no 'converts' plans.

But he's coming soon.

## CREEP ALERT

Dear TMB,

I have some questions for you about Commodore Format.

a) How come your PowerFlash games are always so bad?

b) Why is it so hard to find Commodore Format in the shops?

c) What is your favourite computer game? James Kelly

a) We're always looking for the best demos and games. It's a simple as that. b) You've got to be quick to catch us, which is why so many people prefer to take out a subscription. c) Um, maybe that one, I reckon it's a toss-up between The House Brothers, Smash TV and First Samurai, although controlling them by keyboard alone can be a touch tricky...

## IS BASIC CRAP?

Dear Mighty Brain,

I am a normal person and I'm desperate to create my own computer games for my Commodore 64. I was just about to learn Basic when I read a review about Mighty Brain. You said it looked as though it was "written in Basic" and this will put me off learning Basic (because you said the game was rubbish). I'd really appreciate it if you could tell me what US Gold, Ocean and Microsoft use mainly to program their games.



And how can I learn their techniques.  
Richard Gurney, Loughborough

Big offices use a thing called Assembler. It's very difficult for normal humans to learn because it's like a mix between BASIC (which is like human language) and Machine Code (which is pure computer language). Learn it, and you'll get far, but BASIC is a pretty useful way for beginners to understand computers.

## ARE CF READERS BONE IDLE?

Dear TIM,

I'm writing this letter not because I want to see my name in print, but simply because I'd like to express some of my opinions, and those of my fellow Australians.

I think replacing the cover tapes with a cover disk would be a good idea and a decent improvement to the magazine. I don't know what the situation is in Europe, but not a lot of Australians still use their old databases. The number of C64 games that don't own a disk drive is fairly insignificant; even here, not because we're all rich (my family survives on about \$12,000 a year; that's about \$8,000 I think), but because we realise the major advantages of a disk drive.

Most of the C64 users in Europe could probably afford a new 1241 model if they simply decided to do a bit of part time work or odd jobs around the neighbourhood (mowing lawns, cleaning up stores, shovelling snow in winter etc). The reason so many people never buy one is because they expect their parents to pay for it, and their parents refuse. If those C64 owners committed themselves to making the money it would be quite easy. Last summer I secured a casual job at the local post office and managed to save up enough money to buy a 128K/0208 maxima model. It's not hard to do at all.

Thanks for your time, I hope you consider my suggestions. In case you'd like to know a bit about what sort of person would write this kinda chibbie, I'm a 17-year-old high school student who spends most of his time alone at the beach or just hanging around with mates. Michael Fletcher, West Australia

This chap must think the British are a bunch of no-good lazy sinners. But you don't see us hanging around on beaches in the middle of February, do you?

## FOLLOW THE CART

Dear TIM,

Please tell me where I can get the C64 games system complete with Finalist Proddy, International Soccer, Planet's Quest and Kias. Please give me an address or phone number, or even tell me where to buy one. Anthony Kane, Devon

With your doubts regularly, Francis.

Keep an eye out at the sales. These key-boardless things are currently 'selling' at about £40.

## IN THE CLUB

Dear TIM,

As a owner of a Commodore 64 I am writing to ask if there are any computer clubs which I could join and which could give me details of more BASIC programmes for my computer. If there are any clubs please could you send me information on how to join and how much it is too. Thanks very much.  
Tinay Cards, Cardiff

I know I always say this, but your best bet is to contact our pals at the Independent Commodore Products User Group (ICPUG). Write to PO Box 1205, London, N9 9ST for details.

## PRINTS CHARMING

Dear TIM,

In a recent letters-page Michael Lingo of Hestonport asked this simple question: 'In your honest opinion, what do you think of the Commodore MPS1250 printer?' Your answer was: 'Well it's definitely a printer'.

From this answer do we assume you know absolutely nothing about the MPS1250 or you are too busy to give an appropriate answer. As a MPS1250 owner, I have taken the trouble to do your job for you, as follows: It's a 9-pin dot matrix printer with a shaft print speed of 120 characters per second. The print line capacity ranges from 60 to 240 characters. Interfaces are parallel Centronics standard serial Commodore. Its size is 64mm high x 370mm wide x 255mm deep and it weighs 4.2 kg.

To cut it short, it's a very good value for money printer which I would recommend without hesitation to anyone.

To finish this letter, on 7 about time CP do a few serious articles on printer/dot-matrix/serial etc, etc, or does CP really stand for Commodore Featured Come on, deliver the goods.

Matthew Clough, Birmingham

All right, I was feeling a tad devilish that day. Thanks for the info (even if it was a bit bitumen) tonight. I knew you wouldn't let me down.

## HIT AND MYTH

Dear TIM,

Here are some questions I would like you to answer.

1) Will there come a day?

2) Does the C64 have a better sound than the Amiga?

3) Can you expand the amount of memory in a C64? That's all folks!

Kim Daniel Arthur, Norway

1) It's coming out on the Amiga, and I know the System 3 boys are sticking with the 68000, the answer is yes. (Probably.)  
2) Probably not. The Amiga is a tough brother (but only because it cheats).  
3) No. Your best option is to buy a second-hand C128.

## BRAIN ABLAZE

Dear Tim,

What's your favourite colour?  
Rob Newton, Cardiff

My absolute fave colour is that special hue of grey (sort of brain-like I suppose). It's just so easy in every way, isn't it? Apart from that, it is so like that warm shade of Gamma ray that you get on a wavelength of about 10<sup>-11</sup> metres.

## WOLFISH GRIM

Dear Mighty Tim,

Please print this letter because if you don't I'll make you play C64 Tally for an hour without falling asleep. So now you're surely right and you'll better answer some questions.

1) Is there an Operator What do you own?  
2) What is the cheapest disk drive available? (The cheapest good one that is.)  
3) The power-packs are great. I think a C64 tape case would be a good idea too because the power-packs look really good together (and I've got lots of them).  
Dean Thomas, West Midlands

1) There are only so many digital terrorists you can slaughter before you go all squiffy. So CP Wolfish was (perhaps wrongly) not brought out.  
2) The Commodore 1641 is cheap, and without being exceptional, is still a good buy. Flick through the ads in this issue for the best deal.  
3) It's a good idea, and well worth serious consideration. I'll pass it on to the supplies for you.

## TOUCHDOWN

Dear TIM,

I am a very keen American Football fan, and so was over the moon when the excellent TV Sports Football appeared. But, when I got round to buying it (about one month after first seeing it) I was utterly panned off when my local computer shop told me they could not get their hands on it. I was informed it had been deleted. Why was this, and how can I get a copy?

I hope you will be able to help me, seeing that you are the brains behind Brain alive.  
Timothy Aley, Lancs

The shop keeper is obviously a few yards short of a touchdown. TV Sports Football is still alive and kicking (grains). Call publisher Mervyn on 071 626 1484.

## HERE TODAY...

Dear TIM,

How many C64 mags are there apart from Commodore Format?  
Jay Dordingley



They seem to come and go so often it's getting tough to keep track.

## SERIOUS STUFF

Dear TML,

You have had requests for reviews and programs on the coverage of a more serious nature such as wordprocessors and the like but, as you see, there is always a lack of magazine space.

I would like to set up a disk (or tape) magazine which is exclusively for non-game articles — like a massive Techy Type section, instructions, articles, letters, plans for help etc. would be on one side of the tape/disk, and leaders programs on the other, eliminating the need to type in programs and also allowing large programs to be used.

I would like other CP readers to write to me with their views, ideas or even articles to help me set this up. It would probably be your second monthly or bi-monthly and would cost about £1.25 to cover the cost of the tape/disk, postage and packing.

Paul Ramsey, Cheshire

Lovely idea. Anyone interested should write to Paul at 18, Oval Drive, Dukinfield, Cheshire, SK10 4BB. But don't forget that we do intend on covering any new serious programs that appear.

## OCEAN SPECIFIC

Dear TML,

What is the difference between Ocean and The Hit Squad?

Carew Lantorn, Manchester

Not really very much at all. They are both part of the same company (based in your area), Ocean itself takes care of all the full-price games, and The Hit Squad is the firm's 'label' for its budget re-releases.

## CHART ATTACK

Dear TML,

After hours and hours of work (well, five but anyway) I have discovered these special charts. They are listed on CP's charts (pretty enough) and are a summary of how well software houses did between April and September 1991 (see right CP very late down here). I saved a couple points for how long and where a game sits in the charts, so here goes:

1. Virgin (35) pts
2. Ocean (35)
3. Imageworks (35)
4. Codemasters (28)
5. Thalamus (24)
6. Beam July 1991
7. System 3 120
8. Digital Integrations 90
9. Rainbow June 90
10. JDS Gold 68

Luke Marbury, Victoria, Australia

Nice idea Luke, but that table doesn't show which are really the most popular software houses. I reckon Ocean wins, those guys again would be tops in such a chart, with JDS Gold coming second.

## BRAIN IN TROUBLE

Dear Mighty Brain,

At last I've managed to reach my long lost cousin. Well, you've certainly managed to do well for yourself. Doubtful would have been any proof. Top but that you've associated yourself with a bunch who have about as much intelligence as a robotised toilet brush it mean the CP reviews team and Roger Farness.

Please reply, so we can get together and have some dinner.  
Yours, The Super Brain, Waterford, Ireland

Oh good grief, it's my lucky cousin from Ireland. By, no, I'm terribly sorry but this brain is an impostor. I've never had a cousin called The Super Brain and I hope I never will. Nothing personal, SB.

## SOMETHING OLD...

Dear TML,

I have a couple of questions...

1) Can old disks be used in new disk drives?

2) Will you be doing any more others like the Graphic Adventure Quest on the cover of CP191

3) Will Retroscopie on tape, cartridge or disk.

- 4) Yes, there's no reason why not.  
5) We've got some pretty new ideas for future others.  
6) It will probably be on all three.

## PIRATE AHoy

To the one with the really big head.

I know a mate who is copying software. What should I do about it?

Name and address supplied

There's nothing really wrong with copying software for your own use (though, technically speaking it's against the law). But

if he's passing on these copies you should tell him he's bang out of order (and a bit of a pest really).

## FIGHTING TALK

Dear TML,

Is Final Fight any good?

No, it's crap. That might sound harsh but you've got to be cruel to be kind.

## ACTION REPLAY

Dear TML,

1) Do you need an Action Replay cartridge to cheat in games?

2) How old are you?

Chris Peters, Manchester



Shared school day memories or some that at school?

1) Action Replay POKEs are different from normal cheats. They are fantastic cheating devices but not necessarily essential for devious gamesteering tricks.

2) We're talking telephone numbers, sons, millions — sorry but you'd never get your head around it.

## THIS IS THE BBC

Dear TML,

1) I read somewhere that it is possible to connect any piece of hardware to another so long as you have the correct connection equipment. Does this mean the BBC Micro (yes, they do still exist) disk drive or mouse can be connected to the C64?

2) I'd also like to ask Roger Farness if he's just got broken or whether he badly needs some Babel spit cleaner?

Ken Computer (3), Aylesbury

1) You'd need a degree in electronics to do it, so yes, it is possible, but hardly practical. Actually, it's a mad idea, kind of like gluing machines together to make a life-size model of St Paul's Cathedral.  
2) I understand Roger did have a spell once, and he spent about three days showing everybody he could the gruesome article. The poor boy was very distraught when it finally came up the ghost and disappeared.

## A LITTLE QUICKIE

Dear TML,

You pick letters for the safest reasons, don't you, is that right?

Jack Hanson, Nottingham

Not necessarily.

## NO SHOW AT THE SHOW

Dear Sir,

I'm writing to you to have a moan about the recent computer show at Earl's Court 2, on November 17th. Here goes.

Now, my boy has a C64, so when we read in your Commodore Format — a great magazine — that there was going to be software and hardware for all Commodores,

including the 64, I thought I might be able to get some add-ons for, as well as a few games for Christmas presents. So my wife sent for some tickets, via your mag. We're new to computing and only just finding our feet, as it were.

We thought that it would be a great idea to go to the show. But no, it wasn't. Out of all the exhibits, which we walked around for five hours, asking about things for our 64, most could not help us.

It was interesting to see what new games and things would be coming onto the market in the future. But, to me, it seemed really anybody was flogging this new Amiga 600. That's okay if you had the cash but Chris seemed to be a dirty subject at this show. The people on the Commodore and System 3 stands were very helpful but to the rest, 'Eos' The Commodore stand itself was no help at all. They were more interested in flogging the CD32. Why raise it if you've got £700 in spare but I was just trying to get an Action Replay cartridge and nobody on the stand knew what I was talking about.  
M Smith, London

The World 64 Commodore show was hijacked by the Amiga loving fraternity. We have told the powers that be that this massive imbalance should be redressed at next year's show by having a C64-dedicated section.

## THREE LITTLE THINKS

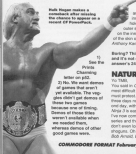
Dear TMB,

I'm thinking of getting a printer and some new computer games. Before I do, I have some questions for your massive brain.

- 1) For a reasonable price, what's the best printer for the C64?
- 2) Is there any chance of getting RWF and Clash Heat for the PowerPlay?
- 3) When are you going to review World Class Rugby by Antagonist?

Michael Miller, Newcastle

Paul Hogan makes a comeback after missing the chance to appear on a second *OF PowerPlay*.



1) See the Prints  
Champion  
letter on p52.

2) No. We want games of games that aren't yet available. The veggies didn't get games of these two games because are of timing. Games of those titles weren't available when we needed them, whereas games of other good games were.

## NUMERO UNO

Dear TMB,

I am annoyed when people criticise others who number their questions, because with numbers it becomes easier to look up an answer when you have just read a question. So here are some numbered questions.

- 1) Will there be a coin up conversion of Super Pang?
- 2) I have got Speed 'Em Up Construction Kit but I don't have a manual. Could you give me some tips?
- 3) Why wasn't there a poster in QF14?
- 4) Please, please, please put adverts on the backs of posters as my QFs all end up missing a review and a page of Roger Parnes.
- 5) Could you warn us if we have to re-load a demo after losing a life or completing it? Thomas McWilliams, Belfast

1) Yes. But don't hold your breath.

2) Assuming you've got a legitimate copy, Grendin (who are the publishers of the re-released budget version) should be able to help you.

Call them on 0743 753423. They may ask for proof of purchase before they agree to help you.

3) Lack of space, sorry. We won't make a habit of it.

4) Good idea. The veggies use something called a Reapian to determine which pages will have adverts or articles on them, in any given issue. They'll see what some Reapian juggling can achieve. Keep watching this space.

5) Another good idea. Sometimes, demos do and suddenly, we'll tell you exactly what to expect in future.

Cover story - our centre page poster takes pride of place.



3) We reviewed it last Jan, where it was tackled by a rating of 55%.

## A STORY FULL OF HOLES...

Dear TMB,

If your IQ is what you make it out to be, answer this riddle.

Take a sphere with an external diameter of 12.50mm and a skin thickness of 0.50mm. 10 holes are cut into the skin. 8 of these are 0.20mm in diameter on the outer surface and 0.20mm in diameter on the inner surface. The remaining 2 holes are 1.07mm in diameter on the outer surface and 1.70mm in diameter on the inner surface. What is the volume of the skin of the sphere?  
Anthony Kane, Devon

Boring? This isn't a riddle, it's maths - and it's not even calculus. Anyway, the answer's 364.88 cm<sup>3</sup>.

## NATURAL NINJA

To TMB,

You said in QF14 that Last Ninja 3 was the most difficult Japanese game around. What, I must protest. I've owned Last Ninja 3 for three days now and I completed it on the second day, without cheating. Now, either Last Ninja 3 is easy (too easy) or I'm a natural. I've now completed all three games in the series and the last one was the easiest. I don't even lose a life on the first four stages. Oh well, that's about it. Bye.  
Bob Arnold, Essex

Well, after doing the first two, you should be a natural. Anyway, what the veggies think and what I think are two completely different things. Remember, great minds don't think alike. They think differently.

## SAYS IT ALL

Dear TMB,

I'm writing to comment on the unparalleled excellence of The Mighty Bean (by all means - TMB) in Commodore Format. You are without doubt the most intelligent and humorous organism ever to grace mankind with its presence. The intelligence, the wit, the class and the style of your replies can only be described as phenomenal. Your infinite knowledge, combined with intelligent humour, make sure you not only teach but also entertain us with your answers. You are in my mind without the faintest shadow of a doubt the ultimate physical and mental speed-machine. Forever at your service,  
Zeller, Planet Z

Agreed.

## BLACK KETTLES

Dear TMB,

I am writing to you to tell you that I'm getting a bit fed up with people who write letters to you slugging other people's letters...  
Ian Stewart, Dundee

We sept, slugging off other people who write letters slugging off other people...  
Come back next month, when I'll be solving the riddle of never but.



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**TURBOSOFT**

Unit 6 & T. Amala Chinn,  
Cherrywood Way Industrial Estate  
Stanbridge Road,  
Leighton Buzzard, Beds. LU7 6XW

100

[illegible]

|      | 1980 | 1981 | 1982 | 1983 | 1984 | 1985 | 1986 | 1987 | 1988 | 1989 | 1990 | 1991 | 1992 | 1993 | 1994 | 1995 | 1996 | 1997 | 1998 | 1999 | 2000 | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 | 2022 | 2023 | 2024 | 2025 | 2026 | 2027 | 2028 | 2029 | 2030 | 2031 | 2032 | 2033 | 2034 | 2035 | 2036 | 2037 | 2038 | 2039 | 2040 | 2041 | 2042 | 2043 | 2044 | 2045 | 2046 | 2047 | 2048 | 2049 | 2050 | 2051 | 2052 | 2053 | 2054 | 2055 | 2056 | 2057 | 2058 | 2059 | 2060 | 2061 | 2062 | 2063 | 2064 | 2065 | 2066 | 2067 | 2068 | 2069 | 2070 | 2071 | 2072 | 2073 | 2074 | 2075 | 2076 | 2077 | 2078 | 2079 | 2080 | 2081 | 2082 | 2083 | 2084 | 2085 | 2086 | 2087 | 2088 | 2089 | 2090 | 2091 | 2092 | 2093 | 2094 | 2095 | 2096 | 2097 | 2098 | 2099 | 2100 |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 1980 | 1981 | 1982 | 1983 | 1984 | 1985 | 1986 | 1987 | 1988 | 1989 | 1990 | 1991 | 1992 | 1993 | 1994 | 1995 | 1996 | 1997 | 1998 | 1999 | 2000 | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 | 2022 | 2023 | 2024 | 2025 | 2026 | 2027 | 2028 | 2029 | 2030 | 2031 | 2032 | 2033 | 2034 | 2035 | 2036 | 2037 | 2038 | 2039 | 2040 | 2041 | 2042 | 2043 | 2044 | 2045 | 2046 | 2047 | 2048 | 2049 | 2050 | 2051 | 2052 | 2053 | 2054 | 2055 | 2056 | 2057 | 2058 | 2059 | 2060 | 2061 | 2062 | 2063 | 2064 | 2065 | 2066 | 2067 | 2068 | 2069 | 2070 | 2071 | 2072 | 2073 | 2074 | 2075 | 2076 | 2077 | 2078 | 2079 | 2080 | 2081 | 2082 | 2083 | 2084 | 2085 | 2086 | 2087 | 2088 | 2089 | 2090 | 2091 | 2092 | 2093 | 2094 | 2095 | 2096 | 2097 | 2098 | 2099 | 2100 |      |

|                                                                                                                                                                                                                                     |                                                                                                                                                                                                    |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
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| Country | Year | Population (millions) | Urban population (millions) | Urban population (%) |
|---------|------|-----------------------|-----------------------------|----------------------|
| Algeria | 1990 | 10.0                  | 4.0                         | 40.0                 |
| Algeria | 2000 | 11.0                  | 5.0                         | 45.5                 |
| Algeria | 2010 | 12.0                  | 6.0                         | 50.0                 |
| Algeria | 2020 | 13.0                  | 7.0                         | 53.8                 |
| Algeria | 2030 | 14.0                  | 8.0                         | 57.1                 |
| Algeria | 2040 | 15.0                  | 9.0                         | 60.0                 |
| Algeria | 2050 | 16.0                  | 10.0                        | 62.5                 |
| Algeria | 2060 | 17.0                  | 11.0                        | 64.7                 |
| Algeria | 2070 | 18.0                  | 12.0                        | 66.7                 |
| Algeria | 2080 | 19.0                  | 13.0                        | 68.4                 |
| Algeria | 2090 | 20.0                  | 14.0                        | 70.0                 |
| Algeria | 2100 | 21.0                  | 15.0                        | 71.4                 |
| Algeria | 2110 | 22.0                  | 16.0                        | 72.7                 |
| Algeria | 2120 | 23.0                  | 17.0                        | 73.9                 |
| Algeria | 2130 | 24.0                  | 18.0                        | 75.0                 |
| Algeria | 2140 | 25.0                  | 19.0                        | 76.0                 |
| Algeria | 2150 | 26.0                  | 20.0                        | 76.9                 |
| Algeria | 2160 | 27.0                  | 21.0                        | 77.8                 |
| Algeria | 2170 | 28.0                  | 22.0                        | 78.6                 |
| Algeria | 2180 | 29.0                  | 23.0                        | 79.3                 |
| Algeria | 2190 | 30.0                  | 24.0                        | 80.0                 |
| Algeria | 2200 | 31.0                  | 25.0                        | 80.6                 |
| Algeria | 2210 | 32.0                  | 26.0                        | 81.3                 |
| Algeria | 2220 | 33.0                  | 27.0                        | 81.8                 |
| Algeria | 2230 | 34.0                  | 28.0                        | 82.4                 |
| Algeria | 2240 | 35.0                  | 29.0                        | 82.9                 |
| Algeria | 2250 | 36.0                  | 30.0                        | 83.3                 |
| Algeria | 2260 | 37.0                  | 31.0                        | 83.8                 |
| Algeria | 2270 | 38.0                  | 32.0                        | 84.2                 |
| Algeria | 2280 | 39.0                  | 33.0                        | 84.6                 |
| Algeria | 2290 | 40.0                  | 34.0                        | 85.0                 |
| Algeria | 2300 | 41.0                  | 35.0                        | 85.4                 |
| Algeria | 2310 | 42.0                  | 36.0                        | 85.7                 |
| Algeria | 2320 | 43.0                  | 37.0                        | 86.0                 |
| Algeria | 2330 | 44.0                  | 38.0                        | 86.4                 |
| Algeria | 2340 | 45.0                  | 39.0                        | 86.7                 |
| Algeria | 2350 | 46.0                  | 40.0                        | 87.0                 |
| Algeria | 2360 | 47.0                  | 41.0                        | 87.2                 |
| Algeria | 2370 | 48.0                  | 42.0                        | 87.5                 |
| Algeria | 2380 | 49.0                  | 43.0                        | 87.8                 |
| Algeria | 2390 | 50.0                  | 44.0                        | 88.0                 |
| Algeria | 2400 | 51.0                  | 45.0                        | 88.2                 |
| Algeria | 2410 | 52.0                  | 46.0                        | 88.5                 |
| Algeria | 2420 | 53.0                  | 47.0                        | 88.7                 |
| Algeria | 2430 | 54.0                  | 48.0                        | 88.9                 |
| Algeria | 2440 | 55.0                  | 49.0                        | 89.1                 |
| Algeria | 2450 | 56.0                  | 50.0                        | 89.3                 |
| Algeria | 2460 | 57.0                  | 51.0                        | 89.5                 |
| Algeria | 2470 | 58.0                  | 52.0                        | 89.7                 |
| Algeria | 2480 | 59.0                  | 53.0                        | 89.8                 |
| Algeria | 2490 | 60.0                  | 54.0                        | 90.0                 |
| Algeria | 2500 | 61.0                  | 55.0                        | 90.2                 |
| Algeria | 2510 | 62.0                  | 56.0                        | 90.3                 |
| Algeria | 2520 | 63.0                  | 57.0                        | 90.5                 |
| Algeria | 2530 | 64.0                  | 58.0                        | 90.6                 |
| Algeria | 2540 | 65.0                  | 59.0                        | 90.8                 |
| Algeria | 2550 | 66.0                  | 60.0                        | 90.9                 |
| Algeria | 2560 | 67.0                  | 61.0                        | 91.0                 |
| Algeria | 2570 | 68.0                  | 62.0                        | 91.2                 |
| Algeria | 2580 | 69.0                  | 63.0                        | 91.3                 |
| Algeria | 2590 | 70.0                  | 64.0                        | 91.4                 |
| Algeria | 2600 | 71.0                  | 65.0                        | 91.6                 |
| Algeria | 2610 | 72.0                  | 66.0                        | 91.7                 |
| Algeria | 2620 | 73.0                  | 67.0                        | 91.9                 |
| Algeria | 2630 | 74.0                  | 68.0                        | 92.0                 |
| Algeria | 2640 | 75.0                  | 69.0                        | 92.1                 |
| Algeria | 2650 | 76.0                  | 70.0                        | 92.2                 |
| Algeria | 2660 | 77.0                  | 71.0                        | 92.3                 |
| Algeria | 2670 | 78.0                  | 72.0                        | 92.4                 |
| Algeria | 2680 | 79.0                  | 73.0                        | 92.5                 |
| Algeria | 2690 | 80.0                  | 74.0                        | 92.6                 |
| Algeria | 2700 | 81.0                  | 75.0                        | 92.7                 |
|         |      |                       |                             |                      |

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**CONCLUSION**

| Country | Year | Value | Unit |
|---------|------|-------|------|
| Algeria | 1990 | 1.00  | 1.00 |
| Algeria | 1991 | 1.00  | 1.00 |
| Algeria | 1992 | 1.00  | 1.00 |
| Algeria | 1993 | 1.00  | 1.00 |
| Algeria | 1994 | 1.00  | 1.00 |
| Algeria | 1995 | 1.00  | 1.00 |
| Algeria | 1996 | 1.00  | 1.00 |
| Algeria | 1997 | 1.00  | 1.00 |
| Algeria | 1998 | 1.00  | 1.00 |
| Algeria | 1999 | 1.00  | 1.00 |
| Algeria | 2000 | 1.00  | 1.00 |
| Algeria | 2001 | 1.00  | 1.00 |
| Algeria | 2002 | 1.00  | 1.00 |
| Algeria | 2003 | 1.00  | 1.00 |
| Algeria | 2004 | 1.00  | 1.00 |
| Algeria | 2005 | 1.00  | 1.00 |
| Algeria | 2006 | 1.00  | 1.00 |
| Algeria | 2007 | 1.00  | 1.00 |
| Algeria | 2008 | 1.00  | 1.00 |
| Algeria | 2009 | 1.00  | 1.00 |
| Algeria | 2010 | 1.00  | 1.00 |
| Algeria | 2011 | 1.00  | 1.00 |
| Algeria | 2012 | 1.00  | 1.00 |
| Algeria | 2013 | 1.00  | 1.00 |
| Algeria | 2014 | 1.00  | 1.00 |
| Algeria | 2015 | 1.00  | 1.00 |
| Algeria | 2016 | 1.00  | 1.00 |
| Algeria | 2017 | 1.00  | 1.00 |
| Algeria | 2018 | 1.00  | 1.00 |
| Algeria | 2019 | 1.00  | 1.00 |
| Algeria | 2020 | 1.00  | 1.00 |
| Algeria | 2021 | 1.00  | 1.00 |
| Algeria | 2022 | 1.00  | 1.00 |
| Algeria | 2023 | 1.00  | 1.00 |
| Algeria | 2024 | 1.00  | 1.00 |
| Algeria | 2025 | 1.00  | 1.00 |
| Algeria | 2026 | 1.00  | 1.00 |
| Algeria | 2027 | 1.00  | 1.00 |
| Algeria | 2028 | 1.00  | 1.00 |
| Algeria | 2029 | 1.00  | 1.00 |
| Algeria | 2030 | 1.00  | 1.00 |
| Algeria | 2031 | 1.00  | 1.00 |
| Algeria | 2032 | 1.00  | 1.00 |
| Algeria | 2033 | 1.00  | 1.00 |
| Algeria | 2034 | 1.00  | 1.00 |
| Algeria | 2035 | 1.00  | 1.00 |
| Algeria | 2036 | 1.00  | 1.00 |
| Algeria | 2037 | 1.00  | 1.00 |
| Algeria | 2038 | 1.00  | 1.00 |
| Algeria | 2039 | 1.00  | 1.00 |
| Algeria | 2040 | 1.00  | 1.00 |
| Algeria | 2041 | 1.00  | 1.00 |
| Algeria | 2042 | 1.00  | 1.00 |
| Algeria | 2043 | 1.00  | 1.00 |
| Algeria | 2044 | 1.00  | 1.00 |
| Algeria | 2045 | 1.00  | 1.00 |
| Algeria | 2046 | 1.00  | 1.00 |
| Algeria | 2047 | 1.00  | 1.00 |
| Algeria | 2048 | 1.00  | 1.00 |
| Algeria | 2049 | 1.00  | 1.00 |
| Algeria | 2050 | 1.00  | 1.00 |
| Algeria | 2051 | 1.00  | 1.00 |
| Algeria | 2052 | 1.00  | 1.00 |
| Algeria | 2053 | 1.00  | 1.00 |
| Algeria | 2054 | 1.00  | 1.00 |
| Algeria | 2055 | 1.00  | 1.00 |
| Algeria | 2056 | 1.00  | 1.00 |
| Algeria | 2057 | 1.00  | 1.00 |
| Algeria | 2058 | 1.00  | 1.00 |
| Algeria | 2059 | 1.00  | 1.00 |
| Algeria | 2060 | 1.00  | 1.00 |
| Algeria | 2061 | 1.00  | 1.00 |
| Algeria | 2062 | 1.00  | 1.00 |
| Algeria | 2063 | 1.00  | 1.00 |
| Algeria | 2064 | 1.00  | 1.00 |
| Algeria | 2065 | 1.00  | 1.00 |
| Algeria | 2066 | 1.00  | 1.00 |
| Algeria | 2067 | 1.00  | 1.00 |
| Algeria | 2068 | 1.00  | 1.00 |
| Algeria | 2069 | 1.00  | 1.00 |
| Algeria | 2070 | 1.00  | 1.00 |
| Algeria | 2071 | 1.00  | 1.00 |
| Algeria | 2072 | 1.00  | 1.00 |
| Algeria | 2073 | 1.00  | 1.00 |
| Algeria | 2074 | 1.00  | 1.00 |
| Algeria | 2075 | 1.00  | 1.00 |
| Algeria | 2076 | 1.00  | 1.00 |
| Algeria | 2077 | 1.00  | 1.00 |

**JOHN H. COHEN** is  
professor of psychology at

| Year | Country | Value |
|------|---------|-------|
| 1990 | China   | 1.00  |
| 1991 | China   | 1.00  |
| 1992 | China   | 1.00  |
| 1993 | China   | 1.00  |
| 1994 | China   | 1.00  |
| 1995 | China   | 1.00  |
| 1996 | China   | 1.00  |
| 1997 | China   | 1.00  |
| 1998 | China   | 1.00  |
| 1999 | China   | 1.00  |
| 2000 | China   | 1.00  |
| 2001 | China   | 1.00  |
| 2002 | China   | 1.00  |
| 2003 | China   | 1.00  |
| 2004 | China   | 1.00  |
| 2005 | China   | 1.00  |
| 2006 | China   | 1.00  |
| 2007 | China   | 1.00  |
| 2008 | China   | 1.00  |
| 2009 | China   | 1.00  |
| 2010 | China   | 1.00  |
| 2011 | China   | 1.00  |
| 2012 | China   | 1.00  |
| 2013 | China   | 1.00  |
| 2014 | China   | 1.00  |
| 2015 | China   | 1.00  |
| 2016 | China   | 1.00  |
| 2017 | China   | 1.00  |
| 2018 | China   | 1.00  |
| 2019 | China   | 1.00  |
| 2020 | China   | 1.00  |

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# INSIDE IN

**S**o, just what is a raster? To answer this you have to think about how exactly the CGA puts pictures onto the screen.

Because of the way the TV works, it's not enough for the CGA to just send a picture and then stop—the screen would go black in a fraction of a second—because a TV has to be continuously told and re-told what to display. Even as a completely still, plain blue screen, the CGA has to keep sending a signal to the TV.

Which is where rasters come in. To make a picture on the screen, a line beam of electrons scans the screen, one horizontal line after another. These line horizontal lines are called rasters. To make a steady picture, TVs re-scan every single line around 50 times per second. When you the CGA sends a signal to the TV, it's telling this fast scanning beam what colours to display.

Normally we let the computer interpret our graphics commands and work out what signal to send, but by POKEing the right bits, we can do all sorts of things by interfering with the rastering system. It's the key to a catalogue of useful effects, from split the screen into different colours to displaying dozens and dozens of sprites at once. Here are a few raster routines from Inside Into readers, if you use them in a program of your own, we'd like to hear from you, so let us know how you get on. Now then, get your Pay Attention hats on and you'll be making magic...

## HIGH-RES HI-JINKS

Dear Inside Info,

I was flicking through an old copy of CI when I saw a piece on high-resolution graphics. You asked for more of the same, so I have sent this little program. This routine clears the screen first and then sets it for hi-res graphics. Instead of having to wait about 30 seconds for the screen to clear each time you reboot, this program does it in less than half a second. It first clears the area \$2000 to \$4000 and then sets the screen colour to the value in \$40.

```

100 FOR I=10000 TO 14117:POKE I,POKE V,I:GOTO 4
101 GOTO 12 IF C=POKE:POKE 16199,"DATA: 00000000"
102 IF C=POKE:POKE 16200,"00000000"
1030 POKE 120,169,8,161,152,153,151
1100 POKE 134,216,345,316,309,308,330
1110 POKE 230,316,346,310,334,34,309
1120 POKE 343,169,38,141,17,338,168
1130 POKE 14,141,24,308,149,280,141
1140 POKE 21,338,149,8,110,330,169
1150 POKE 2,149,330,308,309,281,230
1160 POKE 281,149,216,216,216,8,338,321
1170 POKE 16,316,8,8

```

To use it just POKE the location 1612 with the screen colour you want and run the routine. Now add your program on the end of the hi-res clearer and off you go.  
Richard Martin, Castle Bromwich, Birmingham.

**This month's ton of techie treats contains a rash of raster wranglings. So whether you're a hard-core techie and know all about IRQs, or if you thought rasters were just cool dudes in big hats, Paul Lyons has something for you.**

## MYSTERIES OF MULTIPLEXING

Dear Inside Info,

I haven't made any programs to show ya, but instead I need to know how to make a sprite multiplexer. I've tried, but the sprites flickered badly. I hope that you could please help me with this.

Michael Tow, Warragul, Victoria, Australia

Michael, this is a very complex process and it would take pages for me (or even TIM) to explain and print a good routine. But what I can tell you is how a good sprite multiplexer works.

The CGA only allows you to use eight sprites at a time. However, if you split the screen using a raster interrupt, you can load it into allowing you to have two lots of eight sprites. If you split it again, you can have another eight sprites and so on. However this causes problems because it means you can only have eight sprites in each separate bit of the screen and sprites can't cross from one section to

another. But you can split the screen down to as small a unit as a single raster line. This means you can have eight sprites on each individual line at any one time! Ah, I hear you saying, but doesn't that mean they'll be moved around? Yes, it's true that you can't move the sprites off the line, but you can swap the whole line with another line, moving the sprites with it. Clever, huh?

As you start to move raster lines around you need to keep track of the order they are in. To do this you create a table, which lists the sprites in order, according to their Y position. Then every time the raster scan reaches the bottom of the screen, you check each sprite's Y position and re-sort the table, so as the raster scans down the screen it displays the lines (and the sprites) in the correct, new order.

## RASTER RIDDLES

Dear Inside Info,

My name is James, another reader from across the world in Australia. Below is a listing that produces 'flashing' raster tank up and down the screen. I will then tell for a key to be pressed before ending. It could be used as a 'press any key to continue' routine too, when displaying text in a program. The \$700 48152 in line 60 is what makes it work.

## BEE LISTING 1: THE RASTER RARE

If the Raster Compare Bit (\$0016) is set and the corresponding bit in (\$001A) is set to 1 (enabled), what happens? In other words, what happens when an interrupt is enabled and generated? The Programmer's Reference Guide is a bit vague in this area (or at least I can't understand it), your help would be gratefully accepted.

James Cloutier, Yarrabee, Victoria, Australia

Well, that's a good question. A very good question. In fact, it's such a very, very good question I decided to ask CII graphics games engineers John and Steve Howlands (of Confusion fame). They said \$016 is the Interrupt Flag Register and

## INFO

**IOILA is the Interrupt Mask Register.**

Together they allow the source of any interrupt to be identified and enabled (or disabled). For example, imagine you want to jump to a subroutine when the raster scan reaches a particular point. First you set bit zero of IOILA to turn the interrupt mode on. Then you write the value of the screen point you want to jump to, into IOILA. As the lines are scanned, the value is IOILA continuously changes. And when the raster scan reaches the point you set, IOILA will be set to 1. And if you've set the IRQ vectors properly you will jump to the correct place.

**RASTER SPLIT**

See inside info.

This program splits the screen and changes the colour by use of the raster latch at IOILA, IOILA and IOILA. The program runs under IRQ interrupt so BASIC can still operate while the screen is split. The colours and the splits in lines 100-150 are just examples. At the end of line 40, the reversed out 'C' puts the text in white (so the raster to read) and is typed by holding down [CONTROL] and pressing 'C'. If you choose to make the background white, then you'll need to choose a different colour for the text (you can go through all the colours by holding down [CONTROL] or the COM key and typing a different number.

**SEE LISTING 3: SCREEN SPLIT**

When changing the lines, remember to use the rules below.

- Only lines 100-200 can be altered.
- Lines altered or added must be structured like this:

```
[line number] GOTO [55],[60],[70] [line  
no. 100, 102, 104, 106, 108, 110]
```

- In addition, the raster split positions must be between 50 and 200 and they must be in numerical order.
- The colours are the standard CGA set, 0-15.

**MAKING THE  
CGA CONNECTIONS**

A couple of months ago, we printed the first part of a series on connecting your CGA to the outside world. Since then we've had lots of letters asking when the rest of it is going to appear. Don't worry, the following instalments are on their way, so keep those eyes peeled.



# Raster wrangles

**LIST**

```
10 FOR I=0 TO 23:READ A:POKE I+49152,A
20 NEXT I
30 DATA 163,0,142,52,200,232,168,0,200
40 DATA 182,35,200,241,32,230,234,201,0
50 DATA 200,2,90,9,192,92
60 SYS 49152
READY:
```

Listing 1: The loading listing. This listing will produce floating multicoloured bars in the border (like loading bars) until any key is pressed.

**LIST**

```
10 FOR T=49200 TO 49250:READ A:POKE T,A
20 C=C+A:NEXT I:IF C<256:133 THEN PRINT "OUT  
A ERROR"
30 IF C=6133 THEN PRINT "SYS 49200 TO ST  
ART"
40 B=49251:READ A:IF A=-1 THEN PRINT "E"
50 END
50 POKE B+X,A:X=X+1:GOTO 40
60 DATA 120,4,200,127,141,13,230,173
70 DATA 12,200,100,90,102,192,131
80 DATA 18,3,142,210,100,102,27
90 DATA 100,1,142,210,100,102,27
100 DATA 140,2,200,102,2,2,2,27,100
110 DATA 200,2,200,2,200,201,142,32
120 DATA 200,2,200,2,200,201,142,32
130 DATA 100,200,102,2,2,2,27,100
140 DATA 100,200,102,2,2,2,27,100
150 DATA 100,200,102,2,2,2,27,100
160 DATA 230,23,200,70,40,234,0,-1
READY:
```

Listing 2: The raster split listing. After running, typing SYS 49200 will split the screen background into two different colours - which you can alter to suit your own uses.



Listing 1 - the effect. Can be used as a handy 'press any key' routine.



Listing 2 - the effect. By changing the data lines you can alter the split and the colours.

## We want info!

If you have any questions you want answering, tips for other CGA techies, small, but snazzy chunks of code or BASIC listings - or just about any odd but interesting piece of info about the CGA - we want it! Send your musings to:

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

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

If you give us the goods, we'll do the same. If you send us any really great tips, stories or listings, you can win you a prize, so get busy! Oh, and we're sorry that we can't reply to techie questions personally, so don't send us any FAQs.

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## C64 SELLERS

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# SLIP A DISK!

**It's the Commodore Format/Mindscape disk drive give away!**

As DOS owners we all have a love-hate relationship with that slip-footed-slender-but-totally-add-on, the CD-ROM tape unit. These of us who have discovered the joys of the still slow-but really pretty-spirity 1541 disk drive, know what a fabulous thing it is to be able to load a game in less instead of heavy minutes. Plus there are lots of games that have extra features (such as save games) when you have access to a disk drive.

New Commodore have launched a new version of the 1541, cunningly called the 1541 II. It's still as speedy as the original 1541, but now that the power pack is on the outside, it's even more reliable. And as if to celebrate this pack, these bodacious dudes at Mindscape have two 1541-IIs and a whole host of Mindscape games to give away!

Each of our test disk drive owners will also get a copy of soon-to-be-released *Paperboy 2* (on disk, of course) and a copy of the most successful *Ultima VI*. Meanwhile last month as one of CFCs All-Time Top Ten Essential Mega Games, *Ultima VI* is arguably one of the deepest, most satisfying and level role-playing experiences ever available for the C64. It has a whole world waiting to be discovered, a galaxy of characters to converse with and a universe of puzzles to be unravelled.

Disk owners, runner-up please!

If you've already got a disk drive (you greedy person, you) and you don't win another one, you can still win something to console you in your loss. Thanks to Mindscape, we've got another eight copies of their disk-only adventure classic, *Ultima*



*VI*. Just remember to mark your entry "TM & DSR DSR" and you could be luck and stuffing with the best of them.

# WIN

8 tape winner's runner-up prizes

If you're a tape user and you don't win one of our fabulous disk drives, never fear - you can still win with Commodore Format. We've got another eight copies of *Paperboy 2* on tape to give away. So, if you don't already have a disk drive, remember to mark your entries "TM & TAPE TAPE" and if you don't win a first prize, at least you could have your very own copy of *Paperboy 2*.

All you have to do to win a disk drive of your very own is answer these three incredibly simple questions.

1. What classic arcade game is *Paperboy 2* the sequel to?
2. Name 3 games in the *Ultima* series that came before *Ultima VI*.
3. What is the name of the port on the back of the C64, where you plug in the lead to a 1541 (Mark II) disk drive?

Put your answers down on a postcard, along with whether you're a disk or tape user, and send them to:

Does *Paperboy* Have Cardboard Parents?

Commodore Format,

50 Monmouth Street,

Bath

43004 841 2942

All entries must reach us by 31st March 1992. Oh, and if any employer one of Future Publishing or Mindscape enter, we'll even take their tape drives away and they'll have to spend the rest of their lives in the Hall of the Infinitely Long Type-In.



**MONDAY  
11TH NOVEMBER**

John: Yeh! The Apex boys are back. We're all here, kicking it into '83. By the time you read this, you'll already be stuffed with turkey and put to bed, so we've still got that to look forward to.

Anyway, back to today, which doesn't rate highly on my 'creative days' index. All I've been doing is debugging the Intermide game (yawn). But it's completely finished now. No more bugs left to fix. Famous last words...

Mike showed the first full feature screen to Andy Smith (our chief playtester) over the weekend and we all decided it needed a bit of tweaking. Steve would put more stuff into the background to fill it out a bit, I had to work on some more sprites for the tap border. After burning the midnight oil a little, I ended up putting in a sun and a flock of birds in the distance. It wasn't essential but makes pretty good patch, which more games should have, these days.

Steven: In case you didn't notice, GP 12's envelope featured our Intermide game sequence from *Creatures 2*. My task today was to design GP their very own background (and of course, it'll be snowing because it's Christmas). Two hours after I started, the graphics are complete, probably the best snow graphics yet. I also had to draw the third incarnation of *The Further Adventures of Clyde Radcliffe* for this issue. I did it the same way as the first two but Colin and Sean promised to print it in colour this time. Good.

**THURSDAY  
14TH - SUNDAY  
17TH NOVEMBER**

The World Of Commodore Show: the fourth consecutive at Earl's Court II for the second time in as many months. The biggest

Commodore show of the year gave us a good excuse to consume gargantuan quantities of lager (yick). We didn't spend all our time at the bar, however, only 80 per cent of it (and you think we're joking). We complemented our boozing expedition by frequenting the weather on the Cohen stand - what a great combination that was. Actually, we came up with quite a few good ideas for *Creatures 2* with Andy Roberts and Andy Smith. We

# THE CLYDE GUIDE

**Join us as we join John and Steve Rowlands of Apex for the continuing exploits of two game designers with a dozen ideas a minute and a deadline. As the final day closes in, the boys think, 'Blimey, we better start programming this game then!' And lo, they set about their work...**

walked around the stands a bit, met a few people, shook a few hands, had a few laughs (as you do). An excellent time was had by all. A quick 'Yr' to Andy Smith, Andy Roberts, Andy Braybrook from Grafixco, Steve Ridding, Mike Ows and John Tinkley from Third Image, Ash Hogg and Dave Clarke from Genesis, Mark War-Jost and everyone we chatted to.

**WEDNESDAY  
19TH NOVEMBER**

John: With the graphics for the *Creatures 2* demo nearly finished, it's about time I started coding it. The first thing to do is to empty the bag of all the code which won't be needed (eg torture screen routines, life routines and so on). The reason for this is not only to

minimise a minimum amount of the game but also to reduce game data and therefore save some all too precious tape space. This took me the best part of the day and just left me with the Get Ready and Intermide sections of the game.

Steve: A few days ago, John had just programmed a gaggle of gagging geese which flew peacefully through the air. Well, as usual, there was some re-design necessary. In the editor the birds looked really rather nice. It was a slightly different story when we included them in the game, however. It was a few hours of real work that did the trick - the snow, fountains or whatever they were are now looking a lot better. By the way, the only reason why I can't make up my mind about which kinds of birds they are is that they're only three pixels wide each and don't really look like any kind of bird in particular.



Madison calls for the sensory input of stones.



Hey, let's play hidey, gone.



Back, Clyde in former speak hand.



You've got to watch out for that green sludge, or you'll end up with a stinktagging Pluffon.

Island 1 100% 20

| NAME       | SCORE   | TIME     | DATE |
|------------|---------|----------|------|
| 1. [Name]  | 1000000 | 00:01:00 | 0000 |
| 2. [Name]  | 900000  | 00:01:10 | 0000 |
| 3. [Name]  | 800000  | 00:01:20 | 0000 |
| 4. [Name]  | 700000  | 00:01:30 | 0000 |
| 5. [Name]  | 600000  | 00:01:40 | 0000 |
| 6. [Name]  | 500000  | 00:01:50 | 0000 |
| 7. [Name]  | 400000  | 00:02:00 | 0000 |
| 8. [Name]  | 300000  | 00:02:10 | 0000 |
| 9. [Name]  | 200000  | 00:02:20 | 0000 |
| 10. [Name] | 100000  | 00:02:30 | 0000 |

Island 1 100% 20

You've got to keep in touch with what's happening with all those Pluffons flying around.



More, they need Pluffons. We've made quite a collection of monsters over the years.

## FRIDAY 21ST NOVEMBER

John: I've uploaded Steven's demo graphics into the game and have got my snowflakes to appear behind them (all 120 of the suckers). It's amazing the amount of difference a snow-storm makes, as the screen looks a hell of a lot better in the game than it does in the editor (without any snow). Next, I set the number of frames that you have to save, together with the time limit for saving them. I found the save incredibly easy to complete but I'd been playing it for months, so that wasn't a very good verification of the screen's difficulty level. We needed someone who hasn't played the game before, so enter Tracy Matheson (my girlfriend). There was only one problem: she found it very hard. In fact, she found it very hard to save one frame (ugh). So we set the difficulty to what we thought was reasonable and just hoped (you'll know by now, whether we got it right or not).

Steve: Have any of you ever made an audio lead to link your bit to a stereo system? Well I've made a few. Our C64, C128 and Amigas all have these cables and none of them seem to work properly. When the computer is playing sounds, the stereo crackles a little and sometimes loses a channel but when I give the joints in the cable a squeeze, it all works. John keeps saying,

"You'll blow a chip like that," so I think it's time to fix it. These leads were made a considerable time ago, when the connection were made by twisting the wires. I now believe this to be insufficient. And you know how it is between me and my soldering. Looks like we're going to spend a little more time together before I get back to writing more music.

## THURSDAY 28TH NOVEMBER

John: As the standard Level Complete screen is going to be released in the game, we couldn't give it away with the demo, could we? So I've spent the last few days creating a Demo.

Complete screen. Seeing as there was a lot more memory available for me to use on this, I did. The result is a lot more impressive than it would otherwise have been. As I enter this, the finished demo is winging its way to the CF office. If you get last month's CF, you'll know what it looks like by now as well.

Steve: The audio leads are working, so I thought I might put some music together. The most needed piece of music at the moment is the Level Complete tune and I have some well cut niffs to put in it. At this point, the composition

bursts into a euphonious multi-voice arrangement which includes some great harmonies yet will remain a melodiously happy sound in a cute sort of heroic way (Zorro... Eh.)

## TUESDAY 3RD DECEMBER

John: I've been working on the memory structure of the game, adjusting it slightly to allow a few pieces of music to fit in. It replaces Clyde's death music from

Creatures, and is slightly larger (and a bit better). But as I've got very little spare memory, I have to merge some routines so I can get back the bytes I need. With this done, I can continue to program the snow-to-fore screen (if I can remember what I was doing last time I touched it). Steve: You may remember that I had started to write screen F, the one that features a ghost. It also needs a creature to guard the entrance, so it's off to work I go.

After a few minutes playing around with some sprite ideas, I decide that this guard monster needs to have big, cute bug eyes. All good guard monsters look that way. I dig up, so I'll just have to get stuck in. There's no gain in changing things. It's also going to have a cute little tail and a cute little mouth with a pair of cute little feet (if the cute plays). As this little fellow is destined to be started by the ghost, it's time to do the "Oh my god, I can't believe my eyes!" (or eye-popping) animation of this creature, which also looks pretty cute (needless to say).

After my cute creature has been started in this way, he runs off the screen in a cute (an)whopish frenzy (surprise, surprise). Anyway, enjoy the review. Until next time...



Happy sometime in Clyde-land.



And onto the snow screen. It's a breeze.



Lindy knows what's going on here.



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**D**ay might be the biggest budget hero these Codemasters fellows have come up with, but he's certainly not alone. The Cartoon Collection offers the chance to meet four other heroes from the Codemasters programming den.

Reymour of The Movies is the only original game in the package — and it's a goodie. The game is in the usual explore, collect and talk-'em-up style that we've come to expect. But this is no bad thing — the Codemasters seem to do it better than anyone else around.

Reymour's due to star in the latest blockbuster movie in Hollywood. But when the time up to start filming, he finds the studio in chaos. Someone has to fix the studio, find the script and all that kind of stuff. Reymour's visit to Hollywood is checked to the gills with detail, humor and playability. Almost worth \$9.99 on its own...



He flies through the air with the greatest of ease. Yes, it's *Clay the Elephant* making his May Poppins and parachuting to safety.

# CARTOON COLLECTION

I'm guessing that most of you have tried Dizzy already. Our camera-toggling and object-collecting pal may well look like a perfectly hatched egg, but he moves like a dream and provides hours of entertainment.

Dizzy's on a mission, you see. There's a magic potion that can rid the land of the evil Zaks, and (more importantly) attract a foot. Dizzy must collect the ingredients for the magic potion and mix them all together in an

evil wizard's cauldron. Except, of course that the ingredients are harder to find than a tartan baggie (1) and the wizard has to be stuffed in before he'll allow Dizzy to use his cauldron. A classic, pure 'n' simple.

Slightly Magic isn't so hot. Slightly's a wizard who keeps a watchful eye on a beautiful princess. Unfortunately, nasty Slightly can't swim in and get his naughty way because the pair of them have been trapped



Now nearly everyone knows who this is. The one and only Dizzy carries the name of the start of the game that made him a star.



Reymour's so happy he's bringing her joy, it's just one or is the really just Dizzy in a pair of his best suit.

**I**f your head's not spinning after this lot then it never will. The only experience that playing five Dizzy games in a row compares to is three weeks on the wallies at your local fair — I tried it. And unless you've got the stomach of a concrete elephant, I wholeheartedly suggest you take it easy. But that doesn't mean the games are no good — they are. So let's get stuck in and see what's what.

Spellbound Dizzy comes billed as the biggest and best Dizzy game yet, and it really is a cooking game. When Dizzy visits Theo, his local friendly neighborhood wizard, he inadvertently casts one of the wizard's spells.

A bit, a dash and quite possibly a touch later, Dizzy's charms are spirited to a deadly underworld, leaving nothing but a few puddles of smoke and another excuse for a rather skinned Dizzy to be a hero. Dizzy recovers the spell again to follow his friends, in the rather



If you ask Dizzy's advice, there's nothing as nice as swimming about in the rain. But what do you want an egg's advice for?

## DIZZY'S EXCELLENT ADVENTURES

big-headed belief that only he will be able to free them. So in you come, joystick at the ready, at the start of another epic adventure.

Collect objects, 'use' them at strategic points to solve the puzzles and have a good exploration session. There are over 100 locations to discover, including wind-tunnels and underwater levels. There's loads to



In *Point Dizzy* you have to make sure the right shapes fall through the right holes. Tricky, challenging but not tedious.

this game, and collecting all the objects you'll need without coming a cropper proves very, very challenging.

So on to Dizzy: Prince Of The Follies. This is another brand new game but in the traditional Dizzy mould. This time our egg-shaped pal is in an even more bizarre and weirder than normal, that I won't even attempt



The instruction manual warns us that both the rolling eggs — even jumping ones with heads, they just don't care, so run away!



in a dragon's castle. This has put paid quite comprehensively to Slightly's amorous intentions, so he must now use his wit and cunning to win their freedom.

It's a tried 'n' trusted formula and it doesn't work. The graphics aren't up to the standard you'll find in the rest of this pack, the animation is poor and the puzzle elements aren't enough to keep the game happily chugging along on its own. So let's all look the other way, and move swiftly on to...

**Spike in Transylvania** Meet Spike the thing. He's called off because all his gilling gals have been imprisoned in a castle. He's got an epic night out on the town planned but he's got to rescue his girls first.

When you collect objects, you have to figure out what to do with them. You meet all sorts of strange characters along the way. They'll do you all sorts of favours if you can provide them with the right persons.



**Slightly's amorous intentions** speaking to the smoking puffing dragon but he doesn't get too close or else he'll get kidnapped.



**Spike's temper** ahead on a mission to set free his mates from the dungeons, prisons, trenches, they're better off.

Add to this rilly animation and some vintage arcade action and it all adds up to a lot of fun.

Lastly, we have **CU's Elephant Antics**. If you're going to tour the world, it's always a good idea to take a trunk. For (another) joke like that and you're out - EDS, Amem. This is a cracking game that was excellent value for money when released as a budget game and is practically now a given-away.

There are four levels of arcade platform antics to navigate as CU the elephant has to poodle his way across the globe. CU can fire pellets and throw bombs at his enemies, as he cuts his swathe through country after country of international badness. Great graphics, challenging puzzles and a simultaneous two-player option. What more do you want? Four great games, one reviewer - all for 10p! That, people, is a bang!

AND WHAT



|                  |                         |
|------------------|-------------------------|
| <b>Game</b>      | <b>Cartoon Classics</b> |
| <b>Publisher</b> | <b>Codemasters</b>      |
| <b>Cassette</b>  | <b>£8.99</b>            |
| <b>Disk</b>      | <b>£10.99</b>           |
| <b>Release</b>   | <b>Out now</b>          |
| <b>Contact</b>   | <b>0826 814132</b>      |

## POWER RATING

### THE DOWNERS...

- One of the games isn't much good
- You may already have most of the games, which would affect its value.

100

86%

- There's nothing typical about it, at least none of those really rare cartoon classics.
- The best examples of light-hearted but fun arcade adventures you'll find anywhere (except possibly on the review next door).
- At £12 a lot this really is a brilliant bargain.
- An essential pack for young and older gamers. A good idea for a present.
- Just great, especially for those miserable rainy days when you can't be bothered to do anything too taxing.

### ...AND THE UPPERS

0

to explain how) trapped in a dungeon. Through the strategic use of a pile of leaves, a box of matches and a jug of water, he must somehow get around the problem of a locked door.

He cunningly fashions an environmentally sound, biodegradable bazooka in a brilliant twist of what's to come. (That bit about the bazooka was a lie, by the way, but we don't want to spoil it for you.)

The graphics are cracking, the animation is lovely and smooth and the game sticks with humour and class. Later on you discover other weird and wacky characters as your bid to rescue your beloved Daisy unfolds. As I said, the plot is pretty bizarre, but suffice to say it involves characters lots of 'em, mystic opening attacks, trolls, the matatuwa rule of Grand Mary and Pogie the Thieving Dog. It's fun.

**Daisy Down** The Mafala is also a lot of a fool, except this time you have to guide Daisy down a river avoiding crocodiles, birds, logs and all manner of barmen. You can nudge Daisy in eight directions and free all the devilish fiends who got in his way.



The action is viewed from above as the river smoothly scrolls from top to bottom. Lovely. It's similar to but better than *Tombin*, and the action soon heats up. In fact you'd be amazed how complicated an afternoon battle along a river can get. If the level of traffic congestion on the English

Channel is anything like this particular river then it's no wonder they're building the Channel Tunnel. Maybe they're not enough to irritate you for months but as an occasional user of your nautical navigation abilities it's well worth a go.

**Pogie Daisy** on the other hand is really a bit of a bummer, although it's fun to start off with. Forget Daisy, he's here in name alone - this is a rip-off of *Twins* in which you have to guide shapes falling down a tunnel into particular holes. It gets very, very difficult very quickly. Ultimately, it lets down the other games. Don't waste time, another

odds, places our hero in a series of five Pacman-style mazes. Dodge the baddies, collect bonuses along the way and guide your charms to safety. It could do with being just a little faster but it's still an entertaining challenge, like *Daisy's Excellent Adventures* in general. And that's official.

AND WHAT



|                  |                                     |
|------------------|-------------------------------------|
| <b>Game</b>      | <b>Daisy's Excellent Adventures</b> |
| <b>Publisher</b> | <b>Codemasters</b>                  |
| <b>Cassette</b>  | <b>£8.99</b>                        |
| <b>Disk</b>      | <b>£10.99</b>                       |
| <b>Release</b>   | <b>Out now</b>                      |
| <b>Contact</b>   | <b>0826 814132</b>                  |

## POWER RATING

### THE DOWNERS...

- One average game in the pack.

100

91%

- Spiffing Daisy is still the biggest and best of the best.
- Prince of the Pals due to launch spending soon. Full of bonuses and extras.
- Given the benefits is what Pogie should have been. Good arcade fun.
- Kwik (Daisy might be old but it holds its position in the charts for ages... and with good reason).
- Story, so Pogie Daisy is a 'twice again' and not a 'half-bad one at that. But it's still engaging enough.
- A glorious collection for the thousands of Daisy fans.
- And it's for your money.

### ...AND THE UPPERS

0



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Blimey, don't back issues sell out quickly! All those classic early issues (1-7) are out of print for good. Now they've been joined by issues 10 and 13. Even issue 14 is already in low supply. So, to get your hands on any of the issues we've got left, fill in the form below – or a photocopy of it – with your name and address and pop it in an envelope. Don't forget your cheque or postal order for £2.50 per issue (or £3.45 per issue if you're ordering outside mainland UK). But make your order soon.

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Low Brush is in the printing press...

The more discerning viewers among you will already be familiar with *Round The Bend*, a TV series last broadcast in a crisis.

Between Sporting Image and Vic, the cartoonist, artist, humour makes for



send the characters back to Doc Ock's office to try again, and the time limit which continually counts down and can only be extended by successful completion of a page. Much the same way, in fact, in which an average issue of *CP* is put together (er, I'm afraid he's right - *20*). Most of *Round The Bend* is played out in a



# ROUND THE BEND

one of the less patronising kids' TV shows of recent years, and the cleverest and/or funniest bits of potential for a computer game. Which is a pretty stunning coincidence, because that's exactly what we've got here.

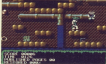


In this sub-game the enemies are punky spiders which bounce along the screens, but they're easy to beat.

The storyline has Doc Ock, regular editor of the comic on which the show is based, accidentally blowing up the comic's new video-printing press. Artist Low Brush has to travel around the streets collecting the bits of the machine while the other characters put together their various pages by first finding the pages (also by leaping around in the streets) and then playing different sub-games in order to locate each page's punchline.

Obstacles in their paths include various items of litter and sewer-draining machines which if touched,

horribly-writhing platform game style, not at all dissimilar to last month's *Rolling Rocky*. The characters (you play all of them, one at a time in any order you like) run and jump along, avoiding various obstacles until they come to one of their own comic pages (or in Low's case, a piece of the printing press, whereupon they play one of nine



Doc Ock is further the slow of the other characters which makes him a bit of a liability all round.



The very weird skateboarding vegetables must be avoided at all costs.



From here you can select any one of the four characters from the others.

|           |                       |
|-----------|-----------------------|
| Game      | <b>Round The Bend</b> |
| Publisher | <b>Panorama</b>       |
| Cassette  | <b>£9.99</b>          |
| Disk      | <b>£14.99</b>         |
| Release   | <b>Out now</b>        |
| Contact   | <b>091 360 7700</b>   |

## POWER RATING

### THE DOWNERS...

- Unimpressive sound effects.
- Lots of mid-air-warp in the first stages of the game.
- Weak patterns and you'll see the whole thing...
- Can you avoid better-looking back for more.
- For a kid's game it's very good.

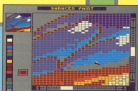
100

64%

- Fast moving and smooth.
- No bumping about the bottom of the screen multi-task.
- Lovely cartoon graphics inspired by the cartoon.
- Tough enough to be addictive in the short term.
- Very playable and more fun.
- Straightforward and fun.
- Comes straight from an incredibly fun kids' TV show.

### ...AND THE UPERS

6



With Saracen Paint you can have the whole screen to work in at once or you can have tools displayed on the right. Notice the slider that enables you to move different parts of the picture into view.

Saracen Paint's zoom tool is the best we've ever seen. Working with makes this detail a doddie. Other art packages have zoomed areas restricted to this area.

# SARACEN

**H**ave you ever looked at the graphics on a game and thought 'hey, I could do that, and better'? Well now's your chance to put your money where your mouth is (so to speak) with Idea's Saracen Paint.

One of the nicest things about computers is that you can create landscapes, towns and characters which exist only inside a computer program. But in being the best of the real world into a computer you need to be able to give the whole thing an image.

The only way to create the special atmosphere is to design some nice graphics. So how do you do it? Learn how to program and enter complex routines? That's one answer but a bit long-winded, don't you think? So what else can you do? Simple, you can use a graphics program. Enter Saracen Paint.

**Had your fill of games? Reckon yourself as being a bit arty? Then take a look at Saracen Paint from Idea. Old master Maff Evans did, and came away with his eyes a-poppin'.**

There are already a few graphics design packages available for the C64 but in our mind

these you will need to be able to find your way through a complex series of option screens. Idea have side-stepped this problem by putting together one of the most straight-forward art packages yet seen on the C64. Load up Saracen Paint and you're presented with a panel covering the right-hand side of the screen. This contains a colour palette on the left and a menu bar across the top.

Calling up functions is simply itself; you just move the pointer to the menu bar, hold the fire button and let go when you've selected the option you want from the menu.

Once you've done that, pick the colour you want to use, then hit the strip-y bit on top of the option box. The panel then disappears to display the whole screen, and you can start to paint. Dead easy.

The options are split into three four main sections. FILE: From this menu you can load and save pictures of art. The program comes with a selection of drawings to give you some idea of what can be done, just to give you the feel for painting. PAINT: This is where the main drawing options are held. Paint allows you to change entire areas of colour at the click

**It's a corker!**



A scene from Robert Louis Stevenson's Treasure Island package? These ropes would have been easy to create with Saracen Paint.



Now, as for this one. Well, we haven't got a clue really, but if you want to work for Disney, this is the way to start.



Could it be? Has an image of Shag the old Blue Peter dog been incorporated in the Saracen Paint picture library? Could be...



So, there's nothing with this picture. Some of the specialists have been copied with cut and paste and clipped down (deliberately badly), to show you what it looks like.



Drawing cars is generally less easy, but this is a better example (as you can see). Fortunately, to study, modify and print

is very difficult indeed (as you'll know if you've ever tried to copy a picture from a screen). Fortunately, to study, modify and print

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# PAINT

of the buttons (Bran lets you scribble away happily); Fill is a straightforward flood fill. The Circle, Ellipse and Box options are used to draw empty or filled geometric shapes with ease.

**Wipe:** This menu contains two options, Zoom or Byte. Zoom brings up a new screen which magnifies a large area of the picture. From here you can pick a colour and change single dots to correct any little mistakes or draw more detailed sections. Unfortunately, one restriction of the C64's graphics screen is that you are limited as to how many colours you can

have in various sections. This is where the Byte mode comes in. C64 screens are split into sections of 8x8 pixels. In each of these blocks you can have four different colours. Using the Byte option, you can move a box around the picture to highlight a single 8x8 block and edit the colours it contains.

To get the best effect, a combination of the two modes is useful, since you can do the main editing in Zoom mode, before converting the colour glitches using the Byte option.

**OPTIOH:** In the last menu, a set of sub-menus options is held. These include being able to look at the whole picture; to pick up and copy blocks; or even to flip areas of the screen.

Although the asking price may seem expensive compared to some other art packages, it's strengths make it worth-while. Most C64 art packages try to cover as many options into a single user-interface as possible. But this tends to make them confusing to use, so it can take hours to produce the simplest pictures.

Barasen Paint puts all the options onto an easy-to-use menu system. You can get straight into creating your masterpieces.



Mixing text and graphics in the same picture with ease is what Barasen Paint is all about. Your next obstacle is only a single click away.



He may not seem like a change object of pictures but he appears trying to learn to draw human forms, he's handy.

|           |               |
|-----------|---------------|
| Program   | Barasen Paint |
| Publisher | Acorn         |
| Cost      | £12.99        |
| Disk      | £17.99        |
| Release   | Out now       |
| Contact   | 0400 469497   |

## POWER RATING

**THE DOWNERS...**

Not the cheapest around...

90%

But certainly the best.

The simple control system couldn't be easier to use. If you're a seasoned art fan this will come as a bonus. For beginners it really is a must.

All the functions you need to get painting.

One of the best value options ever seen on a C64 art package.

Contains a vast range of pictures for you to make around with.

The versatile drawing option lets you be accurate as well as creative.

Well priced really, considering how much you get.

**...AND THE UPPIERS**





A POWERFUL TRIAD IN ONE  
FORMIDABLE PACK

ADDICTED  
to Fun

# NINJA COLLECTION

## SHADOW Warrior

### DOUBLE DRAGON



### DRAGONNINJA



AMIGA ATARI ST

ocean

AMSTRAD  
SPECTRUM  
COMMODORE

# SPACEGUN

TAITO



## YOU HAVE BEEN ORDERED TO RESCUE THE HOSTAGES IMMEDIATELY!!

The year is 2039 A.D. Man takes deep space exploration to a new level of sophistication. However, at a distant space colony, a sudden escalation of unexplained disappearances and deaths cause the Federal Government of the Earth to launch a thorough investigation. Their best team of commandos are consigned to the far reaches of the galaxy. Enroute, they intercept a distress signal emitting from an Earth-bound cargo ship. The crew has been taken hostage by an unknown life form and are in great danger if not rescued immediately. The alien forms must be destroyed before they reach their final conquest... The Earth!!

ATARI ST / IBM AMIGA  
SPECTRUM / COMMODORE  
AMSTRAD CARTRIDGE

ocean

ATARI ST / IBM AMIGA  
SPECTRUM / COMMODORE  
AMSTRAD CARTRIDGE