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Commodore

FORMAT

POWERTESTED

MORE **ROBOCOP 3**
The star or the beast?

C64 **WINTER CAMP**
Snow fun at all?

REVIEWS **INDY HEAT**
Than the wheel thing?

ANY **DEMON BLUES**
Devil or angel?

OTHER **TONES of BUDGET**

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3 COMPLETE GAMES
1 RED HOT DEMO

3

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1 DEMO!



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SPEED THRILLS!

Storm's coin-op car racer is driven to destruction in our Powerfest review - Indy Heat's on page 16!

ROBOCOP 3

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POWER PACK 8

SPHINX JINX

A stunning 3D adventure, this sequel to the classic Total Eclipse never enjoyed a full commercial release. Now, you have this complete Powerpage thriller - totally free! It will test your nerves, wits and guts as you try to rebuild the Sphinx in under an hour. Get ready for some serious Egyptian action in pyramid land!



DEMON BLUES

MICROVALUE

This one's a yule above your average fluffy and cuddly platform challenge. Take Demon Blues through a deadly arena using his jump and whizzy speed slide. It's one real big demo, so get ready for a joyrstick shrewdly tough test of your wiggling skills. Are you ready?

FIRELORD

21st CENTURY ENTERTAINMENT

A tale of evil witches and righteous warriors sets the scene for the adventures of



Calahsart. He's after the legendary Firestones which will give him the power to save a cruel land. Lead him through a dan-

gerous isometric world. Progress alone will not guarantee success, you'll need guile and swift reactions. It's tougher than it looks.

FAST

READERS' GAME

Bring out the mean streak in family and friends by running their car into a wall at 100mph! Fast and evil two player action!



POWER

ALL CHANGE!

Welcome to Commodore Format, Britain's finest and fastest growing mag for the C64. We report on everything that's happening on the C64 scene, from games to techie stuff. So if you've got a Commodore and want to get the most out of it, this mag's for you.

It's been all change, all round, this month as a fresh crew have launched the CP ship. I've taken the helm as editor, James Leach - of Power Shadow fame - has taken over the Games Editor's station and Cathy Parrish has signed up as Production Assistant - the one who checks that we've spelt things right and that our photo bytes are fixed. While Paul 'Inside Info' Lyons is moving into the Tech's' corner.

Independent's chair full time. What hasn't changed though is our commitment to bringing you the very best C64 magazine in the history of history itself.

After the avalanche of software last Christmas there seems little sign of a let-up with the big name licenses. Top Hat and Redneck 2 hitting the C64 this month. And if that wasn't enough

there's a new wave of original budget games about to reach the shops in the form of Demon Blues and Sphinx. We give them all a Powerbest review - and the results are hair-raising indeed.

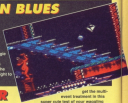
Cheers



36 DEMON BLUES

MICROVALUE

Think that budget stuff is either stale re-releases or games not fit for full price? Think again, as Microvalue rears its fangs with their impressive Demon Blues. It looks like a boggle, plays like a boggle and costs less than a fivep! Can a cheapie beat the big names for the month's Powerbest honour? For the wickedly in-depth review leap straight to page 26.



34 WINTER CAMP

PHALANX

In the sequel to Summer Camp, Thelmaus get wily in the snow with Max the mouse. Snowball fights, skating and oh rescue all!



get the multi-event treatment in this super rule test of your wiggling arm. It looks great but how does it play? The Powerbest crew pull on their winter coats, wear their nice long scarves because Mother insisted and pile out into the snowstorm to see if Max makes the grade on page 35.

plus COMPO ALERT! p51

Fancy winning one of six exclusive, signed, frame copies of the Christmas 2 artwork? It's a once-in-a-lifetime chance to get your paws on part of what's sure to become a computer classic. It's a competition you simply cannot afford to miss. Turn to Page 51 for full details!

Then it's time the games got... TESTED!

64 ROBOCOP 3 OCEAN



Metat Murphy is back as the tin cop with a gold shield. RoboCop 1 was a major hit, RoboCop 2 was strong, but does RoboCop 3 score the machine-man's last trick or has the robo-cop's gameplay gone rusty? RoboCop 3 has the distinction of beating the movie for the punch, but is that all it has to offer? Director's 4 insists that you turn to page 64 for the low-down on the copper Copper's attempt to stop robotic ninjas destroying downtown Detroit. You have 68 pages to comply!

19 BIG NOSE'S AMERICAN ADVENTURE

The Coders turn out once more, this time with a friendly neighbourhood gentleman called Big Nose. It's a culture clash with a Stone Age man in 20th Century America. But what are is the gameplay from? From CodeMasters' overplayed the cutesy can't! Check out our mammoth review on page 19.



54 ARCAINE ADVENTURES



What makes the worlds full of arcs, arcs and 'arible things with huge claws so fascinating? Discover the delights of digital dungeonsweaving without (don't in our Role Playing Games (RPG) special feature. Hack your way to the quest leading page 54 to find out why some of the best games ever written for the C64 are just waiting to be rediscovered.

16 INDY HEAT STORM

You've played the coon-op, you've played the coverage demo, but how does the full game stack up under PowerTest pressure? Storm's racer takes the classic Super Sprint form, but can this style cut it in the 1990s? The PowerTest team jump into the driving seat, rev' that engine and drive like exceedingly crazy people who don't know the meaning of the phrase 'speed limit'. To see if Indy Heat makes your position turn to page 16 test.



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54 ARCAINE ADVENTURES

Role Playing Games - Board games or board games? Discover the world of RPGs with fan-tasy expert Sean Mackerson.

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All the info you need to write the most from this month's coverage.

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Chuck Back on the C64! Check out the very first screen-shot!

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There's so many blips it looks like Heathrow on a bank holiday!

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The inside info on the Commodore Format reviews squad.

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The great grey plastic gets heavy.

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Young 'Binge' checks out the budget scene.

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The CF team get generous, you won't believe the savings here.

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Get CF delivered to your door!

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Save into the CF crystal ball!

QUICK START

FULL GAMES

SPHINX JINX

To play this thrilling 3D adventure in your most-lazy sleep a trick in part two and you're off. Keep an eye on the floating heart and water jar on the bottom of the screen if you want to stay healthy. Just wait about looking for 12 Sphinx rats, gold and more water, all of which are collected by walking into them.

FIRELORD

Another Port II special, Firelord is a wander-about-and-collect-weapons-while-not-getting-killed-very-often. Walk around the enormous landscape trying to avoid the enemies and slip into the full-life houses to trade weapons, spells and supplies. Make sure the enemies aren't looking when you make their stuff thought.

FAST

A futuristic road duel to the death. This is head to head racing that's best in two player mode. So, drivers use Port 2, but for simultaneous human racing use one 'track in each. Select the options with the joystick in Port 2, then get ready to start steering - real fast!

DEMOS

DEMON BLUES

A spiky, cute platform thingy, Demon Blues is a demo of the latest Indev-screeps special from Mervyn. Put a joystick in port 2 and it's game on. Move left or right with the 'stick, press fire to jump and pull diagonally down to scream around in an impressively silly speed. You'll enter a bay but watch out for these spikes!

NO LOAD ZONE!

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

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

Mike Budde Video Ltd.
Harrow, Middlesex HA1 1TG,
England, UK
Tel: 081 871 2444

Bude will verify and you a replacement. Please DO NOT send the tape containing programs to him as they will erase them the replacement process and it could harm the tape or your machine a replacement.

POWER PACK

These full games just keep on coming! Three very different and very excellent complete games team up for this month's Powerpack, alongside a crackingly cute demo. So what are you waiting for? To test your gaming skills, press play, NOW!

SPHINX JINX

INCENTIVE

Joystick in port 2 Here it is! An exclusive! We've managed to get hold of a Freescape game never before released, and have plucked it squarely on the coverpage. What's it about? Look, it's like this: you're sitting around next to three yellow pointy buildings with no windows (pyramids - Ee! in Egypt in 1988). The Sphinx has been bashed into 12 parts, and, as no-one else is around, you're going to have to take the blame for damaging her (yes, it's a female) unless you can glue it all together pretty shapely (in under an hour, actually, else you'll get the blame and, owing to some lunar eclipse or other, the world will explode, injuring dozens of people). Yes, it's shaping up to be one of those days.

The first thing to do is get yourself inside the Great Pyramid. This is where you'll find the 12 bits of the Sphinx (they're smaller than you'd think). You've also got thousands of yards of corridors to wander around, and the clock ticks away your things look gone.



Yes, yes, there's a greenhouse pyramid! There will be 1542 Eclipses too, if you don't get busy and find those 12 Sphinx bits by midnight!

Moving around using the Freescape™ system is dead easy using the joystick. Everything is in walk-through 3D, and if you map it all out, you'll avoid getting lost (and you might even produce a work of art to treasure and hand down to your good kilties).

As you wander around, you might well start to feel the weight of time. Water brought in the sunset. Just look (by walking into them) then and you'll be lost. Touching things is the way



Heaven! That block is part of the Sphinx (one of her feet, in fact). Now there's just 11 more pieces to get. Beginning, 1st 17!



The Mole (bottom, 10th, and there's some serious gold-chasing done over on the left. Just don't let Roger Freeman near it.



These staples spit bullets at you, so get the cat out and open this at their heads, being sure to screen the horrendous 'Fountain of the Spirit' (a fountain of... fountain?) at the top of your voice.

Nothing into them; there and you'll be full. Touching things is the way to collect these (and spider-shaped bits), and to operate anything you come across, so the key to success is to touch everything (carefully).

What else is in store? Well if air would save to stop this way he'll find a large number of poison darts, which he would be well-advised to avoid. He might also care to avoid dead-ends and other tricks or traps.

If you find any snakes (part of creative thought, you could try unleashing them with them (it might not work all the time, but it's worth a go). Height is measured in cubes (one of your friends' rubbish can). 24 means 24 cubes, and each cube is about half an inch, or three pence. Now that's clear, there's just a couple of final hints - keep your heartbeat down (avoid getting overwhelmed and being shot at holes), and look out for the good bars, they could make you remarkably rich. So that's it. Er, good luck, and remember to keep a



The combats battle it out whilst trying their hardest to avoid the unpleasant walls which keep interfering.

FAST

S METCALFE, MIDDLETON, LEEDS

Joystick in port 2. I say, you chaps - here's a thing, a dash-limited Commodore Format reader by the name of S Metcalfe sent us a game called *Fast*. We loaded it up, and sure enough it was very fast indeed. So good, in fact, that we've decided to include on this month's remarkably excellent Powerstack tape.

The idea of *Fast*'s game is simple. You race over the surface of a planet trying to avoid cat-fasters with any nasty hand-appeals that happen to get in the way. You've got eight-way movement, controlled by the joystick, and boy oh boy, you're going to need it!

Right. The big thing about *Fast*, the absolute clincher, is the two-player option. In this, you and a thum-rush along the marvellous landscape trying to force each other into the obstacles. You don't have any offensive weaponry, so the only way you can kill off your opponent is by slamming him with both forceful hands against the walls. It's like those movies where two cars are colliding along a city street, bouncing off shapes and stuff.

If you hit something with a glancing blow, rather than head-on, your ship doesn't explode, but spins round, and, poorly out of control. This is the best thing for



"No, sorry?" One guy goes down in a mess of glory whilst the other goes on for accidentally ploughing him into a wall.

your enemy to get into the killing post-hole, where he can cut off your escape.

On the risky route you'll be taking are loads and loads of collectables. These range from simple points additions to really things like speed-up items (which make both you and your mate travel twice as quickly) to slow-downs, darkness makers and points reversers (you get all your cat's points and he gets yours). Grats, eh?

If *Fast* sounds exciting, here's the good news. These are a hundred levels of this run-stop, mayhem-type action just waiting for you to play them. You can choose how many (up to 110) levels to go for and which ones you want to play by selecting them with

the joystick and typing in the numbers of the levels you want to play. Then, choose whether you want to go for continuous play, select the number of players and you're off.

For added thrills, you can even get the computer to choose the levels at random. Yes, *Fast* may be not be produced by a big software house with expensive computers, fast cars and shiny suits, but it's certainly got more excitement than most humans are built to withstand (a slight exaggeration there, I think - huh).

One word of warning, the race starts the instant that the second human racer hits fire - or when you hit fire when racing against the computer. So have that 'stick ready at all times, or it will all end in tears and twisted metal.



KEYBOARD CONTROLS

'up' cursor key	Move forward.
↓	Move back.
Q	Turn left.
W	Turn right.
R	Reset (resets you down).
S	Stop size changes.
A	Angle change.
U	U turn.
P	Look up.
L	Look down.
F	Face forwards.
H	Height change (stand or crouch).
I	Interrupt game (for saving, loading or starting).
Shift	Fire gun.
'Space'	Draw/replace gun.



The red ship's been bounced into the path of some large and painful bricks. Now I don't think you wanted to do that!



Which way to go? Decisions, decisions. And you can't even sleep on it, you've got to move now!



Watch out for that devil who sits on that thronepost. Fourth also did no damage except at a most alarming rate. Still slow!



Which way now? Gravity seems to drop, pushing him back. The case for looping left, while that idea would like you in the end.



platforms have to be really jump on and off. Demon Blues also has that idea of eye test, but that you need to know where...

DEMON BLUES

MICROVALUE

Joysticks in part 2

It must be great being a demon. As long as you're not a particularly nasty one, you can get up to all sorts of mischief (and never have to say you're sorry).

On the other hand, you don't have a soul and no one is ever nice to you, so it's best to stick with being a fiend. If you want to see what life as a demon is like, we've got just the thing for you here. It's a

playable demo of Demon Blues.

DB is a little character who looks (like we say it) buff, usually and generally cute. He lives in a fantasy world based around the ancient Greek myths. What he's got to do is collect a hidden key (one of six in the full game, which incidentally is reviewed on page 88).

You control DB using the joystick alone, and on your travels you'll come



across various collectables, such as incredibly valuable gems (which boost your score) and energy pots (which give you some of your strength back).

Left and right move you left and right, fire makes you jump, down and left (or right) lets you walk quickly in that

direction. Being somewhat bright, you'll have noticed that nowhere is there any mention of a weapon. This is because you haven't got one. Not a savings. The thing is, because you're a demon you aren't supposed to need a weapon. What you're got instead is a star which rotates around you. This

FIRELORD

21ST CENTURY ENTERTAINMENT

Joysticks in part 2

Magic, mystery, mazes and something else beginning with 'M' all combine in this terrifying game of dark forests, naughty ghosts, and well-meaning old characters.

You must play a cheerful little fellow called, for some reason, Galsworth. Your quest is clear - to seek out the sacred Firestone and return it to the dragon (and no, this is nothing to do with a brand of tires).

The Firestone in question has been stolen by an evil Queen, who, not content with a spot of theft, has cursed the land with ghostly spirits and malevolent monsters. All this, of course, makes your task a tad tricky. As well as the badies which materialise as you wander the forest,



there are loads of good guys to meet.

They tend to stay indoors for much of the time, so whenever you see a house, pop in and say hi. You never know what you might find (unless you look at the in-house services book).

In the various out-buildings you'll meet witches and wizards who can give you spells, knights who have serious firepower and a wise old man (who's pretty useless actually). Don't worry - you'll soon get to know all these folk and what items they have which they are willing to swap with you.

It's advisable to collect weapons first, then fancy spells later. You'll also need food to keep your energy up, but as this is found all over the forest, you should be okay for now. What more needs to be said other than try and map out the whole forest, get the Firestone and retire to a

small village in West Sussex and write your memoirs. Good luck, Galsworth (DB, and send us nicely-drawn maps to us at Commodore Forum, 50 Waverley Street, Bath, Avon BA1 2BN).

TYPES OF IN-HOUSE SERVICES

SCALES
PORTCULLIS
SIGNPOST
SUPPLIES
PENTAGRAM

IRON
REBOARD
REBOARD

Check (hand icon) Select this and you may not have to pay for services. Don't get caught, though!

X
OFFER

It's house.
When a deal is set, the occupant's offer is displayed here.

To barter on an object, place the cursor over the item you want and hit the fire. Then place it over one (or more) of your objects (which you want to trade in for the desired thing). If payment is sufficient, a suitable icon is displayed. Select this and the deal goes through.



Wandering around the village Firelord has to dodge the folk and find the houses. It's not very pretty, but highly effective.



Don't tread on strange things on the path, they could be one of the evil queen's traps - badies you'll have to chase your chest!



Splenda hotel! Touch those little skulls for too long and you're a real dirty blue thing rather than a lovely blue thing.

Knicks out any needles it hits, but you've got to time it properly, or else the star is in the wrong part of its little trajectory and your little blue body collides with the nasty instead, taking a big chunk out of your energy.

This lack of firepower takes some getting used to, but bear with it because after a while you can get quite good at using the rotating star thingy to take out enemies.

And basically that's it. Buy the full game and you'll have over 100 different screens, all with the excellent animations and smooth graphics you see here. Load and enjoy!



These screens together and you get an idea why Ocean Blue is a hot spot. Those stylish graphics are matched by furious speed.

The Addams Family



ocean

Let's face it — there are way too many original plots in the world of computer games. If it's a platform game, chances are that you're a good guy who has to rescue his sweetheart from some bad guys.

What separates the classics from the rest are the graphics, animations and gameplay — and *Beavers* seems to have more than its fair share of all those.

In this cute and cuddly platform romp, you play Jeffery, a worldly-wise beaver. All is well in Jeffery's world, until — well what do you think happens next? Yup, an evil gang (in this case made up of evil beavers) beaver-slap Jeffery's girlfriend and take her off to their dens far away in a distant valley. Rather than just letting the police and letting them sort it out, Jeffery decides all in pursuit, arming himself on the way with all sorts of strange and throwaway things.



In addition to can be one of two rather unusual things that you wouldn't normally expect of a beaver. Not only can he spin round slapping opponents with his tail,

or knocking them out of their trees, but if he spins it fast enough he can use it as a helicopter blade, enabling him to launch aerial attacks on his foes.

There are four valleys in *Beavers*, each made up of four levels for Jeffery to battle through in search of his love. The first level is set in the evergreen forests in summer, where Jeffery can collect the acorns to use as weapons. Along the way he has to cross rivers and waterfalls by leaping from one floating log to another, or enlist the help of friendly salmon and turtles. At the end of the level, Jeffery has to do battle with and defeat one of the four bears that guard the route.

Valley two is a winter scene, where a snow bear is the enemy and snowballs are the weapons used to defeat him. Valley three is a huge lumber yard, infested not only with evil trees but also filled with buzz-



saws and falling logs. The final level bears here is a hilariously bear — who's disco-stupid, you have to shoot him in the foot to beat him. The final level is the cave hideout of the bears, riddled with loose rocks and runaway mine cars — and if Jeffery makes it to the end he meets — well,

This play on the other for a small no more, all time in the series, instant.



Jeffery meets a cunning little beaver friend. *AMM New version*



If you've been caught up in the excitement and razzamazz of the Winter Olympics, you'll be glad to know that you'll soon be able to experience a little bit of the high-speed action from the comfort of your warm home. *Winter Super Sports '92* is a multi-event sports sim that promises to be the next best thing to having the old jumpers fly off the ramp and land in the living room.

The eight events include Skiing (downhill, giant slalom and slalom), Bobsled Racing, Bobsled, Luge, Speed Skating and Ice Jumping. Rather than just being tedious wiggling contests, the controls rely much more on skill, steering, timing and rhythm.

In the sliding events, of which the downhill is the fastest, split-second timing is required to avoid the trees and rocks. The Giant Slalom is a two-player head-to-head where timing is even more of an asset as you weave through the gates. The ski challenge is a cross between the two where both players appear on the same screen.

The bobsled and the luge are similar events, but the runs are different and

WINTER SUPER SPORTS '92

Snow sports may look glamorous on TV, but they carry the real risk of spending eight weeks in plaster too! Now Flair have a simulation solution! Tomba watch out, your days are numbered!

As, well, help. Mummy! I'm going to crash. *Amiga*

With *Winter Super Sports* you can be on the real thing!



BEAVERS

Dam! That's what Beavers do best! Or that was the case until Grandslam started looking for a cutesy hero for a tale of lost love in the four valleys. Quite why they chose a beaver has yet to be explained, but curiously enough it really seems to work!

you'll want us to spoil the surprise, how would you?

One of the best things about *Beavers* (that you obviously can't see in these screenshots) is the gorgeous animation that goes into Jeffery's movement. If you leave him alone for a while, he will look at you with a bored expression. Leave him longer still and he'll lie down, go to sleep and snore until you wake him up. When he clumps

through trees with his razor-sharp incisors, he springs splinters everywhere. When he is on the edge of a ledge he will balance and start to sweat. When he gets hit on the head by a falling object a lump rises up and starts spin around his head in the best cartoon traditions. And what Jeffery does up all his lives rather than just dying his taps on the floor, kicking his feet and crying his eyes out.

All best there's a challenge with the potential to rival *Sam* in the cube stakes. Which our far a full review of Jeffery's antics in next month's issue of *Commodore Format*.

Game
Publisher
Release
Contact

Beavers
Grandslam
March
061 8553454



Make the jump, or get squashed by the rolling stone. Tricky.

the huge (basically two metal skates strapped to a piece of wood) is far more difficult to steer. If you'd prefer to have an engine, there's also the two player race-and-chase action of *slalom racing*. Here you change your metal steed over three laps of a frozen lake with the chance to barge your opponents off the course - *Ayrton Senna-style*.

Completing the set are the speed sliding and bobsledding (sort of) modes (one of the latter means an oval, where *Ayrton* and timing beat fast joystick waggling every time.

So that you can get an unfair advantage on your friends, there's a practice mode on all the events that lets you try each event until you're unbeatable. Tricky, eh?

One of the most fun, fast and all round interesting things about *Winter Super Sports* is that up to eight people can

compete in the same game. Better still, in five of the events you can have simultaneous two-player action either split screen style (so that each player can roam around the whole course) or on a full-screen (where you can bump, barge and otherwise shove your opponent off the course - not very sporting, but it can be done).

Winter Super Sports '92 will be released in early March and you can read our full review in next month's hard-copy, download-acrossed, live! on-the-edge *Commodore Format*.



And the graphics look even better when you're relaxing though the mountains of speed. No time to sit and watch the scenery pass by in this game.

Game
Publisher
Release
Contact

Winter Super Sports '92
Fair
March
0651 548358



And the real player has made the fun and is spreading towards the finish. March!



Bobsledding is another featured sport. Same you know the Cresta Run



Chuck Rock surprised many people, and most of all Core Design. Core released the 16-bit version during the software slow summer of 1991, and all of a sudden they had a hit on their hands. The game had a strange appeal which struck a chord with gamers - it combined an absurd silliness, but still retained a highly playable edge.

No 16-bit versions were coded because the game relied heavily upon animation for its humour, and until they could convert it properly, Core decided to give it a miss. Now they've found an Italian team who are up to the task. So it's official, the world's greatest caveman is finally coming to the Commodore.

Chuck is (jargon) a man who's lost his lady. She's been kidnapped and so he sets off to save her, which means - yep, you've guessed it - surviving a platform jungle. The plot, as is rather obvious, is not the game's strong point. Its strength lies in the way in which the world of Stone Age men was graphically captured to pro-

vide both a challenge and fun.

Anachronistically, Chuck lives at the time of the dinosaurs, and they provide the tools and threats that litter the land of which time has a vague recollection. Being a caveman (no scieners here) Chuck hasn't developed anything as sophisticated as a weapon, so he has to make do with either his Gladys-style boulderthrow or chucking rocks - but they are big ones! He can hurl them to stop his foes, hurl them to form platforms and he can even throw them to get the dinosaurs to do his bidding!

There will be times in Chuck Rock when he has to keep up to reach a place that's way out of reach. Here he'll need the help of a friendly crocodile, because if he stands on its tail and bungs the rock onto its nose, it pivots, lurching him high into the sky. If he wants a lift, pterodactyls can be encouraged with a gut-butt to help in this by grabbing Chuck by the scruff of the neck and flying him over the gap. Effective as these solutions are though in terms of gameplay - lets face it - they aren't that funny!

Iron style system for their magazine. At this early stage it is only available by mail order at a rate of £4.95 - because it would be too fragile to withstand the rigours of living on a newspaper shelf for a month. To get more information or purchase a copy, send a cheque or PC to Light Dabbits, Database Publications, 7 Fallowfield Close, Norwich, NR1 4JW - and they promise to get the data back to you by in the next goot

CHUCK ROCK

"Ugh Bugah" is Chuck Rock's catchphrase! This may sound like gibberish now, but back in the Stone Age it was the height of polite conversation. Although, how Chuck Rock qualified, even then, is still a mystery.

What is wickedly amusing though are the dangers, the worst of which is, well, how do you say it, droppings. Dinosaurs are big beasts you see, many feet tall, and they eat an awful lot. By definition, this means that their rumps are way above head height and regularly active. So,

whereas in Batman the threat from above is in the shape of leaking acid pipes, in Chuck Rock it's dinosaur droppings. Walk under the wrong barrel at the wrong time and you'll get a fatal perforation.

shampoo, Stone Age style!

C&A Chuck Rock promises to have all the playing power and the absurd humour of its 16-bit cousins. If it lives up to that then Core could find themselves with a caveman Conker. And this time it will be no surprise.



Game
Publisher
Release
Content

Chuck Rock
Core Design
Late March
0000-007790



SNIPPETS

THE LIGHT FAN'TASTIC!

A new disk based magazine for the seriously serious C64 user has just been launched. Light Disk64 contains a mix of text and ready to run programs and - sorry tape users - comes on two disks. Light Disk64 is compiled by Commodore programming professionals, who have created a special

SARACEN PAINT

Could! Did anybody sell our little magazine last month? Well, the contact number given in the Saracen Paint forum was, we are sorry to say wrong. It should have been 0480 490497, the number that's UK distribution for the Software Business - or more you could turn to page 58 and check out our Mail Order offer on this paint pack Conker!

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If you want to know who the reviews team are, or what those crazy little symbols at the top of each review page mean, all your questions are answered here, on the Powerplay page. This month, inspired by the cracking Demon Blues, the review squad confront the issues of good and evil. The team confess...

POWERPLAY

TRENTON WEBB



When asked about the worst thing he's ever done, our Ed said, "It's got to be conning the crew on the bridge of the Titanic into a game of talent man's last one night in 1912. It was just getting good when... I can't talk about it any more. I still get a sinking feeling whenever I think about it."

JAMES LEACH



James has done plenty of bad things, the worst of which was kidnapping his girl friend up on a date. Not too nasty you may think, but the date was on Ascension Island in the Atlantic. It cost her £600 to get there, and when James didn't show, she was a tad miffed / relieved? - Ed.

PAUL LYONS



"I stopped being bad after a really frightening thing happened to me. I came into work one morning only to discover that all my favourite Cild games and disks had been wiped completely clean. I was terrible, all my techie stuff down the tubes! I took a severe chest clinic was punishing me for my previous naughtinesses."

NEIL WEST



Clean living Neil says he's never been bad in his life. He says it's not in his nature. So we pressed him further: "I once typed in a cheat to Pang. I felt so naughty that I deliberately lost all my lives just to get rid of the guilty feeling. Oh, and I also played up to 10pm one night last summer." We left Neil alone after that.

ROGER FRAMES



The super-ratting subediting admits to some pretty foul deeds. "A while ago I came in early one day and nabbed a magnet over Paul Lyons' favourite game cassette. Instead of duffing me up, he looked worried and has been really nice to me (and every-one else) since. Weird, eh?"

STUART CAMPBELL



North of the border, Stuart is known as "That really, really bad boy". So how did he get that reputation? "I borrowed Edinburgh Castle one night. I told it but my parents found out and made me pay up. £50,000 me £5 a month for the next 378,000 years! So I think I've learned my lesson."

SEAN MASTERSON



Sean was out when we called on him. Oh, he was in the office, but the glazed look in his eyes and the dead on his skin convinced us he wasn't actually 'in'. He mumbled something about dragons and 'the evil that lies within the man', then spoke no more. So we emptied his pockets, found 11p and spent most of it on sweets.

LINDA BARKER



Being a girl, Linda couldn't have done anything bad ever, or so we thought. But she commits a heinous crime every day by playing Spectrum games for our sister mag V2. Still, they are Spectrum games, so she's to be pitied and helped more than judged. We gave her the remainder of Sean's 11p to cheer her up.

Bits'n'Bobs

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

CF RATINGS



When you arrive at the end of a review you'll see one of these egg-timer shaped things. At the top will be the game's poor points, and at the bottom its strong points. The shape of the ratings too depends on the mark it achieves, as 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 90 per cent, so it's an 'official' corker and could well be worth a good look.



GAME ICONS

To make it easier for you we've knocked together a few 'tell-at-a-glance' icons thingsamajig 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 - (It obvious really, it signifies the control mechanisms.



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



OCTOPUS - Multitask, the game's in bits if the octopus appears (hope yours browser).



BOILER'S SHIRT - This means there's a game option available (ignore).



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



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



And what would Sir like for a main



Feature: Five laps. Hm, pretty simple multiple, this one's just a triangle. Even fast drivers should have no profit in here.



Hot lady: six Laps. Still reasonably simple. You might need two pits stops here for fuel especially if you crash, so watch that stat.



Bad Rutherford: six Laps. AHHH. It's been six. Lots of tricky, funny bits to snag the positions and the quick. Drive carefully!

Oh the joys of the open road, the wind rushing through your hair, the sun beating down. Ahhh! The nightmares of a twisty turny race track with insane suckers cutting you up! If the latter is your idea of fun then Indy Heat could be just your cup of char!



And they're off! At East Rutherford there's a handy short cut across the grass so the fast two left corner - but using it is a gamble.

INDY H

This is a race game that looks a bit weird. Well, to be more precise, you look at it a bit weird - like from a light aircraft circling 2,000 feet above the track! The cars are the smallest of sprites, nudging and barging each other around 12 tortuous tracks in the deserts of the USA. Yet despite these visual handicaps, it works rather well.

The distant view may give little feeling of being there down amongst the mud and hot bits (T7) but when you hit the last lap, it's tense stuff! The hands tighten on the joystick, the eyes sharpen to pinpoint precisely every pixel and it really, really matters that you beat the three computer drivers in the chequered flag and take the race honours.

Coming from a coin-op, *Indy Heat* is delivered in small race side chunks. You take one race at a time and victory is the only way to guarantee qualification for the next *Indy Heat* on an even tougher track. Winning also earns you a whole pile of cash that can be spent on your car to make it a whizzer, more efficient, and an all-round better bet, mean, racing machine.

The game kicks off with you choosing a character to represent you down in the dust and spending \$100,000 on your spunky race

car. You'll only be able to afford one or two extras, but even at this stage of the game you can start to build up a mechanical advantage.

The scene shifts to the track and the cars are ready for the green light. It's race time and time to prove your mettle. The cars pull away and you have to weave through the field, avoiding damaging collisions with the barriers and other cars. This isn't easy but it's vital if you want to win - and the second that one of the computer cars cuts you off in a corner, you desperately want to win.

Damage matters in the car and slows you down, so careless drivers end up in skidding



Those famous racing twins T&W and M&M finish first and second. "Excuse me sir, but I think we're wearing the same head!"

You haven't got any fluffy dice have you?

A vital part of *Indy Heat* are the go-faster extras. But what do they do?

TURBO: An absolute must for every speed king. Press the fire that extra burst to take you over the line - or into the wall.

SPARES: These slow you down real quick - but brakes are for stops (and survivors)!

TYRES: This special set helps to stop you spinning out - unless you really try hard! **CRUISE:** This speeds up pit stops to give a racing edge. It's a sort of productivity

bonus, albeit a very expensive one! **MPG:** The kind of thing that seems to matter to your dad and floods drivers.

ENGINE: Gives you extra poke on the acceleration front. Only useful when you've mastered the art of straight line!

SMOKE'S PICK: The computer picks the option for you and makes all your cash for so discomfiting benefit whatever! **RACE:** When you're bored or broke select this to hit the track and start the race.



course?



Toronto's season laps. Now the Indy Heat's start to show their class. This is track four of five laps - the next eight are for warm!

HEAT

wrecks that puffer pathetically around the track. So when it is really inevitable the damage takes its toll or the fuel starts to run out, it's time to hit the pits. Even in the short-cut races you have to divert to the pit lane at least once to take on extra gas. This is where the race will be won or lost in most cases, so it helps to invest in a speedy crew. Luckily, getting is easy: you just pull off of the track and step near the pit that flashes in your car's cockpit. Near is good enough as your enthusiastic team keep out, pull your jockey into the bay and repair your nose.

Racing itself is a matter of fast, deft touches of the stick to change the direction your car's headed in. It can get very confusing at first, as the cars rotate while the controls don't, but there are two 'lock' marks to choose from and as soon as you find the one that suits your style, you'll begin to keep up the field. Good driving is not a matter of just going fast though, but consistent cornering, avoiding crashed cars, clean pit-stops and fuel economy.

Winning looks simple to start off with, as the tracks are mere triangles and squares



down on the track for the first race. The lights go green and it's time to get away, cutting evenly up, just because you can.



Toronto assumes off in a strong lead. Only a crash or fuel crisis can save the race away where's Willy Walker when you need him?



When you run out of fuel and credits you get a chance to see how good (or bad) you were.

with no niggly bits to negotiate. These elements mean that your careful thought through with choices, sharp sequential turns and a general madness of design that would have Nigel Mansell plugging into his motorcycle. This is where the coin-op pedigree cuts in: you only have two credits to buy your way out of losing, so if you want to stay in the heat you MUST win. In the arcade shovelling pound coins in they have bought you success, here skill is all that counts.

Indy Heat works because of its mix of precise action and the inclusion of some strategy - which go faster adds enhance the way you drive? Once you've got your money where your gear shift is then it's time to back that strategy up on the track. The tension comes from the threat of sudden death exclusion from future heats because of one slight slip - Indy Heat's demand for round after round of perfect driving is annoying but up the game's tension to excellent levels. And on top of all this there's the two player option.

Racing against a human is the fun. When it's you against a machine, it's all about style.



At the start of the game some nice banter for players is \$100,000. Unfortunately you have to spend it on the car and not a helmet.



At the start just imagine that you're off in an OK of the lights outside the heat alley. New kids, run some more than 400

city tricks driving really comes alive. There are short-cuts through the run-off safety zones and of course the playful nudges that encourage competitors' cars into the crash barriers. This is Indy Heat at its best, with vicious blocking moves and spilling tactics of the 'it isn't fair, you can't win either' variety in full effect.

Where Indy falls down in terms of display, new tricks and staying power it makes up for, in terms of straightforward playability. It's easy to pick up and wants a powerfully addictive little tug - just one more race syndrome of the best.

As a conversion Indy Heat works well. It combines all the best points of the arcade - intense bursts of play - with a longer term aim - finding the right power ups for the car so you can win the championship title. It's straight up fun with a few frills, just like a real arcade should be.

BRUNTON WEBB

Game	INDY HEAT
Publisher	STORM
Console	\$10.99
Box	\$19.99
Release	MARCH
Contact	871 583521

POWER RATING

THE DOWNERS...

- Great graphics don't look stunning
- Played in short sprints as there's little time on the podium.

100

81%

- So better values add an element of strategy to racing.
- Good range of player options, including multi-lap.
- Real drives two player fun.
- 12 increasingly tough tracks to try out.
- Tougher than the real one.
- Instantly playable, but hard to beat.
- Even the classic look down race perspective.
- Two player option encourages dirty tricks.
- Has a strong 'one more easy' look.
- Simple arcade fun.

...AND THE UPPERS

0

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GameBusters

EQUINOX

Our fabulous books make the game easier to play, but you've still got to solve the puzzles yourself. As we're so kind, here is the solution to level 1.

First, use the TELEPORTER ORBIT and pick it up, then use it to pay for the teleporter. Teleport to the other room and collect the HARD DRILL, then teleport back again. Enter the MAGNETIC LIFT and get out at the top, then use the HARD DRILL to open the safe. Collect the DYNAMITE, and use it to clear the rubble in the lower room.

Find another teleporter credit, pay for the teleporter again, then collect the CARBISTER and go through the teleporter. Dispose of the carbiter, teleport back, then find and collect the KEY, using it to open the locked door. Get the LEVER, 2 PAGES, enter the TRANS-LEVELS teleporter, then exit at Level 2.

It's on the lookout for solutions to the other 7 levels, and there's a software voucher up for grabs too, so get cracking.



Little guy in the helmet, come on down! It's Smash TV - the game shown with the leftmost diamond, and we've got infinite lives for 60

SMASH TV

One of the great games of '91, but just a tad hard to finish. So, here are some POKEs to reset switch careers, courtesy of Warner Playgroup. Just reset in the INTRO screen (with the scrolling credits), and immediately stop the tape.

THE HITS 2

Here are a few specially hand-prepared cheat codes for this most excellent Tetris-like compilation.

CREATURES

Plug your joystick into port 1 and wait for the title music to stop, then wiggle your joystick like crazy when the high score table appears - when the Doodles turn grey,

Spring is in the air and most young people's thoughts naturally turn to beating NZ Story, hammering Rodland and crushing Smash TV. Love? Fiddlesticks! Who needs it when we've got the POKEs, cheats and hints for all?

Now enter POKe 2875, 168-POKe 2874, 185 (Return) POKe 2876,3-POKe 2877, 184 (Return) then type 5475-2068 to restart this game with infinite lives. Oh, and don't worry about the initially corrupted graphics - it's just a side effect of resetting the OGA.

Action Replay owners fear not! Start the game as normal, freeze it, then enter POKe 41887,655 for infinite lives.

NAVY SEALS

Andy "TOTAL" Dyer printed an incorrect cheat for this in GPT3, which many of you pointed out. Instead of typing BRANDEAD, you should instead type BRANDEAD. Sorry 'bout that.

NEW ZEALAND STORY

Incredibly tough from the word go, and you'd be lucky to go as far as level 3 without infinite lives. So, hold down the keys T, R, Y, G, H, E, A, T, I, H, and G (or alternatively, as many keys as possible). The border should turn grey - you now have infinite lives AND the ability to skip levels with a hefty price on the LEFT ARROW key! However, you will have to tackle the guardians... too late.

RODLAND

If you're having problems tackling the level guardians, feed this sound and sequence advice from Alan Pineson and you should be well on the way to beating them.

put the joystick back into port 2 to start the game with a difference.

RETROGRADE

Type 1 H876 B808 at the very bottom-right of the screen before loading the game for infinite energy.

SUMMER CAMP

Enter your name as CALAMITY on the high score table for infinite lives.

1. THE ORSCOODLES

Simple. In 2 player mode, both players stand facing the orscoodles and fire rapidly until they disappear. If you're on your tail, fire at the nearest one to you (but make sure you keep 400 life on your hind-quarters).

2. THE WHALE

In one player mode, you should blast the whale's eye, while dodging or shooting any babies. The second player can choose to defend the first player from the babies while he/she shoots the eye.

3. THE ELEPHANT

Just stand to one side and fire, as the elephant will eventually swing towards you. Those of you with any damage can run up to him, blast him, then retreat. You decide.

4. FLYING BULL

The first stage is the hardest. Let him fly over you, then blast him when he lands. However, be sure to move when he flies up again, as he tends to come down rather quickly. Don't let him drive you to the side of the screen - you'll get trapped. The second stage is quite easy, if he flies into the air, let him follow you to the middle of the screen - now stop and move as he comes down. The third and final stage is easy-peasy. Stand on the left side of the screen, and blast the babies until he moves to your side. Now move up to him, blast him, then move back to kill the babies. Keep this up and he will die... eventually.

MONEY FOR OLD ROPE

Or even fabulous new maps, tips, POKes, and solutions. Yes, there's a rather gorgeous G28 software voucher for the taking EVERY month. And if we're feeling generous, we might throw in an exclusive and attractive GameBusters diary too.

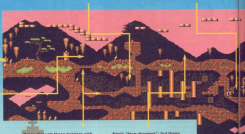
Send all your correspondence to: Andy Roberts' GameBusters, Commodore Format, 58 Wrenmouth Street, Bath, Avon, BA1 2BN.

An extra weapon, the axe, can be found here: it adds long range firepower to your samurai's strikes.

Log number 1: these are needed to cross the waterfall at the end of the level.

Start here. Practice your moves before leaving the safe zone.

Safe zones: keep moving if you want to stay alive young samurai.



Break through these barriers with sword or downward kick to gain access to hidden caverns.

Rarely "face-huggers" but these only hurt when they sting on, otherwise they are harmless.

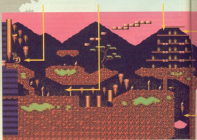
FIRST SAM

First Samurai is one of our best demos we have yet released on the CF Powerpack, but it is so big and tough and mean that you may need help getting to the end. 5th dan black belt Gambuster Andy Roberts has swapped his katana for a pencil and paper to map out this futuristic Japanese monster theme park to aid you in your quest.

Avoid the dragon on either side of the waterfall: its breath is fatal, so duck and cover!

Extra food: this builds up energy, eat well and stay healthy.

Avoid the spiders: use the middle platforms and chop the areas on either side.



PLAIN TIPS

- * Most of the chests contain food.
- * Find the bell - use it to call the master at these tricky spots.
- * Recharge any pots you come across - if you die, or get transported, you return to the last pot touched.
- * In our demo game, there aren't enough logs to cross the waterfall. But in the real first level...
- * Don't allow the Alien-style face-huggers to cling on to you for too long - they drain your energy really quickly.
- * Be careful near dragons - their halitosis is instantly deadly.

A rescuing potter can be found here, which returns you to your recent position.

Use these platforms to climb over the waterfall, after the fire's been extinguished.

There's a volcano here, and can only be stopped by the old man: use a bell to call him.

Could it be a log? These need to be collected if you want to succeed.



MURAI

Destroy all of the square blocks to reveal extra platform.

This is the waterfall which must be crossed to complete the level: find those logs then summon the old man with a bell.

The top part of this level can not be reached from here - but from higher levels it is possible to come back here.



This leads to the lower cave-combo, but our demo won't let you go this far - in the full game this leads to another level.

A dangerous fire pit, take care when crossing: if you fall in jump out real fast or you're fried!

First of level guardians: a huge dragon - much leaping and fast sword strokes are needed to beat him.

These things are teleporters - not unlike in the demo. In the full game these are used for quick inter-level access.

Let Nintendo NES and
Nintendo Game Boy
owners rejoice, for the
second issue of Total is
now on sale...

Issue 2 of TOTAL! is
a quality publication
written and designed by
professionals to the
highest possible standard...



... But you'll have
to move fast

Hang on, I thought we
just took issue one and
changed all the titles so
we could take two
weeks off!



QUICK!
GET HIM OFF!

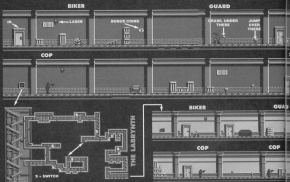


LEVEL 1.1 - THE ROOFTOPS

This level can take a while to master, mainly due to the time it takes to get used to our hero's extremely unusual method. Once done, if Hudson jumps after a short run-up, he will jump much further. Right from the start location immediately jump onto the table. Now make your way to the right, using the tables as platforms. This way you will avoid the nasty assassins who patrol the roof. There's also a way to take advantage from under across crawling and shoot the cat,

and the dog. Get off at the right hand side and make the second crate onto the left and take it up to the higher platform (note, that you must be on the left with the crate).

Now position the other crate under the right hand edge of the platform, then slowly push the other one on top of it. Jump down, and, avoiding the darkness, push the block of crates into the hallway towards the inner window. That's all you have to do to sneak up onto the crates and jump in the leftmost window - the exit, in fact.



LEVEL 1.2 - FLOOR 11

The skill to master is the timing of the jumps. Avoiding the lasers, push the crate up to the larger one and climb away, clearing the laser as you leap. Then the crate will jump over the other laser traps. If you step on a pressure pad, the alarm will sound (and speed up the lasers). If you wait for a minute or so, the alarm will stop.

Once past the guard, you are confronted to three more security cameras. You should exactly time the run over the wall and jump over the hallway's corner. About the end of jump, climb up to the leftmost, shallow corner, drop down, then hit the floor of the other end. Again dodging the laser, climb over the crates and enter the lift too.

LEVEL 1.3 - FLOOR 10

Crawl immediately, and shoot the cop on the other side of the hall. Now jump onto the window, which will launch you over the hole. As before, push the crate to the left, and the alarm you to climb over the door.

of crates. Shoot the mail carrier, jump over the pressure pad, then hit the little elevator (you would otherwise die). Continue left and launch over the pressure pad using the crate as before (if right for a good idea to hit the cop first). Now dodge past the laser and make a dash for the exit hole.

LEVEL 1.4 - THE LABYRINTH

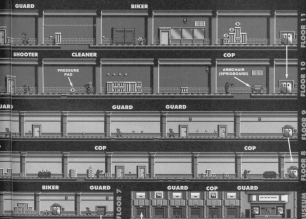
Climb up the ladder and enter the next room. Dodging the flamethrower, go up into the next lift and hit the switch at the top of the stairs. The flame down, and instant right will you reach a ladder - climb up it, and jump off when safe. Now, standing in

between the two flamethrowers, fire a ball to hit the switch on the left. Now go back up to the shaft (where you hit the first switch) and the ball will have stopped. Run past it, and climb quickly up the ladder and down the next one. When the flamethrowers to attack over the beams, then being right will you reach the pit. If you hit the switch on the left, it turns the lasers off for a short time. Drop down the shaft at the end, into the next section, then hit the switch to the other side (which is far under, then drop down to the switch again - this disables some lasers lower down. Once over the beams, simply retrace your way to the exit.



HUDSON HAWK

This not-quite-a-corker puzzle game just happens to be one of the best movie games for a long time, but it's tricky too. This month we help you to grab the *SFORZA* from Rutherford's Auction House, with a little help from Andy Roberts...



LEVEL 1.5 - FLOOR 9

Kill the biater, then proceed right to blow up the fence. Move over the fence using the safe, and kill the guard. Continue right, kill the guard, then make your way past the pressure pad and kill the other guard. Avoiding the other biater makes a dash for the left again.

LEVEL 1.5 - FLOOR 8

Here's where it starts to get really difficult. As before, shoot the cop from behind. Advance to the safe, blow over the fence and the pressure pad, then kill the cop you encounter by the green door. Use the crane

to get over the gap, but be careful - this crane is tricky. Move past the gap, jump over the fence and use the crane to look at the other crane. Shoot the rope then rip through the green door.

LEVEL 1.5 - FLOOR 7

Think over this crane. Meet the biater, then use the crane to cross the pressure pad. You'll encounter another cop as you cross it, so run back a little to landing, then turn and let him have it. Climb up the crane to the rooftops, and cross it as before. Make your way over the huge pile of crates, and shoot the biater. You can't enter the lift

here - continue right, shoot the guard, and exit through the dark water-type trap.

LEVEL 1.5 - THE MUSEUM

Don't lose your cool now! Break past the fence and kill the guard. Wait 'til you've the two biaters until the crane is close. Run up from right, kill the cop you meet. Then wait between the biaters again. When safe, run past the laser and kill the guard - this one is the right. Jump up onto the platform, and punch the pulsing to release it. Well done, you've finished level 1!

Great master of police Rutherford thanks us for level two quest for the code book!

SUPER SPACE INVADERS

The Return of the Invaders can be quite tricky at times, especially if you've no idea what is in store. That's why we've put together these in-game and end-of-level plans, along with a bucket full of tips. Triffid.

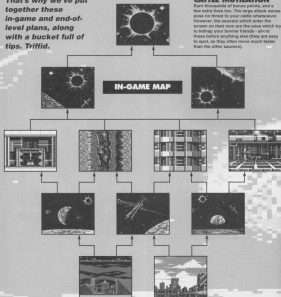
IN-GAME TIPS

The levels that feature cattle mutilation sequences have a set attack pattern: the first wave moves slowly, and fires occasionally. The second wave moves and shoots a little faster, and the third attack wave features aliens that expand when hit - hence it is best to shoot every other column to prevent them expanding fully.

The remaining levels (3,4,8,10,11,12) have slightly different attack patterns; the first is the long-standard attack move, moving and firing slowly. The second moves and fires faster than before, but starts LOWER DOWN on the screen, and as you might have guessed, the third attack wave starts even lower.

CATTLE MUTILATION

Earn thousands of bonus points, and a few extra lives too. The large attack waves pose no threat to your cattle whatsoever. However, the saucers which enter the screen on their own are the ones which try to kidnap your bovine friends - shoot these before anything else (they are easy to spot, as they often move much faster than the other saucers).



ADERS

LEVEL 3

Not easy, as the gun turrets continually track your position. The only way to dispose of this lady is to destroy both turrets, and then blast the engines.

LEVEL 4

This only has one major weapon to avoid, namely a huge vertical strip of laser death. Firstly, dispose of the two pumps on either side of the mothership, then shoot the laser head-on. The mothership shudders before firing the laser, so when it does, get out of the way.

LEVEL 5

Horribly difficult. To kill this armed-to-the-teeth mothership, you'll have to destroy

every single gun. There isn't much to say, other than keep firing and keep moving.

LEVEL 10

Probably the most difficult of the lot, but doesn't it look pretty? The key to wiping out this oversized fly lies in its blue centre - but first you'll have to shoot the lower section until it becomes detached. You then have limited chances to blast the blue off.

LEVEL 11

This winged devil is possibly the easiest of the bunch, probably because there is

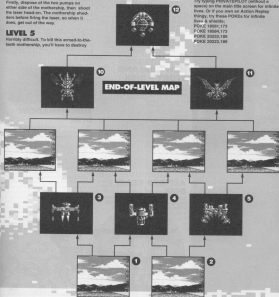
only one 'Achilles Heel' to shoot. Concentrate your firepower on the anchor-shaped claw at the bottom, moving to the side when it flies down towards you.

LEVEL 12

Actually I lied, this is the easiest mother-ship. The first task is to destroy the spheres which orbit the centre, avoiding the constant flash. Once this is done, aim for the blue spark, and ultimately destroy the train inside.

IF ALL ELSE FAILS...

Try typing PRIVATEPILOT (without a space) on the main title screen for infinite lives. Or if you own an Action Replay thingy, try these POKEs for infinite lives & shields:
POKE 18594,173
POKE 18594,173
POKE 20250,189
POKE 20250,189



THE COMPLETE GameBusters GUIDE

Want a poke, need a map, fancy a sly cheat? Then fret no more as here's the definitive list of what games we've poked, cheated, tipped or otherwise beaten. and when.

	Point Score	Onset Frequency	SP	ST
MTS BLANK	LP 0	UNIVERSITY OF CALIFORNIA	00	01
MTS BLANK	PE 0	COLUMBIA ARE	00	02
MTS BLANK	LP 00	COLUMBIA ARE	00	03
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MTS BLANK	LP 00	HACKER ()	00	06
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MTS BLANK ()	00 00	HEAD ()	00	99
MTS BLANK ()	LP 00	HEAD ()	00	100

[illegible]

KEY: LP = LISTING PAGE
M = MAP
KC = KEYBOARD CHEAT
FS = FULL SOLUTION

Many aeons ago, before the Earth cooled properly, a software company called Thalamus produced Summer Camp. Well-loved by the first mammals, it's only now that a sequel has appeared. Is it an evolutionary step forward or does it belong in the land that time forgot?

Winter Camp is a slightly different kettle of worms in your average game. For a start the weather is colder, there's snow around and you're wrapped up warmly, with jumpers, sweaters (Oh, get to the point - Off). Right. The game is divided into season levels, in all of them you play a little mouse called Maximus (Max to his pals). The first is to see whether you're good enough to enroll in the Frost 'N' Ice winter sports club (as a mouse), based at the camp. All you have to do is beat three competitors in a straight skating race, that it starts off pretty straight.

The attitude of two of the competitors sets the atmosphere for the whole game - they cheat, but in a most amusing way. As you race them (in different lanes), they lay obstacles at you, or turn holes in the ice for you to fall through. This turns level one into something far more exciting than it just a joystick wiggler - which, to be fair, it otherwise is.

Level two sees you still with skates on, but this time you've got to beat the clock (well, an evilester-starting eagle in fact). You've got to avoid all manner of obstacles, skating in the opposite direction, whilst trying to collect as many fallen skaters as you. Strangely, everybody in the camp is some form of animal as well: Ducks, dogs and squirrels are everywhere but, as you to a mouse yourself, it doesn't seem to matter.

Here's eight screens from level six (played together). As you can see, the time limit's expired and the antagonist is on his way...

WINT



It's a quick level of 'Gnome' type in the Ice Caverns with the yell on the ledge above you. He's friendly enough, and if you get it wrong he won't eat you the just gets miffed.



Max is caught inside that snowball. You've got to help him avoid water, obstacles and the antagonist which is bearing down on him even as we speak...



Flinging snowballs at the hater involves a quick hand, a sharp eye, three Shredded Wheat and the coverage of too many. It stings a bit when they hit you back, you see. Take that...



It's always nice to rescue a stranded skier. But it's still a bit of a job to leave them head-first in the snow, wrapping their feet.



If the canoe sinks, the fearless Max will swim upstream, avoiding the fish and rescuing those skiers playing on the thin ice.





WINTER CAMP

The truth about Winter Camp

Whilst it looks like a lot of fun to romp in the snow like Max and his chums, the real try is sadly very different. Fleasly, within moments of being outside, your fingers go numb, then they stop working completely. But your body tremors and gets really clammy and hot. Snow gets down your neck and melts, so you get even sicker inside your clothes - Yeeeeeeeeeeeeeeeee!



People always gang up on you and you'll eventually get your face pashed into a snowman. For revenge, you throw your snowballs with mud, grit and small stones. These inevitably tell some girl who runs inside blushing and you feel terrible. But it's all worth it, because when you come inside at dusk, and there's a roaring fire, towels and hot chocolate waiting, you'll be experiencing the closest thing to heaven on Earth.

Okay, what do I reckon? Well, Winter Camp is incredibly stylish. The games aren't particularly spectacular, but they're presented with lots graphics and there are some lovely animated effects. Cartoon-like is the word I'm struggling for.

The winter wonderland music is cheerful, the characters are dead sweet and the whole thing warms your spirits. If you're in need of a bit of cuteness, this could well be for you. Whether you'll want to play all through the summer is a different question altogether.

JAMES LEACH



Game	Winter Camp
Publisher	Thalassia
Cassette	£15.99
Disk	£15.99
Release	Out now
Contact	0734 817 261

POWER RATING

THE DOWNERS...

- Not a great set of basic game-play, and rather too much wiggling.

100

80%

- Beautifully drawn sprites with lots of character.
- They're all animated really nicely as well.
- Seven rather different levels will keep you playing for ages as you try to see what the next one will be.
- Winter Camp has got heaps of style. It's a little like watching a cartoon-like top during the winter of Max and Minnie.
- Lots of nice items and spot effects keep your own flags whilst your eyes are busy having fun.

...AND THE UPPERS



Level One, and you've got to cross your little, one-entangled starting skills against such tough opponents and this huge obstacle. Well! Tough - it's aimed with a Miss Basic.

Get through level two and you start a snowball fight. A crowd of bats have taken refuge in some tree-tops, and you've got to dislodge them whilst avoiding their return fire. You cannot a set of snow hairs, and it's point and shoot time. If you don't knock out enough, a huge snowball crushes you.

Next, after you've recovered, you have to do a river patrol. This involves paddling a canoe along and colliding with anyone who's drowning (this game gets better and better). There are loads of collectibles to give you more time but there are more obstacles to get past.

Level five is another weird one. You fall into an ice caverns under the ground to single combat. As you go there starved, a pet

appears, and you embark upon a 'Giant Ray' style game. Get it right and you'll proceed to level six.

Here you've got to carry out a ski patrol. This involves waddling along with much joy-stick wiggling until you come to someone with their feet sticking up out of the snow. As you reach them, they pull themselves free.

During all this, you're still got the eagle-petite-related time limit, and there are loads of snowballs, enemy skiers and other obstacles. So, obviously you need a balloon. This balloon allows you to tap over any potential collisions. Hooray for that, then.

Finally, level seven sees Max caught in a giant snowball. It rolls down the mountain and you've got to get down to the bottom in one piece.



The time limit's collected by the pet-like snow-ying eagle (top-left). If it lands on the path before you finish the stage... **WALLAHOO!**



INDY HEAT

COMMODORE
FORMAT



Skid Row!

HAZARD WARNING

Penetration Rally, 1964 - The hooligans and rebel team of Jimmie Drake and the other rats, taking a short-cut wrong turn at Le Mans, a road known as the Road to Hell, brought to a halt the Rally by the



ASCRAI MOMENT!

Mountain GP - 1964 - Jimmie Drake's red Mini, driving a fantastic lap of the circuit, was overtaken by a faster car, a Ford, and Jimmie's car was damaged in the crash. The car was then brought back to the start and the driver, Jimmie Drake, was injured. The car was then brought back to the start and the driver, Jimmie Drake, was injured.

A STAR IS BORN

Mountain GP - 1964 - Jimmie Drake's red Mini, driving a fantastic lap of the circuit, was overtaken by a faster car, a Ford, and Jimmie's car was damaged in the crash. The car was then brought back to the start and the driver, Jimmie Drake, was injured.



DASTARDLY DEEDS

1965 - Jimmie Drake's red Mini, driving a fantastic lap of the circuit, was overtaken by a faster car, a Ford, and Jimmie's car was damaged in the crash. The car was then brought back to the start and the driver, Jimmie Drake, was injured.

DEMON BLUES

Time for an evil menacing laugh! Har har har (was that it? Pathetic! ed). Well I was pleased with it. I'm just getting into the idea of being a demon, you see. If I'm going to crack this Demon Blues game, I figure that I've got to think and act like a malevolent spirit of the deep, dark underworld.

First, the programmers, are taking on CadeMasters on their home territory with this game. It's a hundred-screen arcade-style explore and avoid needles in an after-life type effort. And it's only \$5.99!

Demon Blues is a cheerful, bouncy little sprite who waddles around the vaguely Cadeish underworld looking for six keys which will free him forever. If he gets

them, presumably he'll renounce his evil ways and be a good boy. This is certainly to be encouraged, so get ready with your cherry joystick.

The first thing you'll notice about *Blues* is that he spends the entire game unnamed. Yes, right fans, there aren't any names, grenade launchers, Uzi's, limos, phasers or nuclear weapons to be found. All you've got to protect him is a little five-pointed star which orbits him permanently. This star seems to

destroy most hazards it comes into contact with, but to get close enough to them for it to work is dead dangerous and not to be recommended. And even if you do, some hazards just aren't affected by it, and you watch your energy dwindling as you vainly try and do some damage.

So in order to get anywhere, you've got to be resigned to the fact that your little character is going to take a serious amount of

Your little character is going to take a serious amount of punishment

punishment. You can still make your way through the screens, but you've got to look out for energy pots. As you'd expect, these give your little chap that all important energy boost (delicious and nutritious).

You'll also need to master the effect of whizzing rapidly across the screen. If you hold the joystick in either of the diagonal diagonal positions, the little demon bolts across the screen in that direction at an



These spikes will cause your eyes to water if you land on them. In fact it's even worse than that: you'll lose your only life.



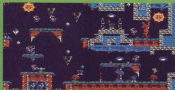
What's this voluptuous maiden guarding the far door called? Aphrodite? Venus? No it's Mrs. Blandings from number 22 in a push front.

Incidentally high rate of fire. This is useful in two ways. Firstly, it gets you past any natives which might be lurking around in the middle of the screen. If you do hit them, you sail right through without any damage being done at all. Secondly, if there's a spike-filled pit you

Platform city

The key to *Demon Blues* is being able to leap around the platforms without rocking it all up. Using the high-speed diagonal

thing is very useful but if you accidentally trigger it when you don't need to, you'll be dumped at high speed in the sticky stuff.



These ugly bells which litter the area are just about the most deadly feature you'll find here the energy-draining spikes (if you fall onto these, you're only got yourself to blame). You can see how tough some of the pathways are to reach.



Now this sticky fellow definitely isn't Mrs. Blandings in a funk, it's a hideous demon from Hades and you can't get past him, see.



Sleepy bounces over a devil. This one don't move, but they can't be shot either. Don't be near them, really.

BLUES



Here, the sign of this Blinkyware hero. Just a hint of deadly offense and waddling motion. It's a dead living screen, this one.

can't jump over. It's sometimes possible to skate right across the top of it using the high-speed mode. Clever, eh?

As you wander round, you might also chance across valuable, glittering gems.

Grab these because they're worth untold riches to you (well, a few measly points anyway).

Although the flip-screen blue isn't exactly linear—spanning now, the game looks pretty different from most others of its type, and every screen is packed with animated bits and pieces all whirring around in the most frighteningly realistic way. Heavens, that is, if you've actually wandered around an ancient Greek mythological setting and seen stuff like this.

Indeed, *Demon Blues* certainly looks very pretty. Each screen has got something you won't see in any of the others—so you've got to keep plugging at it to find out what's just around the next corner.

In fact, the only thing I can criticize the game for is that it's doggone tough. Not having a weapon is a novel feeling for the first

History of the Demon Blues

Demons aren't the happiest of people. Despite what you might think, it's not much fun being condemned to a life of sadness. So, in their misery, they invented the blues.

The blues is a kind of music played by depressed demons (and people). It's slow, sad and you have to repeat everything twice. Once the demons had invented it, they naturally gave it to those disgustingly cheerful Americans in the hope of making them a little more miserable. Here's a rather prime example:

Woke up this mornin' and my thing was dead.

Woke up this mornin' and my thing was dead. And I featured the spine-gettin' out of bed.

Yep, this is the Blues. Formed from the anger and sadness of a generation and loved all over the known universe. God, isn't it?



few times you play it, but you'll soon get fed up with your misery to load the music! Next time it'll be swamping down over you. You also die a lot, as well.

Oh yes, and you only get one life. I can't imagine for the life of me (little gag, there!) or understand why modern occasionally produce arcade games with only one play. It's the most infuriating thing ever, and makes me really want to scream. Aargghh! Well I mean you can get dozens of screens into the thing, then one stupid mistake and you land on a load of spikes and die. And that's it. You don't get another chance at it until you work your way back to the same screen.



That hole would be wide enough to jump if it wasn't for the low ceiling. So you'll be needing the high-speed option to get past it.

But if you can overlook this tiny little problem (you'll have to be really good at *Demon Blues*, mind), there's an awful lot to see and do. Tricks, traps and puzzles litter virtually all of the screens, making things frustrating and (and I say it) rather addictive. Yes, I will dare to say it. *Demon Blues* is very addictive. So there. The sheer size of the collector thing means that it's not a game you'll see all of in the first sitting. You'll be lucky to see a quarter of it (and remember, that's still a rather large 25 screens worth). On the whole, it's great entertainment—perfect for the little devil in your life (especially if it's you).

JAMES BEACH

Game	<i>Demon Blues</i>
Publisher	Flash
Cassette	£3.99
Disk	£4.99
Release	Out now
Contact	0661 866260

POWER RATING

THE DOWNERS...

■ Lack of a weapon makes *Demon Blues* dead tough

100

83%

- Fast, smooth graphics that don't clash with each other and give you a headache.
- Over a hundred packed screens to explore.
- Deep story collection.
- Although the format isn't new, there is an original feel to *Demon Blues*.
- And it's addictive to keep you plugging away (ouch, though it's hard).
- At this price you wouldn't expect an earth-shaking game, but *Demon Blues* delivers the goods and leaves you changed out of a hair!

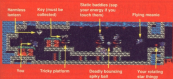
...AND THE UPPIERS

0

Explaining the exploration

To aid you in your terrifying trip to the underworld, we've pointed out some of the more frightening features. Much of

what you'll come across is just basic ground proficiency, but if you ignore everything, you'll be dead in two seconds.



The Mighty Brain



THE GREAT ESCAPE!

Dear TMB

New look here Brain, We are jolly well chuffed at the way that you keep 'messin' us about, I am of course referent to the game *Escape From Colditz* which you previewed in CFF. Here we are eight months later and still no sign of the jolly thing! We thought I sounded a jolly wheeze to put Jerry off the scent, when you proclaimed on the front cover of CFF that EFC had been 'Powerboxed' inside... and guffin, guffin!... it fully well wasn't. In this month's issue the jolly old Eddy 'Warning' disclaimer showed that EFC has been put back by another five months! We'd like to tell the escape committee (EC) that it's a jolly poor show to keep on hanging about like this. Dear old Pongo Smythe-Nicely has worked his fingers to the bone making 480 hundred Han uniforms out of blankets and brown paper. The chaps don't want to question orders... but can't the EC give us a coded message in the personal column of the times as to when 'E' day will be and the reason for the delay? The nations are going mouldy and so are the uniforms... and so is Pongo!

Helen Beana (Kamp Kommandant),
Liphook.



Will *Escape From Colditz* ever make it over the wire? Anthony, Ashton and Milton etc.

In the post no one can hear you scream! The Mighty Brain stalks the mail sack like a coiled cobra. Are you brave enough to run this cerebral gauntlet with your questions, queries and hatstand letters? Write to TMB Commodore Format, 30 Monmouth Street, Bath BA1 2BW.

Digital Magic are currently having a few problems and that's the reason for the delay: there is a war on after all! Tell the EC, that CFF and TMB believe EFC will go APRIL on C&A eventually. C&F?

TMB

ANOTHER WORLD

Dear TMB,

Now that CFF is getting on a bit (a whole 18 issues still left!), they grow up so fast! I don't think that the time is right for the new CFF team to update the mag to some extent? For instance, I would like to offer my constructive opinion on the CFF Power Rating Index. They're dull, the idea of just listing all the uppers and downers in a game has gone a bit stale, don't you think? You should really start giving all the reviews a radical new look.

I think Roger Frames should be given more space, as there's stacks of budget games which go unreviewed. Also, what about having the old feature in the mag which is not related to the C&A? Yes, I know that you are primarily a computer mag and all that, but a few special features on arcade, films, TV, comics or even music would make a lot of change.

Daniel Slater, Pottersham

Uppers and downers boxes are designed for speed reading, a shorthand system for fast reference. In this respect nothing works better than a good list that you can cut your finger along (although I don't actually have

any fingers). As for Frames getting more space, outrageous! That half pint headwater regularly gets more space than me and I'm multidimensional hyper intelligent being!

Tell me more about this strange world, where things other than C&As get top billing. I really must visit this land, deprived land and bring them the joyous news of giggling, poking and, of course, CFF!

TMB

TARGET RENEGADE

Dear TMB,

Will there ever be a Renegade IV, because I love fighting games? David Wilson, Falding.

Renegade IV? Hmmm... well it seems that the last last hung in there has hung up his karate slippers and retired to the old fudge home. The most recent episode (Renegade III) was first released nearly two years ago, so a third sequel released now would have missed not only the last, but the Renegade era well!

TMB

MAKING MOVIES

Dear TMS,

Here are some questions, so-nighly, that even you can't answer them.

- 1) Why is my mag so good?
- 2) When are you going to stop CP (never)?
- 3) How do you make a background and character move, as they do in games.
- 4) What is the address of adventure authors, Level 9 Computing?

Joe Baker, Bristol

- 1) Well (obvly) it has something to do with (obvly) evil, latent, deception...
- 2) Sticking as it may seem, CP will stop publication eventually. When the sun becomes a red giant (it will burn 100 years from now) the mag will lay on the grounds that all the CBAs, readers, ads, programmes, in fact everyone on Earth will have left or died. So get those back issues while there's still time.
- 3) Firstly, both backgrounds and character

'sprites' never actually move in games, they just look like it. They are really just a series of bit pictures (frames) that are displayed so fast your eyes can't see the join. Like any cartoon, all the character's movements and backgrounds they stand on, have already been drawn. In a certain though, you're forced to watch the animation choice of action. In a game what you see, changes in response to your joystick commands, with each frame being quickly stuck together by your computer.

A) A secret!

TMS



IN THE HEATONITE!

Dear TMS,

Oh dear! My illusions have been shattered forever. In CP 15 you said 'unfortunately, the Doctor never made it into the CBA spectrum continues' (unlike me, so he can't be that smart). Well, it's easy to tell you that, for the first time in a millennium, you are totally and utterly WRONG!

I have in my possession, a piece of software entitled Doctor Who and the Mines of Fear by Monopower in association with the BBC, released in 1985. In it the Doctor, in Colin Baker released, must save the universe from the Master's evil. Aided by the rather cute Tynia, a sort Galathea-like guy (or gal, he must stop the mining of a substance called Heatonite).

Now there could be various reasons for your error:

- 1) The Doctor has travelled back to 1985 and placed the game in my possession with the express intention of making you look stupid.



Is there a Doctor in the House? It's Dr. Tim. Appearances Doctors in the House? The Mines of Fear brought Time Lords to the CBA.

Evidence of this can be found on the back of the box where it says 'are you ready for time to learn combat'?

- 2) You have gone senile! It would take a effort on this score since no-one is such a wonderful publication would tolerate a mad octopus for very long. Therefore, I must go for Galathea's practical joke theory.

Brian Hamilton, Kilmarnock.

Now Well, you are there was no mistake. I was talking about the real Doctor Who (as in William Hartnell, Patrick Troughton, Jon Pertwee, Tom Baker, Peter Davison and Sylvester McCoy) not some pale imitation bought in to keep a famous name alive while a real successor was found. So I wasn't wrong. I'm just very choosy about which Doctors I want to see.

TMS

DEAR DIARY

Dear Tim!

About one month ago I replied to the ad in CP (you know the one for the CP Diary and the Pooka Postcard cassette). I sent the money and an email addressed to have heard nothing. With you being the 'Almighty Supreme Being' I know you can sort out this problem for me.

Cayo Gale, Chrysl

Those mere humans I share the office with have had a few technical problems while producing the diary. Don't fret though, as you read this reply your diary is now winging its way through the printing presses, the tapes through duplication and both should be with you shortly. And although only mere humans, they are decent folk and won't ask a single cheque until the diary is ready to go off into the world.

TMS



GAUNT LOOK

Dear TMS

I think you are brilliant, excellent, fantastic etc. Right, now that's the cheering out of the way, I have a few questions (if this is all?)

- 1) What-ever happened to 'The Gauntlet'?
- 2) What joystick would you say was the best money can buy?
- 3) Can you tell me the addresses for some fairly cheap PD software?
- 4) What in your opinion is the best book for the Commodore?
- 5) What game would you say had the best ever graphics on the C64?

Adam Clark, Leeds

1) The Gauntlet, starring Clint Eastwood and Sonnie Wortz was released by Warner-Majestic film way back in 1977. Since then, it has enjoyed reasonable success on both home video format and network television.

- 2) The Bug by Chesson (1985 \$59.95), it works real and looks great. Crafted to resemble a small insect it's eyes are the buttons and the 'back' games out of its back. Kind of makes you nervous doesn't it?
- 3) Next month there will be an in-depth guide to all the joystick, various stuff out on PD and where to get it.

For games check our CP 17, the first part of this free PD software guide.

- 4) Please Pooka by Kurt Vonnegut.

Next if to your machine time and time again, they never live of its non-linear plot, its subliminal use of the narrative persona...

- 5) Personally, I'd say Paradise just in terms of pure style and ground breaking originality. But, that's just my opinion. I ask however, never, ever, wrong!

TMS



The Gauntlet was a former the best of CP, where readers played games for glory.

HIPPIY CHECK

Dear TMS,

I'm 25 and have just bought a C64 second-hand to relieve my youth and I find that my three favourite games of all are not on sale near me. So could you tell me:

- 1) Where I can get Revenge of the Mutant Camels, Sheep in Space, and Tapsim - all of course by ultra-Happy Jeff Minter?
- 2) Have you got Jeff Minter's address as I am writing a fanzine and would like to interview the guy?

D Oliver, name and address withheld.

Well, the following Minter games have been coded on the C64. Max, Robinson: Attack of the Mutant Camels, Mable, Hyper-Bowser.

Future PUBLISHING

Staff Writer - Your Sinclair

SALARY NEGOTIABLE

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- Now over 250 staff
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Guess what? The chance of a lifetime has arrived! We're on the look-out for a gifted writer to join the FS team. Could it be you? If you think so, ideally you should have:

- a working knowledge of the Spectrum scene
- the ability to write lively, readable copy
- the personality to fit into a dynamic team
- a finely honed sense of humour
- the desire to live in beautiful Georgian Bath
- a PhD in astrophysics would be a bonus, but we'll settle for GCSEs, A Levels or a degree!

If you think you've got what it takes to work for one of Future's biggest selling magazines, then we'd like to hear from you. Send a letter of application, a CV and either a 500 word review of any gaming game or samples of any published work - to Andy Hutchinson, Editor Your Sinclair, at the address below.

- 1) Could you tell me of any good fighting games in karate, kung fu, kick boxing, boxing or sword fighting?
- 2) I have just bought Audiogames' Master Class Rugby: please tell me what percentage you gave it?
- 3) Why is Darkman a kind of cheap rip off of Batman the movie?



The Dark Knight returns to the cinema, and probably the CDS this year, great! Let's just hope that Darkman can hit as repeat prices.

- 4) Is there going to be another expansion pack for Mega Man?
 - 5) I used to own a Spectrum and the magazines used to have tapes which had millions of credits on them, will you do that?
- Lee Myers, Lincoln

- 6) Fighting games, now you're talking. They're mindless, pointless and tedious jostle faster than a very fast thing. Does any on the Cdt vary in style dramatically or take your pick from: Double Dragon II (C110 70%), a happy go lucky, heads up, two player, fast fight with loads of weapons to choose from or First Samurai, which is more of a platform game with seriously violent interludes, and I picked up a Cortex last sat. Alternatively how about WWF, a no holds barred romp in the ring with the M Hogan flag, another GP Cortex?
- 7) Master Class Rugby scored a massive 50% may back in issue 16. As I've just said the best fighting games are...
- 8) As Great Granddaddy Brian used to say "you can't make a silk purse from a sows ear". Batman was a brilliant movie and Darkman isn't! so I left the editors with little choice but to follow the standard platform, side-shoot, platform, side-shoot formula.
- 9) Apart from Return of the Midnight which has already been released, there are no firm plans for further expansion packs as yet.
- 10) Master, never, never, never, never, oh okay then! As part of the Commodore Daily offer (see page 56) there's a PowerPoke Classics which has 100 Grand/rev. ready to load, ready to go, power.

TMB

THE END

Get D441 (on a question?) Not an opinion? Then get the Mighty Brain working for you by writing to TMB, Commodore Format, 20 Minsterhouse Street, Bath BA1 2BN. Please don't send any SAs in personal enquiries because there's just not enough time to sort them all out. But, every month the 'Big B' sends the entire mail sack and picks the winners, finalists and official votes for the official letters page this side of the Irish Sea.



WANTED

Your honest opinion of COMMODORE FORMAT

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

1. Rate COMMODORE FORMAT in terms of value for money (Tick one)

- ☐ Excellent ☐ Good ☐ Reasonable
☐ Fair ☐ Poor ☐ Very poor

2. How did you buy this issue?

- ☐ (Tick One)
☐ Subscribed
☐ Asked newsagent to reserve a copy
☐ Had it delivered to my home
☐ Went to a shop and bought it

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

-/10

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

-/10

5. How does it compare with previous issues you have seen? (Tick one)

- ☐ Much better
☐ Slightly better
☐ About the same standard
☐ Slightly worse
☐ Much worse

6. Rate out of two this and any other computer mag you buy regularly:

- Commodore Format/10
...../10
...../10
...../10

7. Out of ten how do you rate this month's cover report?

-/10

8. How many other people read your copy of Commodore Format?

-

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

- I most like.....

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*Leave blank if you wish - but we may send you details of exclusive special offers.

■ No stamp needed if posted in the UK. Pop the form into an envelope and return it to: CP March Survey, Future Publishing, Freepost, Bath, Avon BA1 2BF

INSIDE INFO

NUMERO DUO

Dear Inside Info:

In CP16, Simon Johnson asked for a routine to allow the number keypad of the C128 to be used in C64 mode. I have written a routine, which will do this. It is written entirely in machine code and is completely transparent to BASIC and machine code (although it probably won't work with commercial programs). To test it, an old 4015-40162, 4015-40165 turns it off, as does RESET/STOP/RESTORE or a reset. Please note that SHIFT is the CEM key, and CTL has no effect on these keys. Here's how to use it and how it works.

The routine tests for one of the extra keys. If it tests one, the ASCII code is placed into the keyboard buffer and eventually into the screen. The ASCII codes are contained in a table starting at location 40160 and can be changed to other values if you want. For example, when entering data, a comma would be of more use than a full stop. (Entering POKE 40160+HEX(,"") will change it, but only on the keypad.)

ESC Value 40160(27)
TAB Value 40160(9)
ALT can be used as function key F6.
Value 40160(13)

HELP acts like SHIFT/FUNCTION.
Value 40160(14)

LINEFEED acts like SHIFT/RETURN.
Value 40160(14)

NO SCROLL can be used as function key F6.

MEGA MEMORY

Dear Inside Info:

There is one way of increasing the limit of a C64 that you didn't mention. You can't increase the RAM of a C64 inside the casing, but an external device can be fitted to the user port. This device is called the 1750 Clone Series RAM Pack, and is available from F.S.S.I. The RAM pack can be bought with 512K, 1 Mb or 2Mb. (These cost £189.95, £189.95 and £299.95 respectively.)

You cannot key games that take advantage of the increased RAM, so you rightly stated, but the RAM cartridges are very useful when used with STP programs and applications such as SDOSS which can be configured to take advantage of the extra memory (you can use a 512K RAM pack as a 'shadow' 1541 drive).

F.S.S.I.'s address is Masons Ryde, Defford Road, Porton, Wootton Bassett, Wiltshire BA12 9JG or contact them by telephoning 01245 550769.
S.B. Road, Swindon, Wiltshire

Got an innocent technical question? Got a perfectly legitimate programming problem? Then send them into Inside Info and we'll feed them to the Lyons, Paul Lyons that is, CF's top Techy. And this month he turns the tables to asks you some vital Commodore questions.

ENTER Value 40160(42)
same as RESET/STOP/RESTORE
Value 40160(13)

Of course, these keys can also be changed.

The keys will also auto-repeat in the same way that normal keys will. This depends on the value of location 40160.

POKE 40160 only cursor keys and space will repeat
POKE 40160(4) no keys repeat
POKE 40160(8) all keys repeat
POKE 40160(8) will change the delay before the key starts to repeat to '0'
POKE 40160(8) not change the speed if the key repeats to '0'

The value '0' in these last two POKEs are the time delay in 500ths of a second and they only work with the C128's extra keys; they will not affect the normal keys.

Finally, below here is a list of the order in which the keys appear in the table so you can change their value.

```
1 DATA 16,17,20,74,61,180,6,6,67
2 DATA 216,205,6,16,6,101,16,15,710
3 DATA 4,10,52,16,16,27,61,67,106
4 DATA 141,13,14,17,51,128,46,66,140
5 DATA 149,17,127,28,141,128,179,36,
6 674
7 DATA 1,141,6,160,171,21,5,141,681
8 DATA 1,160,169,17,141,26,1,169,174
9 DATA 169,160,16,1,6,6,16,169,179,174
10 DATA 4,169,161,16,5,171,1,169,169
11 DATA 141,16,1,6,16,16,16,169,169
12 DATA 1,16,16,141,141,1,169,169,169
13 DATA 17,169,171,1,169,169,169,169
14 DATA 1,169,1,169,169,169,141,6,169
```

```
14 DATA 160,74,169,169,169,169,6,110
15 DATA 160,169,169,169,169,169,169,169
1110
16 DATA 160,169,169,169,169,169,169,169
17 DATA 169,169,169,169,169,169,169,169
18 DATA 169,169,169,169,169,169,169,169
19 DATA 169,169,169,169,169,169,169,169
20 DATA 169,169,169,169,169,169,169,169
21 DATA 169,169,169,169,169,169,169,169
22 DATA 169,169,169,169,169,169,169,169
23 DATA 169,169,169,169,169,169,169,169
24 DATA 169,169,169,169,169,169,169,169
25 DATA 169,169,169,169,169,169,169,169
26 DATA 169,169,169,169,169,169,169,169
27 DATA 169,169,169,169,169,169,169,169
28 DATA 169,169,169,169,169,169,169,169
29 DATA 169,169,169,169,169,169,169,169
30 DATA 169,169,169,169,169,169,169,169
31 DATA 169,169,169,169,169,169,169,169
32 DATA 169,169,169,169,169,169,169,169
33 DATA 169,169,169,169,169,169,169,169
34 DATA 169,169,169,169,169,169,169,169
35 DATA 169,169,169,169,169,169,169,169
36 DATA 169,169,169,169,169,169,169,169
37 DATA 169,169,169,169,169,169,169,169
38 DATA 169,169,169,169,169,169,169,169
39 DATA 169,169,169,169,169,169,169,169
40 DATA 169,169,169,169,169,169,169,169
41 DATA 169,169,169,169,169,169,169,169
42 DATA 169,169,169,169,169,169,169,169
43 DATA 169,169,169,169,169,169,169,169
44 DATA 169,169,169,169,169,169,169,169
45 DATA 169,169,169,169,169,169,169,169
46 DATA 169,169,169,169,169,169,169,169
47 DATA 169,169,169,169,169,169,169,169
48 DATA 169,169,169,169,169,169,169,169
49 DATA 169,169,169,169,169,169,169,169
50 DATA 169,169,169,169,169,169,169,169
51 DATA 169,169,169,169,169,169,169,169
52 DATA 169,169,169,169,169,169,169,169
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56 DATA 169,169,169,169,169,169,169,169
57 DATA 169,169,169,169,169,169,169,169
58 DATA 169,169,169,169,169,169,169,169
59 DATA 169,169,169,169,169,169,169,169
60 DATA 169,169,169,169,169,169,169,169
61 DATA 169,169,169,169,169,169,169,169
62 DATA 169,169,169,169,169,169,169,169
63 DATA 169,169,169,169,169,169,169,169
64 DATA 169,169,169,169,169,169,169,169
65 DATA 169,169,169,169,169,169,169,169
66 DATA 169,169,169,169,169,169,169,169
67 DATA 169,169,169,169,169,169,169,169
68 DATA 169,169,169,169,169,169,169,169
69 DATA 169,169,169,169,169,169,169,169
70 DATA 169,169,169,169,169,169,169,169
71 DATA 169,169,169,169,169,169,169,169
72 DATA 169,169,169,169,169,169,169,169
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76 DATA 169,169,169,169,169,169,169,169
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78 DATA 169,169,169,169,169,169,169,169
79 DATA 169,169,169,169,169,169,169,169
80 DATA 169,169,169,169,169,169,169,169
81 DATA 169,169,169,169,169,169,169,169
82 DATA 169,169,169,169,169,169,169,169
83 DATA 169,169,169,169,169,169,169,169
84 DATA 169,169,169,169,169,169,169,169
85 DATA 169,169,169,169,169,169,169,169
86 DATA 169,169,169,169,169,169,169,169
87 DATA 169,169,169,169,169,169,169,169
88 DATA 169,169,169,169,169,169,169,169
89 DATA 169,169,169,169,169,169,169,169
90 DATA 169,169,169,169,169,169,169,169
91 DATA 169,169,169,169,169,169,169,169
92 DATA 169,169,169,169,169,169,169,169
93 DATA 169,169,169,169,169,169,169,169
94 DATA 169,169,169,169,169,169,169,169
95 DATA 169,169,169,169,169,169,169,169
96 DATA 169,169,169,169,169,169,169,169
97 DATA 169,169,169,169,169,169,169,169
98 DATA 169,169,169,169,169,169,169,169
99 DATA 169,169,169,169,169,169,169,169
100 DATA 169,169,169,169,169,169,169,169
```

FUNCTION KEY FUN

Dear Inside Info:

Keep 'g'd fed up when you're programming in BASIC and you have to repeatedly type the same thing again and again? Especially when you have eight function keys just sitting there doing nothing in particular. Well, I've written a routine that solves this little problem. This program allows you to define the 8 function

KEYPAD KEY LOCATIONS

Simply add the number shown for each key to 40160 to get the location of the key.

+0: HELP	+6: 7	+10: ENTER	+16:
+1: 8	+7: 1	+11: 6	+17: Down
+2: 9	+8: 2	+12: 5	+18: Up
+3: TAB	+9: +	+13: 4	+19: Left
+4: *	+10: -	+14: 3	+20: Right
+5: 4	+11: 0	+15: 2	+21: Left
		+16: 1	+22: Right
		+17: 0	+23: NO SCROLL

INFO

LOUD LOADING LISTINGS

Dear Inside Info:

One of the best things about using BASIC is that it can often be very slow. When a large disk file is loaded, or Machine Code is being loaded into memory from hex data statements, you could be wondering if a bug has bogged in and the computer has packed up. For without any routines which deal with this kind of problem, that I think many other basic programmers will find useful.

The first changes the Break interrupt location and increments the border colour value. This means the border will not flash all the time, only when the disk drive is in operation, or a program is loading.

The second changes the IRQ interrupt location and increments the border. The border will now flash all the time, allowing the user to see something is actually happening! Brian Post, Rochdale

Listing 1—Break Interrupt

```
10 FOR I=4096 TO 4095
20 GOTO 4096
30 GOTO 4096
40 GOTO 4096
50 GOTO 4096
60 GOTO 4096
70 GOTO 4096
80 GOTO 4096
90 GOTO 4096
100 GOTO 4096
110 GOTO 4096
120 GOTO 4096
130 GOTO 4096
140 GOTO 4096
150 GOTO 4096
160 GOTO 4096
170 GOTO 4096
180 GOTO 4096
190 GOTO 4096
200 GOTO 4096
210 GOTO 4096
220 GOTO 4096
230 GOTO 4096
240 GOTO 4096
250 GOTO 4096
260 GOTO 4096
270 GOTO 4096
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320 GOTO 4096
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340 GOTO 4096
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360 GOTO 4096
370 GOTO 4096
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460 GOTO 4096
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760 GOTO 4096
770 GOTO 4096
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800 GOTO 4096
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820 GOTO 4096
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870 GOTO 4096
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890 GOTO 4096
900 GOTO 4096
910 GOTO 4096
920 GOTO 4096
930 GOTO 4096
940 GOTO 4096
950 GOTO 4096
960 GOTO 4096
970 GOTO 4096
980 GOTO 4096
990 GOTO 4096
```

The total number in line 80 is the number of characters of the file name to be loaded - for disk only.

The total numbers at the end of line 70 are the ASCII codes which represent the file name. (This example is four characters long, and is called MARI.)

To activate the routine, type:
FOR I=4096 TO 4095:GOTO 4096

Listing 2—IRQ Interrupt

```
10 FOR I=4096 TO 4095
20 GOTO 4096
30 GOTO 4096
40 GOTO 4096
50 GOTO 4096
60 GOTO 4096
70 GOTO 4096
80 GOTO 4096
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100 GOTO 4096
110 GOTO 4096
120 GOTO 4096
130 GOTO 4096
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940 GOTO 4096
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970 GOTO 4096
980 GOTO 4096
990 GOTO 4096
```

THERE'S MORE WHERE THIS GAME FROM

Every month Inside Info brings you only the hottest today tables. But it isn't a question that you need answered or if there's something you want to know how to do on your C64, then drop Paul a line and he'll do his very best to sort you out, just mail the envelope Inside Info and send it in.

AMIGA ANSWERS????

We've had lots of questions about C64s and Amigas recently, so here are a selection of the most requested. Although why anyone would want a computer that costs four times more and is much harder to program is beyond me...

Dear Inside Info:

I have a few magic questions, I hope you can answer them all.

1. Can you upgrade a C64 to an Amiga?
 2. Could you play Amiga games on your C64, using the upgrade?
 3. Wouldn't you need a disk drive to take the disks that Amiga can?
- The answer why the asking is that I'm thinking of buying an Amiga, but I can't bare to get rid of my C64!

Kayne Hg, Exeter, Devon

The C64 and the Amiga are two completely different computers - like a car and a bus are two different kinds of transport - and you can't turn one into another (well, technically you could but you'd never be an electronics whizz and spend absolutely masses of cash - more than buying two new computers). Because of this, it's not possible to play any kind of game on another, or plug Amiga drives into a C64. But don't get rid of your C64, whatever happens!

Dear Inside Info:

I own a 3.5" disk drive (parallel) and was wondering how it would be possible to attach it to my C64.

Also, what's the difference between parallel and serial?

Andrew Robinson, Dartington, Co Durham

It's not possible to attach a normal 3.5" disk drive to a C64 without internal modifications and a clever interface type thing. Interestingly enough TTL are missing just such a device - a 3.5" disk drive with a built-in interface if comes complete with eight games, a disk operating system and costs just £99, and we'll be reviewing it in next month's Inside Info!

Dear Inside Info:

I'm writing to ask whether it is possible to run a C64 console or cart game through an Amiga 500.

David Langley, Lymington, Suffolk

It's funny you should mention it, but there is actually a C64 emulator program now available for the Amiga, that makes it act just like a normal C64. It's shareware, but if you like it and pay the registration fee (about \$50 in Canadian money), they'll even send you a cable to connect your disk drive to an Amiga. (When I saw it, yet, so I don't know how well it works, but my fellow South-Island "Dinner" Howard on CF's sister mag Public Domain, says it's slow, but runs quite a lot of commercial C64 software. If you're interested, you can get more details from Tully PD, PO Box 16, Petrolia, Co Durham, 098 150; or telephone 091 907 1195

THE INSIDE INFO '92 SURVEY

Now inside info is all 'ground up', having reached the ripe old age of 18, we'd really like to know what you think of it: is it hot or not? Is there something you'd like to see explained in print? Is there some special utility you'd like to see on the tape? Even if you're not really a techy person, we'd like to know what you think about CP's games-free zone. And everything you say will be read and thought lots about by Chief Tech-Head Paul Lyons and Supreme Master Being Thorton 'Trenty' Pistol.

To give you even more reason to tell us what you think, we'll be putting three complete surveys out of the CP mailbox and three lucky readers a year's free subscription! Or an extra year, if you've already a subscriber!

Just fill in the form (or a photocopy of it) and send it in to Inside Info Survey, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 1BW.

What computers do you own?

C64 ☐
C128 ☐
C128D ☐
Others (please state which) ☐

How long have you had your C64?

Less than three months ☐
3-6 months ☐
6-12 months ☐
1-2 years ☐
2-3 years ☐
Over three years (please state how many) ☐

What hardware do you own?

Digital printer ☐
Colour printer ☐
Printer ☐
Joystick ☐
Mouse ☐
Disk Drive ☐
Expert Cartridge ☐
Action Reply cartridge ☐
Other (please state) ☐

What serious software do you own?

☐
☐
☐
☐

What hardware are you intending to buy this year?

Digital printer ☐
Colour printer ☐
Printer ☐
Joystick ☐
Mouse ☐
Disk Drive ☐
Expert Cartridge ☐
Action Reply cartridge ☐
Other (please state) ☐

What serious software are you intending to buy this year?

How much do you think you'll spend on hardware in the next 12 months?

How much do you think you'll spend on software in the next 12 months?

How would you rate your BASIC programming skills?

0 (none) - 3 (good) - 5 (professional)
☐ ☐ ☐ ☐ ☐

How would you rate your Assembly programming skills?

0 (none) - 3 (good) - 5 (professional)
☐ ☐ ☐ ☐ ☐

How would you rate your electronic project building skills?

0 (none) - 3 (good) - 5 (professional)
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Would you like to see more or less of the following things in Inside Info?

Readers' letters ☐
More ☐ Same ☐ Less ☐
Short Techy tips ☐
More ☐ Same ☐ Less ☐
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Type-ins ☐
More ☐ Same ☐ Less ☐
BASIC tutorials ☐
More ☐ Same ☐ Less ☐
Assembly tutorials ☐
More ☐ Same ☐ Less ☐
Hardware projects ☐
More ☐ Same ☐ Less ☐
Other (please state) ☐

What do you think are the best things about Inside Info?

What do you think are the worst things about Inside Info?

Would you like to see non-games programs on the PowerPack tape?

If so, what?

And finally, a few questions about yourself...

How old are you?

Under 11 ☐
11-15 ☐
15-19 ☐
19-25 ☐
25-35 ☐
35-50 ☐
Over 50 ☐

What is your annual income?

Yes, I'm still at school ☐
Yes, I'm a student on a grant ☐
Yes, I'm unemployed ☐
Under £5,000 ☐
£5,000 - £10,000 ☐
£10,000 - £15,000 ☐
£15,000 - £20,000 ☐
Over £20,000 ☐

What is your name?

and address?

and postcode?

You don't have to give us these, but if you don't, we can't enter you in the Prize Draw, 'cos we wouldn't know where to send the festive free issues!

ROGER FRAMES

buys
Budjit Games



The jeep and crawler rush towards some enemies. And not even a fly "blastoff" to their toxic attack will save me...

SILKWORM

Tronix, £5.99

Who'd want to buy a game about a stupid worm? I thought so. I headed up this offering, imagine my surprise when it turned out to be a fantastic, scintillating shoot-em-up which dumps you in a jeep or helicopter (or both, if you get a shunt in play too). The idea is that you then shoot at tanks, missiles, other hell-

tanks, missiles, other hell-

AARRGH!



It's Valentine's Day. This of course means nothing to Roger, who's indoors playing Championship Wrestling. But to his horror he gets a card. Even worse, it's from a girl! Urgh! Understandably outraged, he practises arm-locks and strangleholds. He might need them.

It's a fine idea, I must say. And it plays rather superbly. No expense has been spared to make this a smooth, quick and really enjoyable game, especially if you play it with a pal (you can also ask him to contribute to the electricity you're using).

The sprites are a little small, but Silk Worm is so smooth and addictive that you can overlook this graphics-related misfeature. If you desire a great shoot-em-up and you're sensible enough to restrict your spending to under four quid, then Silk Worm is the game for you. Time to crack into the Christmas money, friends and neighbours!



SILKWORM

Crash into the helicopter or the jeep and jolly well start dispatching those enemies. Silk Worm is more fun than finding pound coins on the beach (I exaggerate of course, but it is rather good).

FRAME RATE

87%

CHAMPIONSHIP WRESTLING

Kick, £3.99

Very useful skill: wrestling. It can get you out of all sorts of trouble (as I, er, found out this month, readers.) So I always welcome a

cheapie game which allows me to test my half-season-held and body-slammng techniques.

There are eight wrestlers, all with stupid names, and you can tell any number of them as humans or the computer. You can either hold a tournament, where



A piece please, constantly nagged to the corner (definitely too long enough for my appetit to pulp me into a stringy soufflé. I've got this later by sending him down on my knee.

everybody likes to squash everybody else's faces in a series of bouts, or you can play one-off matches (saving time and valuable electricity).

The game is a wee bit slow, but there are so many moves you can pull that this gives you time to prepare for the next bone-splitting, head-mashing attempt.

If you're into this form of rather unpleasant, unending violence, Championship Wrestling is worth a look. It's not up to WWF standards, but neither does it cost over a fiver. Remember the Frames' ancient family motto: big, bigger, not bigger!



CHAMPIONSHIP WRESTLING

A bit jerky, but then again people have told exactly that to me. Championship Wrestling is a good way to entertain seven friends. It works out to 48.87p each, so you can even charge them for the cost of the cassette too!

FRAME RATE

76%



Two sensibly priced for the cheapest hand-held game combination you can buy. I mean, the price of military hardware these days...

XENON

Atari, \$29.99

Two dangerous vehicles for the price of one? Can't go wrong, can you? In *Xenon*, you're got to scroll your way up a screen filled with nasty aliens, gun turrets and big metal things. Sounds tough. Well nothing's too tough for your fine, mostly reviewer (except an unnecessary expenditure), so I cranked into the game with gusto.

You must swing between driving the tank (which must avoid ground obstacles) and the jet fighter (which must avoid anything flying through the air). The skill is juggling these two modes while still blasting away at all possible targets.

The tag bonus with *Xenon* are the collectibles. There are dozens of wonderful weapons, special shields and powerful boosts to grab, and every time you get another one, you're that bit harder. Yes, I like this sort of game.

The thing about *Xenon* isn't particularly fast, but it's very smooth and is set at just the right addictiveness and difficulty levels. You'll keep coming back to it when you should be doing your homework or going to bed or whatever (which could cause a few family-related probs).



XENON

If you're in the market for a good vertical-scrolling shoot-'em-up, it's time to ignore your conscience, screw up your savings and extract \$29.99 from the shelves to buy *Xenon*.

FRAME RATE

81%

BUBBLE DIZZY

Codemasters, \$19.99

The Codies has been going to work on an egg for years now (and the money's been rolling in for those little Gargles, the snakes, but, knowing when they're on to a good thing, Codemasters are trying to keep *Dizzy* on the ball with this latest game.

Dizzy starts on a pirate ship, gets chucked off the plank, and falls to the bottom of the sea. The only way up and back into sunlight is to jump on the bubbles which rise from the sea-bed. The bubbles keep bursting even though they're underwater and it's impressive, or so that bloated sponge Thel



That silly man has

again my innocent mindless. I used to get an odd little sense of wonder in order to prove to the world that I'm a hard dude who wouldn't be even dead with a Valentine's card. You can forget about a movie, too,

tells me, so you must jump from them onto ledges and onto more rising bubbles.

The idea isn't hard, but when you actually get into the game, it's, er, rather boring. After a while, you'll get the hang of it and will complete level one. Level two is a different set of ledges and stuff, but the game is the same. Level three is more of the same too.

Bubble Dizzy is a bit like a sub-game, really — it's just not exciting enough to be a \$29.99 game in its own right. If, like me, you're allergic to being in water anyway, you won't be too impressed.



That egg-laid flunk to the surface suffering from the bubble after he runs out of oxygen. The only cure is to stick him in a microwave and thank to us all power for a day or two.



BUBBLE DIZZY

Bit of a shame, this one I'm afraid. You'd be better off keeping *Dizzy* on dry land and letting your bubble fun to eating leaves before bedtime.

FRAME RATE

49%

GEMINI WING

Atari, \$29.99

I'm not a great believer in astrological star signs. I've always thought that are twelfth of the world's population can't all meet a tall dark stranger all on the same day. So *Gemini Wing* didn't sound promising, I thought.

Imagine my surprise then, when *Gemini Wing* turned out to be a high speed, vertical scrolling.

Master not completely unlike *Xenon*. The difference is that in *Gemini Wing* you've got to take out loads of annoying little aliens who fly around the screen at random, giving you endless grief of a explosive nature.

Gemini Wing plays far faster than *Xenon*, but doesn't have quite the same polished look or a-game feel. There are tonnes of the



Collect these another things. They're three-way missiles. Cheaply, and capable of making a real mess of the Blackknights' warble over the road at number 10.

usual money collection of pick-ups, and as you slug along moving in eight directions as the fancy takes you, really damn scenery stuff, past. I found this incredibly distracting, and couldn't even see many of the so-called aliens I was supposed to be blasting away at.

So, me hearties, *Gemini Wing* doesn't score as highly as *Xenon*. It's still not bad, though. And if you're a millionaire shoot-'em-up fan, you could even buy both (phoo, hello).



GEMINI WING

Fast, action-packed shooter, but it's difficult and the backgrounds are distracting. Still, better than being thrown from a lion in the South Atlantic.

FRAME RATE

73%



Dear correspondent, I put Buster down into his favourite blue racer and managed to complete 9 miles per gallon at a constant 40 mph.

CONTINENTAL CIRCUS

Tronix, £3.99

Racing cars - that's the name of this game (actually it's Continental Circus - R&B, and it's to the world's top tracks that we go in order to drive them).

CC is a rather spiky 3D cut-out car-view job, which adds you having to both beat a certain number of the other racers and also a rather tight time limit. Your car has two (count 'em) gears and makes a sound like a fast motor with two, at, gears.

The action is nicely shown, if looking a little dated now, and everything runs as fast as a wheel with a daisy bit.

The game starts off being quite a toughie, and only gets more so. That's the first track and you'll be lucky to beat that one the first day if you don't, but it's too young to stress.

If you're as much as this, you won't have bought it full-price diving game. It might be time for you to get hold of one now, though, and if you do, Continental Circus won't disappoint you (unless you're expecting 4096 colours and 32-channel stereo sound). It's a bit tough, though. You won't beat this one in the first sitting, I can assure you of that.

Ugh! I never expected her to call round! Blinded by the look of a reply, I've come to realise that I've been supplied me at my G&L. I tried to shake change her, but she's a real, really fast professional train. My like stability blocked my path, she's off, grabbed my ankles and bounced my head repeatedly off the windows. Oh, my! My head! And make your mind against them now!



NINJA WARRIORS

Tronix, £3.99

Right. Time for more indestructible violence. You play a single who, approved at the world (and let's face it, aren't we all?) has taken to walking from left to right and killing the hordes of army personnel, dogs, police, marksmen and soldiers that get in his way.

Being not overly tall and muscular, I was games which give me an on-screen physical superiority. And Ninja Warriors is one of the best I've seen at a terrible price (i.e. so cheap as to pass).

The sprites are big and colourful, and everything is as quick and smooth as a cup of cocoa at bedtime. It's also possible to get pretty far into it on the first attempt. Like I keep saying, if you're been huge enough not to have bought any better, you're up at the full price, it's time to read the British bank account for the money for this fun. The only thing is that if you're an expert at games like this, it could be a tad easy. And there's nothing worse than wasting four huge pounds on something you finish in a day or two.



CONTINENTAL CIRCUS

There's thrills and spills aplenty on the TV every night. Or you could play Continental Circus and make your own fun too. It's a fast racing game.

FRAME RATE

74%



As it used to be the shape to stick up on men who are strong, a large and extremely well-known robot (the Jumped one, I guess it, and even now and traditional Mrs. Thompson's of number 33).



There's a lot! These Ninja have a lot of a good with beauty and military violence. You can't jump on the front and kick in the legs of the commander when he sticks it out to take a pot shot at you.

NINJA WARRIORS

Action-packed, fun, exciting, fast and wild. That's what people say about me, but I think those words apply equally to single warriors too. Try conquering the International Monetary Fund to stump up the cash.

FRAME RATE

88%

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Well, actually, get it on your chest and get your own back on those horrible girls. For less than the price of three budget games (£5.99) you can get one of my brilliant "Ugh, Girls" T-shirts. There are only 100 up for grabs, so if you want to get your own back, order one now! That'll leave 'em!



JEEPERS, CREEPERS

I WANT TO WIN SOME CREATURES

Thalesius is so chuffed with their current Gopher Creatures 2 that they've gone camps crazy! To celebrate the launch of their marketing creation they are giving away everything but the family silver!

Creatures 2 is destined to become a computer classic, and you can be one of only six people in the entire history to own a signed 42 (an impressively large 100mm x 100mm) framed print of Gita Pyle's whip that Sae Atchuk - just climb off the Antelope Roundhouse platform in 2002! And if that isn't enough, 50 runners up will get copies of the awesomely good, game packed compilation The Arts and Arts 2, which includes the particularly spiky Creatures 1 and just about everything else ever published by Thalesius. To try for your copy of the Creatures 2 compilation, just answer these three questions:

1) The full name of the hero in Creatures 2 is Clyde!

- a) Rodion
- b) Rodioactive Isotope
- c) Roddyblye

2) The Commodore Format programmers diary on the development of Creatures 2 was called:

- a) The Clyde Guide
- b) A tentative chronocalling the techical development of a home computer game by John and Steve Roundside, with specific regard for code and design.
- c) The Gertysburg Address

3) The programming team who wrote Creatures 2 is called:

- a) 800rd Antelope Denoise
- b) Agos
- c) Family Kernal

Send your answers along with your address on a postcard for the back of a sealed envelope to: Jeppers Creepers, I want to win some Creatures Competition, Commodore Format, 28 Monmouth St, Bath, Avon. The closing date is 31st March 1992.

Oh, and employees of Future Publishing, Thalesius and anybody with the middle name Mathiasius are not allowed to enter the competition. Sorry, Mitty - the editor's decision is final.



PSSST! DO YOU WANT TO WIN A SECRET?

On top of the rather spiky main camps, there's a special secret prize for all the creative Creatures fans out there. Thalesius want you to design

the ultimate Creatures fantasy screen. To enter, just send in a picture of the fantasy screen, complete with a short explanation of its particular points and pitfalls. Then, describe what steps Clyde needs to take in order to save his seemingly doomed dream.

Don't worry if you're not a whizz whizz wizard as the judge, Thalesius boss man David Brock, is looking for the most fantastic design and not the flashiest artwork! He's looking 'stronk' about the nature of the prize, but you can be sure that he's got something really special in store for the winner. Send these entries to us at Clyde To The Rescue Camps, Commodore Format, 28 Monmouth Street, Bath, Avon, and we'll pass them on to Thalesius - after we've had a peek! Good luck and be evil!

Above is an example taken from Creatures 2 that we've put together to give you an idea of what Thalesius are looking for.

A creature is trapped before ground is a squeezing machine. This fantastic device is powered by a cycling monster. There are three monsters and a bomb above ground to help Clyde. To save his mate he must:

- 1) Jump on top of the hill and over the lake, shuffling the ladder so he goes.
- 2) Push the bomb down off of the platform edge and onto the floor.
- 3) Light the fallen bomb and push it down onto the reel of the case. When it blows up the reel falls down the hole and shuffles carefully forward.
- 4) Shoot the lever behind the monster (this stops the press and frees the monster's bike from its stand).
- 5) Jump the cycling device as he rushes forward to rescue his mate. Bingo!



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ARCANE ADVENTURE

RPG stands for Role Playing Game, but what does that stand for? Arch games mage Sean Masterson delves into the game-play dungeon to find out what makes RPGs special, and why every gamer should check one out.

Does the phrase RPG on the side of a game box inspire an "Aaaaahh!" This game is going to be daring. No parallel scrolling. No magenta ring modulated sound effects. No test of my unbelieved speed! am-up skills. Hm, I wonder if I should attempt it is cool yet... sort of reaction? Then you could be missing out on some of the best games ever written for the GBA. Testing your imagination to the limit, a good roleplaying game contains the same ingredients as a good film: heroes, villains, fantastic locations, subplots, hints, traps and



RPGs often look dull, but play brilliantly!

treasures. RPGs have an edge over movies though, the plot is yours to construct and the game's real move depends entirely on how you play.

IN THE BEGINNING

RPGs always begin with what game designers call a scenario. For instance, a game could kick off by saying that the evil hobgoblin chieftain Doornat Septemanager is terrorizing the outlying villages of the Western Marches, and a



Chieftain of Kyrin. The best of the best!

hero's being offered by the village council for his capture. You'll be able to visit the allied villages in order to find out what had happened and there might be clues as to where Doornat's rackets are hiding out. Naturally, you'll have to choose which village to visit first. A RPG gives you the freedom to make such choices. Equally, you'll have the choice of ignoring the villages and hunting the warlord immediately (although this would be tougher without clues). The point is, the shape of the forthcoming adventure depends totally on your choice of actions, not on some arbitrary placement of obstacles or foes.

There may be another mini-adventure, a kind of subplot to unravel, along the way. And you might find that yet another adventure awaits, once you have defeated Doornat. What if there was some-one on the Marches



Council who was paying Doornat to raid certain villages so that this villain could assume power himself? The incriminating evidence could appear after the showdown with the hobgoblins, but how would you unravel the mystery? This could be an even more difficult task than dealing with Farty's rackets in the first place. A roleplaying game's equivalent of completing the first level in a shoot-'em-up: the showdown with the hobgoblins would have to be like facing the end-of-level boss. As the plot thickens, the fact that your sagging skill isn't being tested matters less and less.



In RPGs, fights stress thought above action.

FIRST RONNIE

Role-playing games don't just differ in plot. Most RPGs allow you to decide what kind of character you're going to play. In *First Samurai*, you have to be a samurai warrior. In *Rolling Ronnie*, you have to be a geek on skates and there's nothing you can do about it (until you return to your senses and switch off the machine). But in a role-playing game you can decide to be a warrior, a thief, a sorcerer, or any kind of fantastic character.

Your character isn't usually described in terms of appearance but by attributes such as strength, dexterity and intelligence.

TURES!

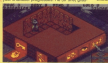
These have a direct bearing on your character's abilities within the game. Strength relates to fighting skill, dexterity to delicate tasks, intelligence to spell casting, and so on. Whatever you choose to be, whatever game you play, you'll find that as time goes on, your character progresses. He (or she) gradually

becomes a better warrior, wizard or samurai. And as your character grows more powerful, encounters become more and more challenging.

PARTYTIME!

In most RPGs you play a group of characters called a party. The party can consist of between two and eight characters, ideally a combination of the types available. In the pencil and paper roleplaying games on which computer RPGs are based, each character is controlled by a different

player and each would depend on everybody else's unique abilities, thereby encouraging teamwork. In computer roleplaying games, the number of characters forces the player to consider the best combination of skills for the group as a whole, adding yet another dimension to the game. Which is far more authentic than just one superhero character who's capable of everything, spells, throwing, healing and everything else! The detail that goes into the characters and the freedom you're given as



Wizardry mixes action and thought brilliantly, making it an ideal RPG for beginners.



a player are the reasons for the lack of lousy graphics or effects. Roleplaying games rely on fairly simple sights and sounds, because they're so packed with everything else. It's a trade-off. What you get is a game that lasts far longer than any other kind. And what you get at the end isn't a score, but a tale of high adventure which you alone have crafted. And what's better, it's graphically superb seven day wonder, or a more sparse, month-long magical mystery tour of your own creation?

THE DANGER SEEKER'S GUIDE

HeroQuest, Grendel, £11.99 cassette, £15.99 disk

Grendel's conversion of M&A's boardgame is the best buy for beginners. It's great fun for up to four players, who follow fourteen connected adventures. Even the C&A joins in the roleplaying. In the guise of the evil wizard Morran, who controls all the dungeons. The expansion pack *Return of the Witch Lord* offers ten brand new adventures.

RATING ★★★★★

Keys To Maramon, Mindsoft, £15.99 disk only

One for beginners and converts alike, Maramon is besieged by monsters that come up from the city's sewers. Selecting one of four characters, you take on the role of night watchman and find that the monsters are coming out through disguised ancient towers. With good Gauntlet-style graphics this utterly lacking game is a real gem.

RATING ★★★★★

Back Rogers, 054495 Gold, £25.95 disk only

Back Rogers received a new lease of life in 1988, when SSI brought him out of the cyberspace freezer to face the R&M Corporation. Generate a party of robot characters and save our species in an adventure that spans the cold depths of interplanetary space. The best space opera on the C&A, it spans six disk sides and can be played with TSR's pen and paper RPG of the same name. Complex but immensely challenging with months of playability.

RATING ★★★★★

Ultima VI, Origin/Mindscope, £25.50 disk only

Ultima is the largest running roleplaying series on home computer ever. In this latest slice of adventure from the land of



Can you take RPGing? Try if you dare!

Britannia, gargoyles go gaga, threatening innocents everywhere. And so you abandon reality to set out on a dangerous journey through forest, wilderness and underground dwellings. Disk access slows the pace, so it's not the best bet for beginners or the impatient.

RATING ★★★★★

Champions of Krynn, 054495

Gold, £25.95

SSI Gold publish the largest series of computer RPGs, using their licence to release official versions of the game that started the hobby called roleplaying, *Dungeons & Dragons*. This, the best effort, is based on the hugely popular *Dragonquest* rags. The game's massive, the plot complex and the opportunity to replay unmatched. Each game comes with detailed instructions, adventure backgrounds and an easy to use joystick-based menu system that speeds play along.

RATING ★★★★★

Gauntlet III, US Gold, £19.99 cassette, £15.99 disk

Though only a roleplaying game in the vaguest sense, it offers a choice of eight characters, eight colourful and imaginative fantasy worlds which combine arcade joystick-wielding with fully fledged RPG overtones. This is the kind of game that converts shoot-'em-up fans to roleplaying and roleplaying fans to shoot-'em-up. You can't really complain about that.

RATING ★★★★★



[illegible]

"Looks Identical to IP's original parent" C.H. JAMES.

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think beat-'em-ups are getting a bit boring nowadays. There have been so many in the last few months that it's time for some other game format to take over.

So where *Final Fight* fits a beat-'em-up. On disc, it's not a very good beat-'em-up either. You play Hopper, whose daughter has been kidnapped by ruffians. You're got to get her back. Cue violence.

All you need to do is keep high kicking repeatedly and the enemy can't get near you. Using this method I finished the game in the first sitting without even trying very hard.

So basically what we've got here is a bit of a team game. Oh, sure, some of the baddies are tougher than others, but because you can't be hit as long as you keep kicking, it's just a matter of waiting for them to die.



FINAL FIGHT

Game time, you'll need to see your break through windows and I'm telling your father when he gets home. See if I can't

You set off scotching slowly along a street when two bad guys appear. You punch, kick and headbutt them until they die. Some more walk on and you smash them in as well. This continues until you're nailed about ten times. Then you shoot a little bit further along the level and start doing all the jumping and beating once again.

Other weapons are available, both to you and your assistants. You can find them lying around on the floor, or behind obstacles and stuff. But if you ignore them and just keep kicking you'll still win.

The graphics aren't much to brag either. The game is not very quick and the bosses don't actually hit their targets.



The head-kicking sequence even in such hallowed places as churches. That battle with the god in the boss. Kill him and you're done.

making the action look depressing. Worse, there are six levels of this boringness, and backgrounds apart, they're all

exactly the same. You have to fight the same characters time after time. Then, if you can be bothered to keep beating the fire button to look, you eventually reach the big bad boss. Avoid his bullets, do a few high kicks and he's dead.

Final Fight doesn't have anything to recommend it really. The graphics are nice, there's no gameplay and it drags on and on, wasting hours of your young life. Pity, because it was quite good as an arcade coin-op.

JAMES LEACH

Game	Final Fight
Publisher	US Gold
Cassette	£9.99
Release	£14.99
Contact	Out now
	021 625 3368

POWER RATING

THE DOWNERS...

- Duller than last of gaming.
- Don't waste your cash.

19%

- Graphics are pretty large and backgrounds are often nice.

...AND THE UPPIERS

0

INTERNATIONAL NINJA RABBITS

It's not another beat-'em-up! This one is the sequel to *Ninja Rabbits*, which sold in vast amounts on the C64. So is it as good?

Instead of wandering around an English country setting, you travel all over the world. You'll meet Spanish Angels, Demanded Pandas, Italian Thugs and Chinese Dragons. They've all been affected by pollution and have turned nasty. No, don't laugh - it could happen, what with global warming, the ozone hole and the wholehouse effect (that's greenhouse - Ed).

Anyway, just like *NRT*, these crazed animal dudes wander on from the right and you punch and kick them until they fall over. If your carrot-strength bar at the bottom of the screen runs out before this, then you fail

over and lose a life. And that's about it as far as the combat goes.

Just like *Ninja Rabbits* I, you can go underground and climb ladders back up. The reason for this isn't given, but it means you've got more enemies to fight and screens to explore.



Scrambled into them! That rabbit to being beaten up by an angry panda.

To add some spice to the proceedings, you get objects dropping from the sky. These take the form of little black circles, which don't do you any good if they land on you, surprise bonuses, which have various beneficial effects if you can catch them and, a sort of dragon thingy which you have to shoot. It's like you, you lose a life.

And that's what happens. It's similar in feel and graphics to *NRT*, with snazzy (and a bit over-powering) eye backgrounds and more screens. But the combat isn't particu-

larly fast or exciting and you keep fighting the same characters. It's a pity that it didn't feel it very interesting or addictive at all, and wouldn't return to it in a hurry.

JAMES LEACH

Game	International Ninja Rabbits
Publisher	Microvalue
Cassette	£3.99
Release	Out now
Contact	0661 840260

POWER RATING

THE DOWNERS...

- Not particularly fast or action-packed.
- Lacks the humour of *Ninja Rabbits*.

32%

- Pretty nice and big graphics make it quite presentable.
- Wonderfully short tour!

...AND THE UPPIERS

0

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Even *Castlebliss* must finally be getting tired of that eternal egg. Drop. In the last few months they've come up with several new characters to impress and delight us: Seymour the slug, Cui the elephant, and now Big Nose the, um, cowman. And what do they have in common? They're all cute and they're all replacements for old Mr. Hardboiled.

Anyways, Big Nose has been caught up in a time warp (great idea guys), he's been washed off from some Palisades grassland to a large and wonderful modern-day American city: New York, in fact. And pretty annoyed about it he is too.

What's slightly worse, six of Big

FIVE PEOPLE WHO WOULD MAKE GOOD CAPTAINS

1. Michael Biehn
2. Clark Gable
3. Sylvester Stallone
4. Sami Mousawi
5. David Bellamy

Nose's animal friends have been captured, lugged into crates and hidden around the city. As he wanders about, he must first find the keys to their cages, then release them.

So let's not beat around the bush any

more. Luckily the time-forheated chap has brought along with him an infinite supply of rocks to throw at any honest citizens of the 'Big Apple' who try to get in his way. One shot will kill any of the men, as well as putting out a fire.

There are loads of collectables around the place as well. Big Nose has discovered a penchant for hamburgers (something he



Like in all construction sites, there are some obstacles on the road players. Big Nose can outwit them by a skillful combination of jumping and rock-throwing.

longer. What we have here is a large platform game set on and around a building site. Why this a building site is not very clear, except that it makes an excellent setting for a platform game.

Big Nose has got three main enemies to contend with: policemen, construction workers and fires. The first we wander up to our sticky chum at inlating times, and if they manage to touch him he's dead. The first travel back and forth on many of the platforms. You're dead if they touch you too.



Throwing rocks at New York cops isn't a pastime to guarantee you longevity. If he's caught, Big Nose is heading for a jail where the police station sits.



You're usually safe on the ladders, so they generally provide a safe place for a reststop.



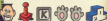
What if that construction worker wants to have a word with me. I'll just pretend that I haven't got developed a complex enough brain to understand language. Or I could just yell like



Here are the animals you've made it your mission to rescue. The game is unclear about whether they're from the past or not, or whether they've been kidnapped from a zoo.



There's a poor line, the first of Big Nose's animals, rescued by that cowman. Luckily he's about to be freed to liberate the community in downtown Manhattan, New York!



19th century Jack (Sylvester Stallone).

Now, what it all boils down to is this - do you like platform games? If so, then you'll find Big Nose challenging, big and satisfying once you get into the swing of it. The game is rather cute, with biggest sprites and lovably characters, but don't let that fool you. There are some ferocious bits that will take all your platforming skills to tackle and beat.

The only things wrong with it are that the ladders require you to have perfect positioning before you are able to go up them and the character is sometimes too sensitive, jumping twice when it should only have jumped once.

But, with practice, you can overcome these little hiccups. And so, once again, the critics seem to have come up with the right formula - a stupid plot involving a ridiculous character, plenty of gameplay across a huge area and a few taxing problems along the way. It's frustrating and it drive you mad (especially the tough bits you can't do for the first 177 times). You can get hooked on Big Nose's American Adventure.



JAMES LEACH

Game	Big Nose's American Adventure
Publisher	Cosmo Masters
Console	CD-ROM
Release	Oct 1990
Contact	0906 914 130

POWER RATING

THE DOWNERS...
Control is a tad sensitive.

100

84%

- Bright and spectacularly colourful graphics make it a rather cheerful affair.
- Smooth and fast.
- Just the right difficulty level to get you frustrated enough to keep playing.
- Just the right amount of action, which fits perfectly with the fun atmosphere.
- Ponder about your mind as well as your stick skills.
- With six animals to try and find, it's also big, big, big.
- An original budget game which will please all platform game fans through the spring and into Summer's busy pleasures.

...AND THE UPPERS:

0

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RoboCop falls to his knees and begs the Mega-Dad not to smash his head in again.



RoboCop on-board computer (top right) tells him which punk in the Mega-Dad. Several other enemy robots 'shoot' them off.

Hmm. So we move on to the third part of the Max Murphy saga. All you basically need to know is that it's new, shiny, Detroit-called Delta City has been built by the OCP Organisation, who, being nasty and mean, have installed lots of badasses in it. If you're really into plot structures and stuff, read the Ocas. RoboCop drives a Fiat Tempra? See elsewhere on the page. Oh, better

ROBO

Every time RoboCop cleans up Detroit, somebody comes along and makes it all messy again. It seems to be a never-ending task for the poor metal guy, blasting punks and destroying corrupt organisations. Still, I'll bet the pay is good and he doesn't have to work at weekends!



still, go and see the movie. Anyway, the point is Delta City's completely packed with badasses. Guess who's got to go and root them all out? Yag. You've got it in one.

The game, true to all licences, doesn't have a huge amount in common with the film's plot, but follows it roughly as you play through the five levels.

If you're a fan of Ocas's previous RoboCop-based efforts, there will be much here to make you feel at home. But it isn't just a case of the same game repeated. Oh dear me, no. For example, the first level is a sort of Clap-Wall-style sideways scrolling shooter, which involves you moving your computer-assisted gun(sight) around the streets and targeting splatterpunks, then blasting them.

You're going to see a lot of splatterpunks in this game. These are the guys who inhabit the city, carry guns and hate cops (especially ones made of metallic substances). You can move your sights up and down, and the screen left and right. The idea is that you've got to take out all the dangerous guys first, before they stop running around in a panic and start firing their shotguns at you. Every time you're hit it eats into your efficiency percentage.

It's a fast, accurate section, with your sights whizzing back and forth as you follow the guidance given at the top right of the screen, which tells you where the nearest badasses are. If you're clever you'll find the perfect height to position the sights, thus taking out badasses in the foreground and those standing around in the background in one sweep. This makes things both easier and rather more boring. You can just whizz from side to side, firing rapidly all the time, and everyone will soon die.

Also available to pick up that you've got to shoot are Russian businessmen. Collect these and you can get yourself fixed up at the end of the level. If you can get four or five you should be 100% ready for the next attack wave. Collecting them means you've got to move the sights up and down more, which means you can't leave them in the central perfect position for punk-killing.

Level two is traditional RoboCop time. You enter a rocket-motor factory-type interior, flat place and walk from left to right (yeah,

RoboCop 3 - the levels

With five large levels of robot-related mayhem, all we can say is "Those goodness it's

on a cartridge. Multi-loading RoboCop 3 would have been a nightmare on cassette.

Level One. It's an old-style shooter. But you can get extra ammo and a double-tapping system.



Level Three. This gets more of a sci-fi feel. Really, you can move from left to right of the screen.



Level Five. Back to the office. RoboCop has a lot of other things to do besides those who mean to kill him.



Level Two. In the first, RoboCop has to avoid the enemies of a simple of enemies. That's all.

Level Four. This is the most of the game. It's a lot of fun. It's a lot of fun. It's a lot of fun.

The Bonus Screen. RoboCop's looking a bit disappointed, so he'll be getting a lot of ammo. This should help.



Splatterpunks rush around, trying to avoid your fire. But not the Mega-Dad's place to make, yeah! The targeting system has you back at.



ROBOCOP 3



Oh dear. These performers seem to have picked the wrong person to have a fight with. RoboCop is in a mean mood, too.



Robo has a few-to-face chat with his life. He explains that, though he's smaller and not as well armed, he's got fed on his side.

from side-view) and blast everybody you see on various platforms. As well as splatter-junks, you'll come across robots. What these are (and what they do) isn't made clear, but if you treat them as normal baddies and kill them all you can't go wrong.

You can fire in eight directions, so as long as you're quick you should wipe out most of the baddies before they do you any serious damage.

Making things a lot (ah, at last, a lot) harder are the acid baths and moving conveyor belts you have to get past. This adds a lot of fun and game-play to level two - you've got to contend with all manner of traps while still trying to blow the various nasties away. Luckily there are extra weapons (and more repair bonuses) available.

In level three, you've rocked a jet pack from the factory. Other baddies have jet

packs of their own, so you get into some fast and furious air-to-air combat, swooping, diving and shooting like some WW2 ace (er, I don't really think so - Ed).

Kill everyone and you get to meet an armoured tank. This is where your missiles come in useful. Yes, you should have picked them up about five screens back. Avoid the tank's fire and blow holes in it using your brand new, sparky and rather high-tech guided weaponry. Hokey!

RoboCop must then walk back the way he's just from, heading for the CCP levels. More splatterpunks get in his way (and his sights). And a massive helicopter sweeps down to take a few pot-shots at young Mr Murphy. If you can get your metal mate to the entrance of the tower, there's an ED 209 waiting there to turn him into iron-filings.

Delta City's completely packed with baddies. Guess who's got to go and root them all out?

Does RoboCop 3 have a plot then?

For those who can't wait for the film (which should be out in the next couple of months), here's a brief look at the plot.

Right. The action takes place in Detroit, which is a large, dirty city in the USA. The major organisation there is a company called CCP. And it is rotten to the core.

In RoboCop 1 and 2 CCP built a shiny new part of Detroit called Delta City. This was supposed to be crime-free and shiny (isn't for the Milton Keynes). But it hasn't worked out that way so for the Milton Keynes, or more, ED 209 robots are posted all over the place,



so in step the wily and cunning Japanese (who have been invited by CCP) and, therefore, are incredibly corrupt as well. They buy a load of Oromo Ninja Robots in place and start taking over. RoboCop doesn't like this, so he joins the resistance movement against it and the violence starts.

Papcom, Minskies and King Games are involved in the story, by the way.

If by some miracle you survive all this mayhem, it's time for level five. Our tin drum must fight his way to the top of the tower, by battling Oromo Ninja Robots. Never heard of 'em? You should have. They're robotic ninja bots, um, the small satellite town of Oromo just down the coast from Singapore.

It's impossible to culture the Oromo Ninjas. They close in and whack you with their sticks, causing massive damage. All you can do is keep firing and hope they die soon.

Get past them and there's another ED 209. Kill him and hey presto! You've won and can go home for tea, muffs and a recharge.

RoboCop 3 is a boggle. It's got that magic licence fee to it, and the multi-loading levels will give you many serious hours of game-play before you can beat them. Levels two, four and five are, it must be said, rather similar to those of its predecessors - with plenty of bad-deeds, lots of shooting and slow walks from left to right across the screen.

The whole thing is certainly high quality, though. There's an awful lot going on and it's all got good graphics and plenty of game-play. Perhaps not earth-shattering, but certainly great to settle down with for a few hours.

One thing - RoboCop 3 won't be easy to finish, if it's surprised if the whole game can be complete in a few days. There are weeks worth of shooting hours. This has got to be good news for hardened players in the long-term, but it's quite annoying when you first load up and play, especially if you wanted to lowered into the game gently.

JAMES MASON

Game	RoboCop 3
Publisher	Dynix
Cartridge	£14.99
Release	Mid February
Contact	061 832 6633

POWER RATING

THE DOWNERS...

- It's certainly got more than a passing resemblance to the other RoboCops.
- It's also rather tough.
- And sometimes a bit slow.

100

70%

- Supports two separate sets for use for the whole game.
- Sound effects add a lot to the atmosphere.
- It's fast, funny and there's a great deal of shooting to be getting on with.
- Five levels, each with their own style of game-play keep your interest.
- The graphics are smooth and clear. It's at least as good-looking as the other RoboCops, if not better.

...AND THE UPPIERS

6

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