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KICKING?

Indy - the Fate of Atlantis is almost ready.
Will Lucinfilm's debut be the greatest? P.6

The Minterview

Computer Guru Jeff
Minter speaks out!
P.22

future
PUBLISHING

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GAMEBUSTERS: Hudson Hawk • Cyberdyne Warrior • Virtual Reality Compilation

POWERPACK 19

SHEEP IN SPACE

CLAMASOFF

Incredibly witty, incredibly good flying sheep shoot out in a land where gravity suits both ways.

Brilliant sound effects make this borkers bork some thing rather 'speech' as they say.



ATTACK OF THE MUTANT CAMELS

CLAMASOFF

Deadly dromedaries drop in for this Defender-style shoot 'em up. A stern test of nerve and flying skill. This one is an amazing 14 years old! But like good wine, it's matured into a true classic.



LIGHT DISK64

LEAD 656564

An intriguing demo of a new disk-based mag for the serious C64 user. It shows off its unique loan system, which makes the borrowing easy!



AQUABLASTA

READER'S GAME

A High-paced, underwater, fast-paced 'em-up. With smooth scrolling and a tight and hairy map it's a real killer. Hold your breath and dive, dive...

UDG SYSTEM2

LIGHT DISK64

A powerful utility that lets you redesign the C64 character set for your own games, programs and print-out from drives. It's simple to use but surprisingly potent.



19
tape
to
disk

Would you prefer a Powerpack CD-Rom rather than tape? Then turn to page 4 for the full details of our special tape-to-disk transfer facility.

The spring has sprung, the grass has green POWER

Powerpacked

Yes, it's Commodore Format time again! And it's been a major month indeed! Curried into the pages of Britain's best C64 mag this month, you'll find features, reviews, views and tips galore!

There are words of wisdom from Jeff Minter, one of gaming's giants. The interview blew James' mind so badly he needed three days to recover. Tim Howells joined the team on temporary loan from our sister mag Public Domain and ploughed through piles of free software for us and discovered some real gems. It's cooking stuff and they're giving it away!

The C64 continues to prove itself as one of the most versatile and durable computers ever, and we reflect on this with reviews of all the latest games - both budget and full

prices - as well as educational packs. Yup, Cathy has been trying out the new Fun School 4 games to see if learning really can be fun - strangely after reviewing Under 9s she could be found muttering something about understanding our intellectual level.

We've also tried a little experimentation with the Powerpack too, with a handy utility program instead of a game demo.

If you want programs and fewer demos, or more demos but at a price. This is your mag, for your machine, so tell us how well YOU want.

Cheers

James



52 THE MINTERVIEW



Two years ago a fresh-faced young whippersnapper called Jeff Minter got his paws on an American original C64 without any manuals. Only one month later he'd written Attack of the Mutant Camels - and a legend was born! The Commodore Format team tracks down the games guru in deepest Wales to ask him how the C64 changed his life, what made the great games great and why everything he does involves games. Wasn't this to p.52 for the 'Minterview'.

39 PD, GET SERIOUS

Fancy some serious, serious frebies? Public Domain expert Tim Howells has raided the C64

libraries for the very best in utilities, programming tools, productivity packages and major league widgets. That are yours for the price of a disk and postage? If you're serious about your machine you just have to check out this three-page special on p.39

STORY BRIEF

1. WHAT IS STORY BRIEF?
2. STORY BRIEF STORY
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PLEASE, CHECK OUT STORY BRIEF

g'ds I wonder where those gamies is INTERESTED!



16 CATALYPSE

GENIUS

Shoot 'em-ups are common computer fare but ones that are worth the loading wait are few and far between. *Catalypse* boasts beautiful sprites, five levels, big buildings, smooth scrolling platform and more points up roadway than a person can eat! Can a mere shoot-'em-up supply the necessary gameplay to make it a Coder and not a croaker though? Fight your way to p.36 to find out if Genius can make the grade.

37 SUPER SEYMOUR

CODEMASTERS

That egg Diddy has a lot to answer for. Single-handed he saved Codemasters from their potential Super-Dimaster addiction. But now they seem to have an equally insatiable craving for games of the cute persuasion. *Super Seymour* is the latest of their droolingly kiddie games to take centre stage. Can he cut it as a cutie though? Put your underwear on outside your trousers, look a lewd down the back of your shirt, yell 'Tee hee Blue!' and fly - faster than a speeding bullet of course - to p.37 to check him out.



32 POTSWORTH AND CO

TV's 'bawler' found Potsworth into the C64 with his mules, in a mud-animal adventure to save the Grand Ducer. The result of the conversion is a fine level platform epic, as the team tries to save the big man of Dreamland from the Nightmare Prince. Visit Potsworth here, you up to the welly hours or send you to stumbleland? That over to p.38 for the full shaggy dog story.

HI-TEC



8 INDY - THE PREVIEW

Indy Jones and the Rest of the World is now only a matter of time away from the C64. Games Editor James J. Smith hangs down the curtain on the new LucasArts epic to find out if the old man is fit for the C64 world he saved without the support of a mule. The words go on to p.39.



Plus

p29

PAST MASTERS

Want to complete your collection? Like a game's name but don't know how good it is? Want to know through every game *CP* has reviewed in the last 12 months? Then *Past Masters* is for you. A hundred games are rated in this massive survey of every game released in 1991 (p.29).

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QUICK START

FULL GAMES

ATTACK OF THE MUTANT CAMELS

Jaylick in Port 2. Defend the planet against the enormous camels. Shoot each one repeatedly until it explodes. All the camels must be destroyed. **NOTE:** If one of the camels explodes after the end of the screen the world has been invaded.

SHEEP IN SPACE

Jaylick in Port 2. Defend a double sided planet by shooting energy-shooting aliens. Gravity gets stronger the closer you get to either planet surface, which affects both your speed and your shots! To replenish energy land on the planet and eat grass. Hit space to warp to your nearest alien.

AQUABLASTA

Jaylick in Port 2. A straight up the screen laser. Shoot everything in sight, avoid the walls and collect the E coins.

FULL UTILITY

UDG SYSTEM 2

Jaylick in Port 2. Most functions are accompanied by text messages. The instructions on p.4 are really recommended though.

DEMOS

LIGHT DISK 64

Jaylick in Port 2. This is an illustrative demo of Light Disk's scan system. Move the cursor with the joystick and press fire to make a choice. None of the functions are enabled.

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 poly bag, with a Stange Addressed Envelope, and send it to:

Mike's Audio Video And
Broadcast, Mansfield 14,
Telford, Shropshire,
TF1 4BB.

Apes can really send you a message! Please tell them to use the tape to communicate better in the future. As this will save them the expensive process and to avoid the chance of you not understanding them.

POWER PACK

An action special - with a serious bit to boot! Jeff Minter's AMC and Sheep In Space take you to a weird warped world where the laser cannon is king. Aquablaster is an undersea shoot-out scorchers, while UDG rounds the whole thing off in a soberly creative fashion.

SHEEP IN SPACE



Jaylick in port 2

A completely different battle of horribleness, this one. You control a little sheep who bounces along over a strange landscape, which in both the right way up and upside down (look at a screenator to see what I mean).

The scenario is as weird as that completely bonkers old floppy Jeff Minter can make it. You're in a circular space station which has been filled with plants, buildings, trees and even oceans. Some evil Zyxaxians (again!) have introduced a load of nasties into the station to try and kill everyone. But because you're a rock-hard mutant sheepshead, you can take them on and hopefully win.

As you zip around this world, one side of your gradually radar is it (it's a tiny arrow right on the edge of the display). Head in this direction and you'll encounter some rather unpleasant enemies. Yep, you've guessed it - you have to make in and kill 'em all. In fact, they blow out small balls which can knock a shield off you (you have six

FULL GAME



flying in the middle of the screen tells you systems along, but makes collisions more likely and (beware) harder to aim. Remember flying lower means you're slower to start with) so you can be a reasonably brave sheepshead.

Both sides of the landscape contain the odd field of grass. It's worth noting where these are because as you travel around, your little sheep gets hungrier and hungrier (his grub-related status is shown at the bottom right of the screen). The only way to make him feel better is by landing on a field and eating him grass for a while. This also



Brush one sheep! Keeping an eye on the clock and your dining sheepshead is a tough but necessary task if you're to save the world.



You see takes you to a strange world where the ceiling is the floor and vice versa. Try working that out on an empty stomach!



Eating the right food's essential. Sheepskin can boost their shield strength by taking time out for a spell of munch.

increases his shield strength. But don't wait too long because his stomach will overflow and he'll burst under the pressure of a major pig out (ugh).

The game is divided into levels, and you can only move on once you've cleared the level you're on. And it's trickier than it looks.

Lockify your sheep first: crazy little Bombs of Doom. These missiles fly straight if you're in the middle of the screen, but bend, due to gravity, if you're near the top or bottom. But don't think that this makes

things any easier, either.

Pressing SPACE, F1 or F2 will jump you to a random area, which saves a lot of chugging along the surface, and if your artificial planet is destroyed by the bodkins (aka must match the funny, level-shaped reactors five times), you must continue the fight in space. Beat at the arena there and you get another planet

to defend. It's almost too much for a young sheepdog to handle.

TAPE TO DISK

Have you got a disk drive that gathers dust while you enjoy each month's Powerplay? Then start during, because Commodore Format can now offer a special tape-to-disk transfer.

Every program on the Powerplay that runs on tape will be lovingly transferred to disk for you by those kind folks people. To take advantage of this facility, just run the 'Tape-to-Disk 10' program from the inside of the cassette inlay card, jot down your name and address on a piece of paper and send it with a check or postal order for £1.50 (no credit duplications, postage and packing) to:

Ablex Audio Video Ltd
Harcourt, Halesfield 14 Telford,
Shropshire
TF7 9DD



The trick in AMC is to get as close to the camels as possible for faster firing. Watch out for their deadly spit though!



Between levels you run a quantity of test flying things. It's much easier on level 1 but some become a real extra test.

ATTACK OF THE MUTANT CAMELS



Available in part 1

Picture the scene. It's the late 21st Century. So late in fact that everybody has gone to bed (leaving the landing lights on). A fleet of Zeppelins from the galaxy of Thing have seen these, and decided to land and take over Earth.

They've created a generation of completely race-hard mutant camels, and have dumped them on Earth in a neat line, stranding over the surface. These camels aren't your normal, fairly tough desert variety. They're 30 feet high, muscular, sun-shielded, and they spit burning laser bolts.

So, you're the only person awake enough to do something about this invasion. It's a real bummer. But with a bit of luck and you climb into your special space-ship blaster and fly towards the tubercular camel-like mutants.

You see your little plane from side view as you belt along the landscape. The joystick controls your speed, direction and height. It's dead easy to get to grips with.

Above the main display is a radar scanner. This shows the progression of camels as they stride towards you. Have you ever seen *The Empire Strikes Back*? Well these mega-camels are like the Imperial AT-AT walkers in that.

Anyhow, fly towards them from either side, as the radar screen warns.



Sitting here is silly. Camel spit moves at a real rate and kills craft real quick!



amused, and, once in range, open fire. A camel will change colour to show it's been damaged, and eventually after loads of colour changes will explode. Time to move on to the next evil mutant!

The camels fire two sorts of laser bolts at you: Standard bullets come in

slightly, and can easily be dodged, but

smart bombs are very difficult to evade. One of

these will kill you, whereas you can take

about four hits from normal bullets. You can only tell the difference between these

weapons by the sound they make when launched.

What else? Oh yes, there are 31 (yes, 31) skill levels (all F2 to select them in turn), a two-player mode (all F1), and Camels with the camels (F3).



After dodging the test 'things' you're able to turn into a real speedy wimp ship!



No, your O&A don't hurt, it's just a sign that the camels have invaded Earth!

UDG SYSTEM 2



Joystick in port 2

UDG System2 is a character set editor. Nice, but what does it do? Well, you can delve deep into your CBI, grab hold of its standard character set (the letters and numbers visible when running in BASIC) and change them. This can be used either to set up a custom font for a game or program you're writing, or just to build blockies. But regardless of your objective, you should find it's curious fun.

UDG contains four modes with almost 50 separate options. When entering the program the screen is divided into four sections. Top left is the character set area; top right the font menu. Initially, the pointer is located on the font menu in the 'mode select' option. There are four modes to choose from: the 'magnifying

glass' for character edit in magnification; the letters 'AA and ZZ' represent the character edit at normal magnification; a rectangle with the letter 'B' in the centre is used for 'screen designer mode'; and the disk and cassette tape icon acts as both the save and load function.

Within each mode are many other specific options. Moving the joystick up and down cycles through the available modes or options; and pressing fire selects (activates) the one currently displayed. Think of the fonts as a stack of cards, and behind the other, which you can simply shuffle through to select the one you want.

The lower section of the screen is divided into the EDITING area and the command/status line. The EDIT window is

where new characters and images are created, and takes the lower half of the screen. The command/status line runs directly across the screen, roughly centre. This line tells you important information and, in certain modes, requests input.

The EDIT area is divided into two rows of five, eight by eight, cell boxes. These can be activated to form a grid, which helps you to create images. Use the pointer and fire to select a character from the display area and deposit this on any one of the 10 cell boxes (using fire). You can then edit that character. As you can edit 10 characters at the same time, you can create large multi-character images.

To change the colour you're editing in simply press F7 and a colour file will be displayed within the font menu. To view the colours available, move the joystick up and down. Press fire to select the colour, and then continue editing. To exit



AQUABLASTA



Joystick in port 2

It's a reader's game, this one. And the letter that accompanied it didn't go into much detail about plot and so on, as we thought we'd make up one of our own.

It's the 27th Century. Global warming has flooded the entire Earth, and all that's left of humanity is a band of scientists trying to live in a glass bubble in Guilford. Loads of toxic waste is left behind from the days when people ruled the world and didn't care what damage they were doing (sounds good already, eh?). This waste has mutated all the jellyfish and sharks to mutant and got nasty.

To this scientists have built an underwater jet with various noise-mounted responses. They hope to send you out in it to send your way to freedom.

Great storyline, eh? Anyway, the point is that you've got an infinite number of lasers, a dwindling store of energy (which you can replenish by running over 'B' icons), and eight-way movement.

The bad news is that all the angry jellyfish and sharks are after you, and they are equipped with little blue bombs, which fly

off in all directions. Also making things a tad tricky is the land-scape you're flying over (ie, underwater). You have to avoid walls, blocks and any other obstacles

that crop up (you're travelling over the remains of the once-beautiful city of Guilford, remember).

The controls are dead simple - just avoid crashing into the high blocks (you can go over some areas of the back-

ground) find out which ones are for yourself. Oh, and use your twin-lasering special underwater lasers to wipe out all the bad

gies. If you've got outflow on your joystick, use that. It makes things seriously easier.

Anyway, we reckon Aquablaster is a storming game. And it was written by a CP reader. If you've got a game that's better, send it in, real soon!



Ah well! Here the contrast didn't say anything about walls. I distinctly remember, lasers and fish, no mention of walls. You off



Mad scientists with various frog-power guns, green jellyfish etc. It's a game of two halves though and the fish would swim comp back.



CF19 lets you get serious or silly. New characters can run for one-sided or you can use it to draw.

any mode simply select the icon that displays the word EDIT. This will take you back to the mode select menu where you started.

You can edit directly on to the characters themselves in the character selection window by activating

the "AR and CR" icons. Or, if you want to create a complete screen from your characters, then select the icon that shows a right angle with the letter "R" in the center.

Once in screen designer mode, select "EDIT" and the pointer becomes a box in the center of the lower area of the screen. This is a window over a scrolling map, which can be many screens in size. Press F7 when you want to select another option or add a new character in the map, and this will relocate the pointer to the icon menu. Press fire and the pointer will become locked in icon menu, enabling you to select another option such as size map, set map, start



address, size map, and the mode, etc. Without pressing fire you can move the pointer over another character in the display area, select it by pressing fire and then automatically return to your map with the new character.

Once you have created a character set or screen you wish to save, return to the mode select, choose the icon displaying a disk and tape.

This puts you into the save/load and disk options menu, where you can save your work, re-load previously created characters and maps. This is a very powerful graphics utility but it does require a lot of experimentation to understand it completely. A full manual is available in a printable text file with Light Disk4.

To get hold of a copy, you'll need to get Light Disk4! which couldn't be simpler. Just follow the instructions found below.



LIGHT DISK DEMO



Just like in part 2, Light Disk4! issue contains a mix of reviews, tips and programs for the technically minded, all stitched together with a nifty icon-based user system. Really this system

doesn't work on tape, so the "Diskmap" is only available on, er, disks. The icon system is a demo and so

none of the programs will load, but it should give you a feel for how friendly this disk-based tome is to explore. If you want to see the kind of fare that will be offered, flip the tape and take a peek at the LDD System2 on side two.



If you like the look of Light Disk4! icon system and have a disk drive, then it's probably worth checking out the real thing. It will be available from April 24 this year and will cost £4.50 (inc. VAT and postage). Send a cheque or postal order to

Light Disk4! at the address below and

you'll get five disks crammed with feature tales, tips and programs. If you want

more information, then send an SAE and you'll receive a copy of Light Disk4! 7 Futureworld Close Monthly NOV 1992



The Addams Family



ocean

INDIANA JONES AND THE TEMPLE OF FATE OF ATLANTIS

Yes, Indiana Jones is coming at you in 2014, apparently. That LucasFilm, who wrote the plot for *The Last Crusade*, have decided that Indy definitely needs that extra dimension. So all the action you'll be playing in their latest offering will be viewed from an isometric viewpoint.

The plot remains true to the standard Indy format we all know and love. It's a frantic chase through many exciting locations, with Indy and the entire Nazi party at pre-World War II Germany racing towards the coasts.



Right. Now empty out the other pocket. Then go and wash your hands, young man.



In this, a resource without the is just a circular coffee table with members all over it.

Anyway, the idea is that you must get Indy to the fabled lost city before those Nazi-like Germans arrive. The reason for this heater-sticker dash is that there's a precious metal called Orichalcum, which has the power of a thousand atomic bombs (or two Mexican Chilies). If those grossly unpleasant, world-threatening-type Nazis get hold of it first, they'll stand a decent chance of winning the upcoming World War II. Not a prospect to look forward to.

So it's quite important for Indy to get to Atlantis first. In fact, the entire history of the world rests on his broad and manly shoulders.



INDY - ALIVE AND KICKING ON A C64 NEAR YOU

Everybody knows what Indiana Jones looks like. So you'd think it'd be dead easy for the graphics artist to show him on your 64 screen. But is this the case?

Nick Cooke, boss of the graphics company Playfish 2D Fantasy, is famous for doing the graphics for *Nightshift* on the 64, as well as *Speedway 2* on the Gamemaster. He's the guy who's making Indy come alive now. Here, he spills the beans on how it's done.



Nick Cooke. We're Indiana Jones!

"The PC graphics for Indy 4 were written first, so I knew exactly what I wanted when I came to the 64. I just fiddled around with them."

Hard at work, Nick creates the graphics to perfection.



lost and slightly magical Isle of Atlantis, said to be the final resting place of King Arthur, lord of all Britain, under the heathen borders and border of Eschalon. Yes, Arthur! Noble ruler of... [sings]. I think you're completely on the wrong track there. Did.

until they looked excited. The 3D isometric view isn't as Indy as you'd think. I've done stuff like that before. It's straightforward no-perspective parallel projection.

"I then did a comic-based intro sequence which set the scene for the game. It was a bit of fun, and I got inspiration from Dick Tracy (the film, not the game). When Lucasfilm saw my 64 version, they were impressed enough to ask me to do it for the PC. So I did, basing it on the 64 graphics, of course."

"In the game itself, my favourite level is the Naval Coasts. Here there was a lot of scope for background detail. Usually, background stuff slows down the game, but here it was all okay (owing to the incredible processing power of the 64). It really looks spectacular, and the submarine sequences were a lot of fun to work on."

"In fact it's been an excellent project - and it's all gone pretty smoothly. Even the mega-big animations of the island-exploiting have come out well."

gers. Luckily, selling him (and providing a bit of love interest, if the comic is anything to go-by) is the gorgeous, psychic Sophia Haggood. She's useful because she can read Indy's mind to some extent, and also because she's



Indy's map. www.indygame.com

the world's greatest authority on Orichalcum, so it's rather fortunate she's around, isn't it?

You can switch views between Indy and Sophia at any time, and it's possible to control either of them fully and independently, so it makes sense to send them off separately from time to time. That way you can cover much more ground and stay ahead of the time limit. But you'll double the risk of evil Nazi encounters, so take a bit of care.

As well as heading towards Atlantis, you've got to deal with the despicable Nazi Fendler, who crop up all over the place. Although the War hasn't officially started yet, they're quite into the idea of getting a bit of target practice on you, so there's a great deal of shooting and slugging to be done. You'll also need to have your problem solving hat on the ready to find bits of maps, solve codes and locate secret rooms. The 3D view means

you've got to deal with the despicable Nazi Fendler, who crop up all over the place. Although the War hasn't officially started yet, they're quite into the idea of getting a bit of target practice on you, so there's a great deal of shooting and slugging to be done. You'll also need to have your problem solving hat on the ready to find bits of maps, solve codes and locate secret rooms. The 3D view means



Map. You look like an evil Nazi. Telling a punch in the eye?

INDY THE

Just when you'd thought he'd ridden off into the dusty sunset, the dude with the cranially-protective head-gear is back. He's without his Dad and even without a film, but he's very much on your C64. An excited James Leach rushed off to talk to those responsible.

INDY JONES AND THE LEVELS OF DOOM

Just a quick peek at the levels you will have to battle through to help Indy escape the horror.

Level One - The Casino

You play Rosalita in Monte Carlo. This is handy for getting the slots to lay weapons and useful items, but you'll get hassled by some gambling Nazis (who you'll have to punch in).

Level Two - Naval Base

Indy must make the searchlights, get into the base, kill a load of Nazis and collect fuel, tires, knives and, er, chocolate (according to Lucasfilm). You also have to make a code and get into a secret, disguised submarine (which is how Indy died last time, so can't actually be very secret).

The Casino, the money and Nazis.



Indy explores some-one's living room.

Level Three - Submarine

Kill everybody on the sub, find a hidden bomb and then sit down for a nice cup of tea. It sounds ideal.

Level Four - Four Islands

The Last City of Atlantis is only under one, but which one? It all makes for plenty of sub-related exploration.

Level Five - Atlantis

Kill pillars of Nazis, explore all the floors, defend yourself against the gruesome mutants created by Nazi genetic meddling and set a bomb to blow it all sky-high. Then set back to the sub, kick-start it and go home in time to watch The Ambiguity Roadshow.

Explore the rather real area.



Indy is busy exploring a sort of desert area.



The Last City of Atlantis is only under one, but which one?



'Because the slot I do some exploring here!'



Not much on their own, but certainly worth exploring when placed into a large 3D level.



It's a bit slippery for proper exploring, but Indy can still have a minor explore.



At the end of a day's exploring, it's time for Indy to go home and explore his fridge.

plus a few days time-left and several half-track-loads of handier Nazis to deal with, it has got to be Indy's toughest challenge yet. Here, it certainly sounds like a complete interactive experience. And don't fret because there will be a full review of this Indy-related potential Cooke in an issue of ten's time. Good! Nick's finished making it look stunning, anyway.

finds the secret 'Sankers' stone, and isn't quite sure what to do with it. Interestingly, this movie led to the creation of the PG parent certificate (that's not interesting - Ed).

Indiana Jones and the Last Crusade

By and by Harrison Ford (who was born with two surnames), this film starred Sean Connery who grew up in Edinburgh, Scotland, but whose ancestors originally hailed from Ireland. Sean currently resides in America, and has a charming Italian wife who makes superb chocolate-Bavarian cupcakes.

that it isn't just a case of running from left to right, as the path you've got to take isn't obvious. Luckily, though, the 3D means that you can usually spot trouble coming from quite a very early. You can change the 'camera' viewpoint to watch Indy or Rosalita as they disappear behind solid objects and stuff.

Lucasfilm say it's like being your own director, which sounds fun.

As in all the best games, you'll have to explore each level fully to get the most out of it. Some items (such as weapons and ammo) can only be found if you've got the time to search out the most unlikely places, like in the slot-track.

And remember, you've got all this

Indy, the man with the hat, sometimes slightly worried.



THE INDY FILMS IN ALL THEIR GLORY - A BRIEF STUDY BY IAN CYCLOPEDIA

Planners of the Last Ark

This was made in 1981, ran for 118 minutes and contained 172,000 separate frames of film. It was all about the stone tablets God wrote, and the big holy casket they were kept in.

Fascinatingly, Tom (McGregor p.c.) Selick was offered the part of Indy, but declined because he was still filming Magnum p.c.

Indiana Jones and the Temple of Doom Made in the latter part of 1984, this was a prequel to Planners of the Last Ark. In it, Indy



Could this game be about football? Could it be about militant "Napoleonic wars"? No, it's actually about an old wizard-type dude who wanders the Crypts Of Chaos looking for undead creatures to destroy. Sounds so, so fascinating.

You play this old geezer, who is out walking one day when the world opens up and he tumbles into the hellish realm of darkness underneath. Luckily he's got his head screwed on (not like those old people you see on buses who never have the right

ing. As they're already undead, you can't kill them, but you can smack their bones very hard until they crumble and the skulls are rendered completely useless.

Underground everything is dark, gloomy and rather smelly (although being a computer game, you can't actually smell it). You have wizard struggles on, punching and kicking like a good 'un. Strangely, as well as complete skeletons, you get to shoot massive skulls on their feet. These take one punch from deep vertically down through the floor. Very realistic, I must say.

STRIKER

in the Crypts of Chaos (to give it its full title) is an engaging tale about one man's love for his pencil case. Or it's a dark trip into the dungeons of terror. Read on to find out which...



change and don't seem to have any idea of their intended destination.

Ultimately, you have to free a captured character, who's been lying around in a tower, saying his eyes out helplessly for the last few months (as usual, our readers?). You've got to collect bits of scrolls and, or, other magic stuff as well, though it seems CodeMasters are a bit unclear on this point.

Anyway, there you are, deep in the underworld, when suddenly and without warning, dozens, probably hundreds, of nasty, evil skeletons drop down from the ceil-

ing. As you get further into the game, you find exotic weapons that have a pretty range on them, so you don't need to get too close to the nasties before getting rid of them. The weapon that fires dart things is especially useful against end-of-level bad-dies (there are many).

If the idea of wandering around underground, punching and kicking the nasties who keep materialising sounds a little bit familiar, you'd be 100% correct. Striker in The Crypts Of Chaos is being edited by the same dudes who brought

together Strikeland (for Genesis Graphics) a few seasons ago. From this preview, you might declare that they've lost none of the magic that made Strikeland such a great platformer. You could be right.

Of course, your favourite feature, being look it up! Commodore Format will have the full review just as soon as the game is ready (it should be next month).

JAMES LEACH



Hehe. Could you tell me the way to... But Really? The skeletons are so violent!



Game
Publisher
Release
Contact

Striker
CodeMasters
May
0936 814132

SNIPPETS

JOIN THE CLUB

If you're a fan of Thomson games, you can now become a member of their club. You'll receive info on new releases for the G44 and other machines, developments in the software world and tips and cheats for Thomson games. Write enclosing an SAE to: Thomson, 1 Sutton House, Calver Park, Aldershot, Berkshire.

LIGHT FANTASTIC PART 2

Remember in Snippets last month we reported that Light Fantastic had been launched? Well we jumped the old gun a bit. The first edition of this state-of-the-art magazine will be available from the 20-4-92 at a price of £4.98 from DataSphere Publications, 7 Fallowfield Close, Hoveville, H11 4WV. Sorry about the wait if you've already sent off.

HOW MANY?

Commodore Format is now the World's biggest selling C64 magazine, and that's official, with each issue selling in excess of 55,116. That's an increase of 18% on our last audited figure! This increase is thanks to your support, so, yeah, thanks. We're not going to rest on our laurels though, it will be pushing as hard as ever to bring you the brightest, freshest and best mag for your computer, every single month.

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UNDER ATTACK!

Each ring on the quantum spheres has many individual games and maps from release. So you don't let down, and when they reach the GP realm they will be in the shop!

REVIEW THE LEARNING

[illegible]

Crash or what? As Nishida leans close towards the nose of the jetliner, anticipation builds up in the CF cabin.



WILLIAM

Androgens
Finally, the andro-
gens advance
their re-
sponding
into the
adrenal
and/or
testes
area.



INDIAN JONES AND THE FATE OF ATLANTIS

1250 Goals!
Stretch out far longer!
Join on this way to
C# Powershell and
we'll get the
full preview
on pages 8
and 9!



Abstract

Color Design:
 Let's not overdo it!
 (Don't be FOMO, and let's
 get this way for our children
 again - all day!)

[illegible]

CodeMasters
Put another fascinating CodeMasters computer making a computer approximation.

Commodore Repairs

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FMG House, Newcombe Way, Orton Southgate, Peterborough PE2 0SF

"Hey, Trent, it's Lenti!" we rhymed at the Ed. In return he hit us. So, topically, this month the crack SAS review combat team discusses what it's giving up. As well as this feast of boring trivia, we explain in traditional English exactly what those weird symbols mean, and how they'll have a profound effect on your games-buying habits. It's all here, so read on!

POWERPLAY

TRENTON WEBB



Trenton claims to be perfect, and to have no vices. So there's nothing he can give up. "Modesty?" we ventured. Then, he hit us again. The rest of the CP crew think he should give up his boxing lessons. The last punch gave Cathy anemia, and Lenti still has double-vision. Meanwhile, Trent's keeping silent...

JAMES LEACH



James is wanting to give up taping bits of himself to his kitchen window. Apparently, the thrill he gets when a wide variety of garden birds bounce off on the patio is wearing thin.

He's also giving up his habit of excavating World War II land battles in his bedroom. The street next upsetting his fabricator.

STUART CAMPBELL



Stuart may going to give up platform games for Lenti, or at least that was the case until a certain Super Seymour popped up. Since then he has been trying to give up Super

Seymour. He feels annoyingly good though, we all think he should give up beating our high scores instead.

PAUL LYONS



Last year Paul gave up eating anything he didn't actually grow or catch himself. A week later he was down to four stone. Apparently, he'd caught a small thing in his pond as well as two houseflies, and had succeeded in growing some cress. This year Paul is giving up Lenti altogether for the 40 days it lasts.

ROGER FRAMES



Roger didn't seem entirely sure what the religious significance of Lenti was. He

thought it was a time when you had to give up anything you'd been into in the last 40 days. We put him right and he was incredibly relieved.

"I thought I'd have to give back all the games that CP Lenti me over half-term!"

NEIL WEST



Neil is such a sweet boy. He's another person who has nothing bad to give up. Well, almost nothing. He said:

"My mummy has asked me not to help her around the house too much. She feels guilty after she puts her feet up while I'm dusting, mowing, vacuuming and doing the washing up and drying." Ugh.

THE MIGHTY BRAIN



TMB was particularly impressed with the idea of Lenti, but not the duration. The grey glob said, "You see, in me 40 days is only as long as one of your human seconds." To show team

spirit TMB has agreed to give up allegiance for an equivalent time (3 456 000 days). Turn to p.42 to see if TMB keeps his promise!

LINDA BARKER



Linda found she was spending too much time playing games, so she was going to give up Spectrum for Lenti. Then her Sister on Your Sinclair pointed out that this would be a tiny bit awkward. So Linda has had to make the ultimate sacrifice, and give up C64 games instead! (She'll be back next month-Ed)

Birs'n'Bobs

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

CF RATINGS



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

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

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



GAME ICONS

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



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



KEYBOARD / JOYSTICK - Bit obvious really. It signifies the control mechanism.



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



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



COLOUR'S SHIRT - This means there's a score option available (green).



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



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

Catalypse looks accurate, flying in much as the power. They study from the edge, keep out of the way, and the better you don't know the gas without looking both ways.



Notting beats a gaudy display of high-tech, space-age fire-power. Nothing, that is, except more skillful use of hardware aliens who throw themselves on to your guns. Then policy power-ups must combine with clever dodging, forward-thinking and lookings of luck to ensure survival.

Catalypse offers all the above and more. It's a horizontally-scrolling shoot-out that does the business in every department. Two levels of smoothly moving action await those who are willing to enter Genias' terror-domes.

The Federation has been overwhelmed by a surprise attack from the planet Clio. As per usual, it isn't possible to send over an entire fleet to help the Clio homeland and only one experimental ship is available for the mission. Fortunately you are the heroic fool who has volunteered for this suicide run. So off you trot to save the universe.

The plot cannot be described as original, but that's as far as the predictability factor goes. Once the fire-light takes up you first journeyed in a game that occurs originally, filled with features that prove Catalypse was designed by folk who love shoot-'em-ups for folk who love shoot-'em-ups.

After an animated intro screen with some threatening, but indecipherable sampled speech, Catalypse gets straight down to business. Your fighter is launched from a Federation capital ship, the level loads and it's

There's an old adage that states, "Shoot-'em-ups are 10 a penny, but good shoot-'em-ups are like gold dust." So it seems that Genias have struck it rich with Catalypse, a shoot-'em-up that's threatening to give senseless violence a good name.

CATALYPSE

time to get busy. Even before any aliens hit the screen, you are confronted with three power-up pods. Boasting these a few times in the usual manner, delivers a drone and compass for it, and a rather spiffy spread shot for

the fighter. You feel better coded them, as every bit of hardware you can tell on is worth it - the aliens haven't yet begun to fight.

Suddenly aliens sweep into attack the feebly loaded up fighter. They attack in waves, deliberately designed to

Yours on your own from here. The only aid comes from extra power-up pods that give additional weapons or beef up the ones you've already got. You must provide the skill and wiser knowledge that will allow you to

reach the massive and of level guardians.

Get into a scarp with one of the and of level leaders and you'll be impressed. Probably dead, but positively impressed. They are huge mobile beasts that demand the very coldest power-



They want to get stomped! Oh well, I'll just get stomped then!

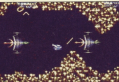


We come in peace (well sort of). Take please death about stuff!

test your flying matter. Each enemy takes three hits to destroy, so it's a case of wick and move as you chase down the weakened craft looking for a clean kill. To make matters worse there are gun emplacements on the surface and out of the metallic tunnel, which home in with deceptive, but deadly, shots.

ups and fastest flying to defeat. A huge eye spider, enormous mothship and weeping lizard are just three of the five. Once you've become accustomed to the foreman, scrolling and real design, it's these guys who provide the motive to keep on killing - you just have to see the next big baddie!

For some obscure reason, the large alien balls don't take kindly to being killed. Most likely on being shot at they head home before they even think of dying themselves or what!





There's more to Cataclypse than meets the eye - or indeed meeting the eye! - though. Everything about the game puts it right at the top of the shoot-'em-up tree. First off, it's a variable game. At the opening title screen you can choose what kind of action started you want as a backdrop. This isn't a major bonus as there's so much going on that you never have time to see it. The option that lets Cataclypse is the ability to turn enemies' guns off. The game then becomes an avoid-'em-up, and the reduced threat level allows you to dodge deeper into danger zone than you previously dared dream. This makes Cataclypse playable, both by arcade pros who can take on an ultra-hostile foe and by the casual shooter who wants a hi-score.

Cataclypse also avoids many fatal pitfalls by virtue of solid design. The majority of shoot-'em-up suffer because there's little apparent thought in the design. Power-ups are in at the wrong places, or they've been

Cataclypse is a quintessential example of the genre

The patch doesn't end there though, as Cataclypse loads both an intro and outro sequence (you had a choice). There's none of this 'well done, sub, game over' nonsense. Here you get a series of animated screens that provides a punchy pay-off for a game well played. Cataclypse does have a few problems, but these are largely unavoidable, and only become obvious because the rest of the game is so well produced. The major irritant is the need to reload a level once you die; it's no hassle on disk but can be time-consuming on tape.



A scrollie, hardly often does its party guests on level five. Very pretty, more brutally kill it!



For the perfect instant space shooter blazes, just level it (score for 30 mins and...

The other main stumbling block - you can learn the way the moves (MMA) - isn't even Cataclypse's fault. When you have mastered the early levels, they become a mechanical memory test, but even then they are still a real test.

Cataclypse is a quintessential shoot-'em-up, an example of the genre at its very best. There are tonnes of weapons, five very different levels, monstrous and of level guardians, a steadily increasing pace, neat design and an option to make life easier or tougher - yes Cataclypse is a total action package. It won't take that long to finish, but that is simply because it demands that you play, play and play again! But when you've saved the universe, you'll actually start pining for another alien invasion - and luckily that's only a Fun Stop/Shift away!

RENTON WEBB



Game	Cataclypse
Publisher	Gemini
Cassette	£9.99
Disk	£14.99
Release	Out Now
Contact	0452 851037

POWER RATING

Use and the entire level needs to be selected.

100
91%

- A stunning shoot-out - the level for ages.
- Amazingly huge guardians and aliens.
- Easy and cool sequences.
- Well-paced. It's tough but definitely beatable.
- Masses of weapons, all of which can be leveled up.
- Five very different levels.
- Optional difficulty - enemy guns can be turned off.
- Collision detection knows the player.
- Brilliantly designed - new items appear on every screen.
- Smooth fast scrolling and reliable characters.

...AND THE UPPIERS



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WHY NOT TELL US YOURS!

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654301**

GO
ON - GIVE
US A
CALL!

SPEAK TO

NICKY HUNT
THE LYING PERSON

0839-654327



GameBusters

Cheats never prosper - but the good ones always win! If you want to join the best of the best at the top of the hi-score table on Hudson Hawk, Cyberdyne Warrior, Equinox or even lead the league in Speedball 2, read on...

EQUINOX

Thanks to Richard Beckett from York, here we have the complete solutions to the first 7 levels. Brace yourselves, this one is a real boggle!

LEVEL 2

Take TELEPORTER CREDIT, R, R, U, R, use credit and teleport, L, get DRILL, R, R, U, L, use drill on wall, take TELEPORTER CREDIT, R, D, R, U, R, D, use credit, L, L, U, get EXPLOSIVES, D, R, U, R, D, teleport, U, use explosives on wall, R, U, take CANNISTER, R, L, take TELEPORTER CREDIT, D, use credit, U, get CANNISTER, D, teleport, U, teleport, L, drop canister in chute, R, R, U, get SPARE, R, teleport, U, R, use spade on rocky floor, D, get LEVEL 3 PASS, U, L, D, teleport, L, L, enter TRANS-LEVEL teleport and move to level 3.

LEVEL 3

Go, L, U, U, U, get KEY, D, D, R, D, use key in door, R, get SPANNER, L, U, L, U, U, R, U, L, use spanner on force-field, get TELEPORTER CREDIT, D, D, D, R, D, L, D, use credit and teleport, get CANNISTER, D, D, L, L, D, R, D, L, drop canister in chute, D, teleport, D, get LEVEL 4 PASS, D, L, L, D, R, R, enter TRANS-LEVEL teleport and go to level 4.

£20 WINNER

This month's prestigious £20 software voucher goes to Richard Beckett from York for his well thought out and incredibly helpful Equinox solutions. We will be able to take his pick from the existing crop of software in our month-end winner (page 56). Enough? Then send your name, tips, solutions and FORKS to: Andy Roberts' GameBusters, Commodore Forum, 30 Moonsault Street, Bath, Avon, BA1 2SW.



LEVEL 4

Go, L, L, take SPANNER, U, take LOOSELY CREDIT, R, drop useless object, R, D, get TELEPORTER CREDIT, L, L, U, R, use credit, L, get SPANNER, R, teleport, R, get DRILL, L, teleport, R, open explosives box with the drill, D, L, get CREDIT, U, U, R, use credit, R, get EXPLOSIVES, L, teleport, D, move rocks with explosives, get TELEPORTER CREDIT, R, use credit and teleport, D, take CANNISTER, L, L, U, R, drop canister in chute, get SPANNER, L, D, R, teleport, D, R, U, use spanner on force-field, R, D, get LEVEL 5 PASS, L, L, L, U, L, teleport, R, D, enter TRANS-LEVEL teleport and off you go to level 5.

LEVEL 5

Go, U, get EXPLOSIVES, D, D, use explosives next to rock, R, U, U, get TELEPORTER CREDIT, D, D, L, U, U, use credit, D, get SPANNER, U, teleport, L, use spanner on force-field, get SPARE, U, U, U, R, D, use spade on rocky floor, D, get DRILL, D, L, U, U, U, use drill to canister, get CANNISTER, D, drop canister in chute, get TELEPORTER CREDIT, D, use credit, U, U, R, D, get KEY, L, D, teleport, use key in door, L, get DRILL, R, teleport, D, R, teleport, D, D, R, open box with drill, get LEVEL 6 PASS, L, U, enter TRANS-LEVEL teleport and then off you go to...

LEVEL 6

Get the TELEPORTER CREDIT, L, use credit and teleport, R, U, L, get DRILL, U, U, use drill, get SPANNER, then teleport, D, use spanner on force-field, R, D, L, get CREDIT, R, use credit, U, get EXPLOSIVES, D, teleport, use explosives on the rocks, R, U, U, U, U, U, get CREDIT, D, L, use credit, R, get CANNISTER, L, teleport, R, D, drop canister in the chute, U, L, D, get SPARE, U, teleport, D, R, D, D, teleport, R, use spade on rocky floor, get LEVEL 7 PASS, U, U, U, U, U, U, U, U, R, enter TRANS-LEVEL teleport and then move on to level 7.

LEVEL 7

Get TELEPORTER CREDIT, L, L, U, R, use credit, L, get EXPLOSIVES, R, teleport, U, use explosives on rocks, R, R, R, U, U, get CANNISTER, L, L, L, drop canister in chute, R, get SPANNER, R, teleport, U, R, R, U, U, R, use spanner on force-field, D, get LEVEL 8 PASS, U, L, L, D, enter TRANS-LEVEL teleport and hump to the final level.

LEVEL 8

Get EXPLOSIVES, D, get TELEPORTER CREDIT, D, use credit, U, get explosives, D, teleport, L, D, use explosives on rocks, get SPANNER, R, get TELEPORTER CREDIT, use credit, get spanner, teleport, L, U, L, D, use spanner on force-field, L, get CANNISTER, R, U, R, D, R, teleport, L, U, get credit, R, use credit, L, D, R, D, get EXPLOSIVES, U, L, R, teleport, U, use explosives on rocks, D, teleport, L, get CANNISTER, R, teleport, U, R, U, drop canister in chute and - yay - you've done it! Now turn off your C64, have an drink and relax. You deserve it!

BATTLE VALLEY

Did you know that the function keys (F1 to F7) can be used to change the speed of your vehicle? Well, thanks to Glenn King, you do now!

DIZZY DOWN THE RAPIDS

Stick on this egg-citing (that's enough egg 'yeller' - lol) trouble-storm! If you choose the 'change names' option from the title screen and change your name to SEPHEM II, you'll be rewarded with infinite lives plus no split-screen.

SPEEDBALL 2

Here is a cunningly sweet little cheat made for this scintillatingly vicious futuristic sport, courtesy of the programmer Carl Muller, on the 'Imageworks' title screen. Type in BRADFORD-ON-AWOL (including the hyphens), and you should then hear a carnival sound effect. This indicates that the cheat is active, and you can now press any of these keys during the game. Go for 'G' so you can instantly grab the ball, tap 'T' to tackle your opponent, and flick 'F' to freeze the opposition. It may not quite be 'bricker' but then...





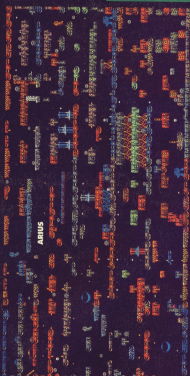
Complete maps of the
Apex Powerpack clas-
sics! So it's goodbye
Cyberdyne Warrior!

CYBERDYNE WARRIOR





WARRIOR



TOTAL! The only magazine dedicated to Nintendo gamers. So if you own an NES, Game Boy or a Super NES then...



Uuuuugggh!
I've read this... IT'S
ON MY FLIPPER!
HOLD! Don't just
read this you
fongy. HELP ME!

Oyl thicky, you
twonk, pick up your
end! Somebody's
looking at us and
the gimpair' cover
isn't straight!

... Make sure you also own a copy of TOTAL! Issue four is out NOW!



HUDSON HAWK PART 2

THE SEWERS

From the start, drop off the platform, then run right up the stairs and collect the bonus coins. Shoot the guy on the pogo-stick to stun him, then rush forward and punch him. Climb up the next set of crates and jump on to the uppermost platform - walk right as far as possible, then drop down. Go back to the left a little, kill the doctor, then push the crate off the platform and on to the lift. Now use it to climb up the next stack of crates and on to the top platform (shoot the Doc who appears).

Crawl to the edge of the gap and kill the pie-flinging opera singer, jump over the gap, then go right and climb along the tightrope. Fall off the platform, heading right as you descend (otherwise you'll get trapped, in which case retrace your steps). Now use the crates with 'arrows' to bounce over the two sets of high crates. Kill the opera singer, then push the crate off the platform and on to the lift as before. Climb up the ladder, and it's off to the next section.

THE CATACOMBS

Avoiding the spear, go right and climb down the ladder. Head right, and climb up the next ladder, but only walk over the pipe when the leaf is moving UPWARDS. Avoiding the bouncing ball, climb up the next couple of ladders, then run left and shoot the gunner twice to destroy him. Go up the ladder, then carefully head right and climb up the first ladder you encounter. Avoid the spear, climb up the ladder, then shoot the gunner as before (his bombs are tricky to dodge here). Go up the ladder and use the tightrope to cross the gap.

Now get on to one of the lifts and get off at the third exit (the bottom one, in fact). Climb down the ladder, and use the tightrope to cross over the gap - if you fall down here, you'll have to follow the map back to the lift (use switches to open any barriers). When safely across, go up the ladder, sneak past the three spears, then climb up the ladder again. Jump off to the right (ignore the switch) and make your way up.

This next section is tough. Avoiding the overhead spear, jump off the ladder and over the pipe, easier said than done, then

up the next ladder. Now run all the way to the right and make for the exit - or visit the lower passage for a bonus.

VATICAN ROOF

Stay where you are and wait for the gladiator to jump up to your level - blast him twice when he does. Now run to the right, tackling the nasties as they appear. The bombers are easily avoided (they don't harm you on contact), but retreat slightly when hunchbacks appear, and wait until they've exploded before proceeding. Cross the tightrope with great caution, and shoot the hunchback just before you get off on the right-hand side - there's no other way to get past him alive. Now make a dash for the exit into...

VATICAN HALLS

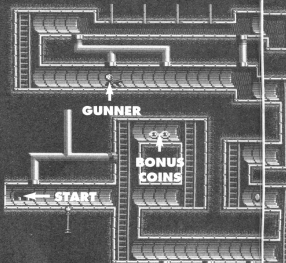
The first section isn't too difficult - just use the map to dispose of any Nuns and gunners you encounter. Standing on the pressure pads sets off the alarm, speeds up the Nuns, and costs you energy too. When you reach the right of the passage, climb down the ladder and head left, using the same tactics as before. Avoid the 'T' shaped blocks in the floor, as they bounce you back up to the upper level.

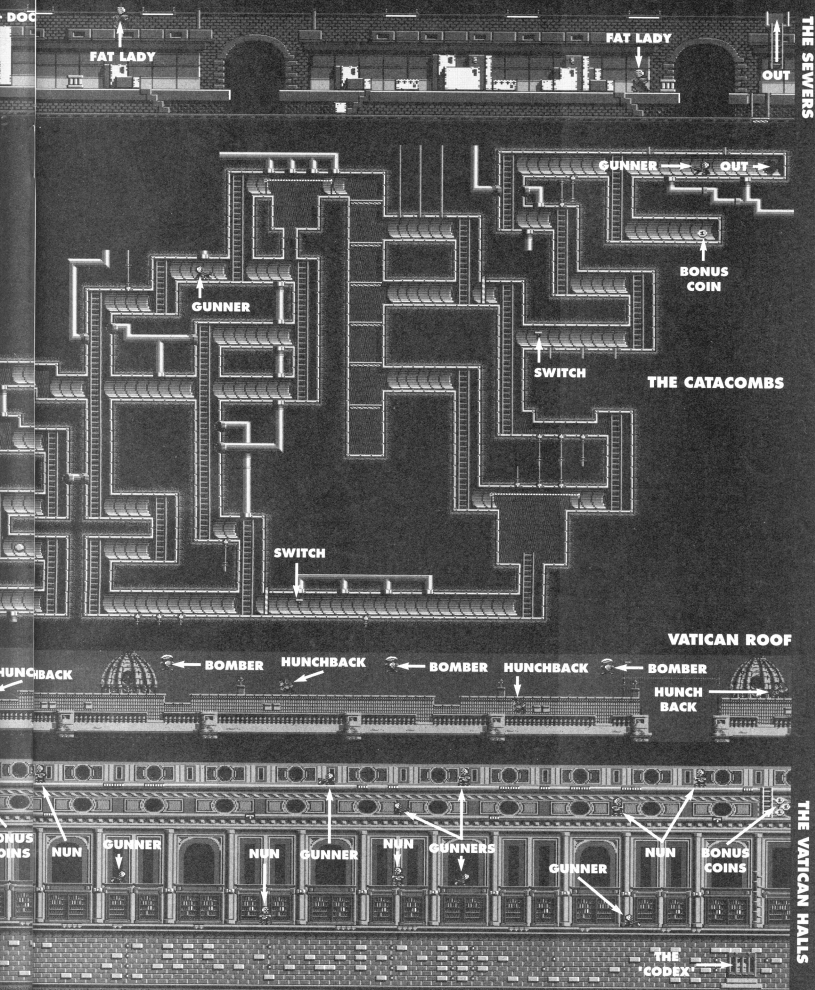
At the far left, drop down the hole into the main hall. Make your way through the 'library' using the same tactics as before, but make sure you jump across the gaps. Climb down the ladder at the far right and head leftwards, again killing everybody. The pressure pads here will bounce you up to the top level, so take care when jumping. Climb down the ladder at the far left into the final - and most difficult - area. Shoot the gladiator straight away, then head right jumping from platform to platform.

Touching the ground won't kill you, but it does lower a cage over the Codex... if you do land on the ground, jump! The security 'beeps' are easily avoided, and you should eventually arrive at the Codex - drop down on it from the platform above.

And that concludes part two of our swag-swiping players' guide. Next month we reveal the secret of Da Vinci's mirrored crystal, plus an ever-so-clever cheat mode. Be there, as they say.

Andy Roberts continues our safe-cracking guide to Mr. Hawk's smart arcade adventure, attempting to grab the 'Codex' from the heart of the Vatican. Here's how...





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SAMARITAN'S CORNER



GEMINI WING

Both Liam Young and Simon Foster wrote in asking for a cheat, but neither specified which release they were playing. But, anyway, here's an infinite lives POKE for the original version.

8 000 000000 WING TAME CHEAT
3 FOR 8-000 TO 120-0000 YOUNG+Y FOSTER
0-0-0000
2 0P 00-0000 TAME PRIST *GEM WING* 000
3 0000 107,120,000 000
4 0000 000,000,000,100,001,101,000,000
5 0000 000,000,000,000,000,000,000,000
6 0000 000,000,000,000,000,000,000,000
7 0000 000,000,000,000,000,000,000,000
8 0000 000,000,000,000,000,000,000,000

WIZARD'S LAIR

Ashley Simpson has been having a rough time with this ancient Autodesk Plus release, so here are a couple of Arthur Rappley POKEs for starters...

0000 0000,100 (infinite lives)
0000 0001,100 (infinite lives)
And if that isn't enough, the seven necessary passwords are CAME, HARE, O, CRYE, DUNGE, YALIT, LARIE, and LORIE.

GHOSTBUSTERS 2

Lots of you have been struggling with this rather feeble game, installing Paul McCarthy, Joseph Doyle, Liam Ryan, Philip Jamieson, and Graham Munro. This listing for infinite lives should be just the ticket.

0 000 0000-
000000 3 0000
0000
1 FOR 0-000 TO 011-0000
YOUNG+FOSTER 0-0-0000



1 0P 00-0000 TAME PRIST *GEM WING* 000
3 0000 107,120,000 000
4 0000 000,000,000,100,000,001,001,000,000
5 0000 000,000,000,000,000,000,000,000
6 0000 000,000,000,000,000,000,000,000
7 0000 000,000,000,000,000,000,000,000
8 0000 000,000,000,000,000,000,000,000

TARZAN GOES APE

Here's a handy cheat for S.G. Simpson. Type 000000 on the high score table - the border will change colour and CHEAT will appear. Infinite lives are now yours for the wasting.



INSPECTOR HECTI

Peter and Matthew Davies wrote in literally begging for some passwords, and, as if some supreme being had commanded it, Eric Robson and Jason Robinson sent them in - they're very nice men, very, very nice men...

LEVEL 1 - 0000 LEVEL 10 - 0000
LEVEL 10 - 0000 LEVEL 20 - 0000
LEVEL 20 - 0000 LEVEL 30 - 0000
LEVEL 30 - 0000 LEVEL 40 - 0000
LEVEL 40 - 0000

TURRICAN 2

Whoops! There was a slight error in the listing printed in CPTB which has been driving many of you to the brink of suicide. Line 1 should have read...

1 FOR 0-000 TO 011-0000 YOUNG+FOSTER

Use this Line 1 and you'll get infinite lives and gymnoses. Sorry 'bout the delay.

OP OF THUNDERBOLT

Here's an excellent cheatcode POKE especially for Philip Dore, which offers infinite ammunition on every level of Ocean's excellent blast. For infinite credits, try entering \$0000 TAME on the high score table.

3 000 0P THUNDERBOLT TAME CHEAT
1 FOR 0-000 TO 410-0000 YOUNG+FOSTER
0-0-0000
2 0P 00-0000 TAME PRIST *TAME
0000* 0000
3 0000 107,120,000 000
4 0000 000,000,000,000,000,001,100,000,000
5 0000 000,000,000,000,000,000,000,000,100
6 0000 000,000,000,000,000,000,000,000,100
7 0000 000,000,000,000,000,000,000,000,100
8 0000 000,000,000,000,000,000,000,000,100

CABAL

Peast your eyes on this handy POKE for infinite lives, requested by Andrew Piers and Sandy Shaw. It should work on both the original and the updated versions, so long as it is BARE 8, then RUN it for loads and loads of carnage.

0 000 0000 TAME CHEAT
1 FOR 0-000 TO 010-0000 YOUNG+PIERS
0-0-0000
2 0P 00-0000 TAME PRIST *CABAL
0000* 0000
3 0000 107,120,000 000
4 0000 000,000,000,000,000,001,100,000,000
5 0000 000,000,000,000,000,000,000,000,100
6 0000 000,000,000,000,000,000,000,000,100
7 0000 000,000,000,000,000,000,000,000,100
8 0000 000,000,000,000,000,000,000,000,100



PAST MASTERS

Welcome to Past Masters, the bit in CF where we round up and rate every major game released in the last year. Each entry has the title, publisher, comment, score and the issue number it was reviewed in, so you can look back and check out the in-depth report.

ALIEN STORM

US Gold - Fast action, bright colours, three space-age heroes and one huge mission. **CPT 85%**

ATOMICRO

Freemove - Flexible puzzle that gets fast real fast. Good password set-up really helps. **CPT 83%**

BACK TO THE FUTURE III

Image Works - Best of the BTFT series. Multi-style, multi-level, movie style challenge. **CPT 87%**

BART SIMPSON

Hasbro - Brilliant arcade puzzle. Single disc-man. Better. Its. **CPT 86%**

BATTLE COMMAND

Hasbro - 3D tank battle down among the mud and bullets. **CPT 85%**

BETRATL

BlomSpace - You'll be the one who isn't betrayed if you get this one. Comics and collectible. **CPT 88%**

BIG NOSE'S AMERICAN ADVENTURE

Hasbro - Yet another Doodle rule. More platforms, but strangely don't let their usual. **CPT 84%**

CISCO HEAT

Image Works - Truly pathetic car chase simulation, less more like "Adventure Car". **CPT 72%**

QUICKO MASTER DETECTIVE

Hasbro Games - "Bored" game version. Bigger but not better, and easier than the original. **CPT 84%**

CREATURES 3

Hasbro - Really brilliant torture fun with Clyde. This feels like a game, just speed and balance. **CPT 86%**



DARKMAN

Hasbro - A major multi-task delivery early easy. Game-style gameplay. Only rather than fun. **CPT 77%**

DEATH KNIGHTS OF KRYNN

US Gold - Choking A&S comic. Dis only, but still. **CPT 80%**

DEMON BLUES

Motivation - A huge map, lots of monsters and no weapon. Frustrating fun. **CPT 80%**

DOUBLE DRAGON 3

Hasbro - Much distance two player style, but fast going. Solid beat 'em up, but not. **CPT 77%**

DRAGON'S KINGDOM

Hasbro - Really hard, difficult to control, with little variety. **CPT 82%**

ELVIRA MISTRESS OF THE DARK

Hasbro - Disk only adventure. Easy graphics and great graphics, but be warned. It's. **CPT 84%**



ELVIRA THE ARCADE GAME

Hasbro - Really humorous, but otherwise a graphically glorious platform romp with the likes of. **CPT 84%**

ENGLAND

Hasbro - Plays like a real league team with an injury crisis. **CPT 82%**

EXILE

Hasbro - Strange space arcade adventure. Curiously correct, but still mostly abstract. **CPT 80%**

EXTREME

Digital Integration - Great shoot, only and really structured platform. Don't let up. **CPT 86%**

F1 GP CIRCUITS

Hasbro - Proving F1 isn't just a race and no corners. **CPT 86%**



FAMOUS FIVE

Hasbro - Mystery. Lots of adventures, share about the old-fashioned style. **CPT 78%**

FINAL BLOW

Hasbro - An easy-to-beat contender. It's got big sprites but low-level gameplay. Not a champ. **CPT 82%**

FINAL FIGHT

US Gold - Amazingly fast beat 'em up. Don't do it. **CPT 88%**

FIREPOWER

Hasbro - Overhead tank battle. There are good sides but it's slow up under pressure. **CPT 84%**

FIRST SAMURAI

Image Works - Awesome oriental flavor. Don't let up with adventure sections. Well designed, well done and well worth it. **CPT 86%**

GATEWAY TO THE SAVAGE FRONTIER

US Gold - Fast play, cheap down the expensive disk-based 3D FPS. Good but not that good. **CPT 86%**

GAUNTLET III

US Gold - Looking right fun from an old perspective. It almost never, but isn't as good as it is. **CPT 86%**

GEM X

Hasbro - Mix and match jeweled fun. More interesting and annoying. Good. **CPT 82%**



GRAHAM COOCH'S CRICKET

Hasbro - Structurally sound, but Don's little involvement in supply isn't the same. **CPT 84%**

GRAND PRIX

Hasbro - Fast, fast and fast. Major racing management sim. Seriously lacks F1. **CPT 80%**

GREMLINS 3

Hasbro - Fast action arcade romp with stuff main spite. It's not but gets really annoying. **CPT 84%**

HELL HOLE

Hasbro - Fine for a fast beat, but it's slightly tough and poorly presented. No long wait. **CPT 86%**

HEROQUEST ADD-ON

Hasbro - No new spells or monsters, but still really. Requires original HeroQuest disk. **CPT 78%**

HEROQUEST

Hasbro - The best (and game) can support even! Fast hacking fun played FPS fun. Good for beginners and pros. **CPT 82%**

HUDSON HAWK

Hasbro - Good graphics, really great. The game more than the movie war. A-criminally good platform. **CPT 84%**

I PLAY 3D SOCCER

Hasbro - Strange display system. Most fun for a fun soccer game - since you get used to it. **CPT 77%**

INDY HEAT

Hasbro - Super Speed-style car race. Amazing race, just and amazing. It's all worth it. One of the better car up races. **CPT 84%**

INTERNATIONAL

NINJA BABIES

Observation - Clearly not being by any with a cut face. **CPI** 55%

JAHANCHIR KHAN'S SQUASH

Analysis - Quality squash sim, but still a squash sim! A real improvement. Not a change agent. **CPI** 55%

KEYS TO MARLBOROUGH

Minicraft - Great but would be lost if not for the top button. **CPI** 55%

LOGICAL

Playboy Arts - Slow starting puzzle that grows in addition game. Predictable gameplay. **CPI** 55%

LOOPE

Audioquest - Good locomotion puzzle. Looks a bit odd and it lacks long-term traps. **CPI** 55%

LUPU ALBERTO

See - A trip, look-up, Mario-like clone. Good name though. **CPI** 55%

MAN UTD EUROPE

Analysis - Action and management under a thorough, if dull, foot-sim. Notable stuff. **CPI** 55%

MERCS

SW Steel - Successful two-man team head crasher. Predictable adaptation. **CPI** 55%

MOONFALL

First Quest - Fantastic adventure in the literary world. **CPI** 55%



MOONSHADOW

Windup - Pippin's huge platform world. Gameplay is a bit repetitive, a bit repetitive. **CPI** 55%

NARCO POLICE

Parade - (Very) boring shoot out with large automatic weapons but somewhat unique gameplay. **CPI** 55%

NEIGHBOURS

Imperial - Classic strategy game set around Ramsey Street. **CPI** 55%

NEVER ENDING STORY 3

Level - Cut movie, cut game. Poles on movie-style maps. **CPI** 55%

NORTH AND SOUTH

Intelligence - Vengeance with action puzzle but little strategy. **CPI** 55%

OUT RUN EUROPA

US Gold - Race bandy in four different vehicles. Fast and fun. **CPI** 55%

OVER THE NET

Games - A rather unimpressive beach volley game with particularly dull coin-operation. **CPI** 55%

PIT FIGHTER

Remark - Convictionist-style beat-up with clearly exotic. **CPI** 55%

PP HAMMER

Demarcus - Highly playable but lacks that challenging bite. **CPI** 55%

PREDATOR 3

Minicraft - Up-thrill style shoot out with single enemy. Great gun sounds and non-stop firing. **CPI** 55%

REB2

Demarcus - A real home of a football game. Cuts the pace. **CPI** 55%

ROBOCOP 3

Games - The first man returns back to a creditable but expensive way. Plus the like levels. **CPI** 55%



ROBOZONE

Image Works - Quality runner shoot-out. A little bit like the first. **CPI** 55%

ROMLAND

Warrior - Cute, old and double role. Supports but short platform test. Oh, and it's cute. **CPI** 55%

ROLLING RONNIE

Virgin - Cut delivery game set on skates. Pretty. Rhythmic down on the repetition level. **CPI** 55%

ROUND THE BEND

Imperial - Straightforward old-fashioned action, no pretensions. **CPI** 55%

RUBICON

First Quest - (Slightly) presentation is unfortunately not done by already suffering world. **CPI** 55%

RUGBY - THE WORLD CUP

Games - Fast, furious, football/rugby action. Fun all the way. **CPI** 55%

SECURITY WARNING

First Quest - History game with a few real features. Unplayable on tape, but fun from disk. **CPI** 55%

SHADOW DANCER

US Gold - Great platform bop and dog music. Cut concept but lacks solid levels. **CPI** 55%

SKULL AND CROSSBONES

Games - Like making the plants only less fun and longer. Risky platform coin-operation. **CPI** 55%

SMASH TV

Over - 75 games-on-a-shoot-out. All a monster, run a cut! Classic Williams' coin-op. **CPI** 55%



SPACE GUN

Games - Future space-based shoot-out. Demarcus slaughter-alike way in buy-out. **CPI** 55%

SPEEDBALL 3

Image Works - Beautifully brutal ball-and-paddle sim. An absolute must for action fans. **CPI** 55%

STRATAGO

Appaloosa - A strategy-based game that fails to stem the CPI. Best game takes ages. **CPI** 55%

SUPER SPACE INVADERS

Demarcus - They're back and meaner than ever. Classic stuff here and new battles. **CPI** 55%

SUPREMACY

Virgin - Master-piece strategy challenge. Excellent effects, few levels and great graphics. **CPI** 55%

SWAP

Poles - Pretty graded colour palette. Loads of levels but their feature less interest. **CPI** 55%

SWITCHBLADE

Games - Classic blade with left-right atmosphere, but cool combat control. Nothing really special. **CPI** 55%

TERMINATOR 3

Games - Terminator's next original, but most exciting with this new level movie touch. Fun but too. **CPI** 55%

THE BALL GAME

Electronic Arts - Strange ball game. CBI takes time to think what you play too. **CPI** 55%

THE BLUES BROTHERS

Poles - Sports brothers but a huge miss. Classic fun for all the way. **CPI** 55%

THE CYCLES

Appaloosa - Smooth graphics with loads of levels to ride on. Cheap to get on longer runs. **CPI** 55%

THE MAGIC CANDLE

Minicraft - Great graphics and original plot but save this week. **CPI** 55%

THE NIGHTY NIGHT

Elite - Voted play style controls in the most platform game. A real computer classic. **CPI** 55%

THE POWER

Demarcus - Great single sound level and a huge ladder to beat. Simple but fun. **CPI** 55%

THUNDERJAW

Demarcus - Not a falling horizontal shooter shoot-out. But it could have been. **CPI** 55%

TILT

Games - (Silly, silly) party game that's amazingly annoying. **CPI** 55%

TOKI

Games - Ane many levels that play as good as it looks. And it looks great. Obsessed habits. **CPI** 55%

TONY LAURUSA'S ULTIMATE BASEBALL

US Gold - Confusing one player mode and also multi-player mode. Turn it off. **CPI** 55%

TURBOCHASE

Software - How fast? If you want real race thrills, start this today and tomorrow. **CPI** 55%

TURTLES-THE COIN-OP

Minicraft - So-called only, but it's every other respect a cracking coin-op conversion. **CPI** 55%

ULTIMA VI

Minicraft - Huge fantasy epic. Slow going RPG action, but massively worth it. **CPI** 55%

YIE THE GAME

Virgin - Tame multi-test that relies on appealing to shock humour. Worth the quality. **CPI** 55%

YOUNG

Imperial - (Silly) drive 'em out. Tense coin-op fun. A gripping control test for arcade fans. **CPI** 55%

WARLOCK THE AVENGER

Minicraft - Guardian style shoot-out played in a boy's secret. **CPI** 55%

WINTER CAMP

Parade - Multi-level snow sports, snowboard and all. (Silly) is the cost but still a multi-master. **CPI** 55%

WORLD CHAMPIONSHIP SOCCER

Elite - Fabulous soccer bash that offers no new angles. **CPI** 55%

WORLD CLASS RUGBY

Appaloosa - Lacks for rhythm needed by a sports sim. **CPI** 55%

WEALTH OF THE DEMON

Imperial - A stunning shooter, hampered by lack of variety. **CPI** 55%

WWT

Games - (Silly and) sensational. One of the top American pinball with the most-up-to-date. **CPI** 55%

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

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Author's address: Department of Mathematics, University of California, San Diego, La Jolla, CA 92037, USA.
E-mail: shashank@ucsd.edu

Figure 1: A line graph showing the percentage of respondents who believe that the use of force is justified in various circumstances. The x-axis represents the percentage of respondents who believe that the use of force is justified, ranging from 0% to 100%. The y-axis represents the percentage of respondents who believe that the use of force is justified, ranging from 0% to 100%. The graph shows that the majority of respondents believe that the use of force is justified in all circumstances, with the highest percentage of respondents (approximately 85%) believing that the use of force is justified in all circumstances. The percentage of respondents who believe that the use of force is justified in some circumstances is approximately 15%.

POTSWORTH & CO



Although it's a great life, being Commodore Forman's Games Ed, it does have the occasional drawback. One is that I can't spend my enormous salary quickly enough, and the other is that I miss all the best stuff on TV.

Take *Potsworth*, for example. I've never seen it. I presume it's on during the week of about four o'clock, a time when I'm still hard at work. Of course, I could get my servants to video it in home digital stereo wide-a-vision, but I keep forgetting.

Investigating further, I found out that *Potsworth* is actually a large cartoon dog who has a gang of misanthropic friends. And in this game you get to play through the entire gang, wilywoys.



The key to level one is avoiding the bombs while the team battles.

Right. Level one sees Russ, a sort of ruler give a bit like Lucy (out of Charlie Brown). She's been thrown into the cave zone, where she's got to leap from platform to ledge (and back). Enemies whiz around, and our Russ finds traps all over the shop. But if she can overcome them, she'll get to see the Stone Giant (by collecting five parts of a photo-booster, for some reason).

In level two, Nick (or Super Duper Man, as he likes to be known) must fly up the Sausage State Building, collecting five objects. You'll find out what he needs these for later in the game.

Level three, and we finally get to meet Potsworth (a bit of last - *Ed*). Potsworth has been transported to the Candy Zone. This quest-related area appears to be every kid's dream (except that I don't think it is, actually). Anyway, there are all sorts of collectibles, enemies and be-sides-able around the place. The trick is to avoid candy-walking-sticks, giant ice-beries and

chocolate mice. Once again, your character has to collect some vital things.

Center, a dude with what used to be called a wicked haircut, is next on level four. He's an artist (as opposed to an 'U&M), and must collect bits of a picture to make a pretty picture. But that's not all. He can also draw things which then come into existence. So he can paint ledges, climb on them and free some things.

Kello, skateboard wizard and pooper, has journeyed into the Carnival Zone. He's got to collect five mystical ambers. Luckily he's got a skateboard to bundle around on. This is especially useful for avoiding hot dogs, seltzer ciders and candy floss.

All this might sound strange and surreal, but if you've ever seen the show, apparently you'll understand the style. Once you start playing, what you find you've actually got is a series of headbush platform games in true Rick Dangerous style. You've got to move stuff around to activate lifts, conveyor belts and other helpful machinery. The graphics and smoothness are up to 80 standard, with flipping, crawling and rolling battles all over the place.

Moving stuff around the screens is pretty easy to master, with the characters doing exactly what you'd expect of them (jumping, crawling and firing), but the charms and goodies are designed in such an odd way that it's not easy to overcome them until you've thought about it.

As you'd guess, the bits of whatever they're supposed to be picking up are scattered in the most difficult and out-of-the-way locations, so each level is a tough mini-game in its own right.

Ultimately, though, it doesn't have an enormous tie-in with the show. It just borrows the characters (who do actually look a bit like the cartoons) and lumps them in platform-



gaming in not only style, but for Russ it's total, as they say, when the game gets tough, total. The result might not please die-hard *Potsworth* fans, but will give platform heads loads of serious gameplay.

So, the sound and graphics certainly do their job, although they're not totally amazing. The occasional great graphics glitch doesn't really offend you either.

In conclusion, *Potsworth* is a big multi-level platformer with Hanna-Barbera characters. It, it's pretty good, so buy it if this is the sort of game you're after.

JAMES LEACH

Game	<i>Potsworth & Co</i>
Publisher	At-TEC
Cassette	\$6.99
Disk	\$16.99
Release	Out now
Contact	8742 587333

POWER RATING

THE DOWNERS...

- If you're expecting more than a platform game, now again.
- The sound effects are mainly fizzes, bizzes and buzzes.
- Pretty tough stuff.

100

75%

- It's a mega collection of platform games, which should attract power-hungry fans in the sort of films.
- There are plenty of places to explore and more to show - the levels are wonderfully big.
- Movement is slick and quick - platform games need both.
- The characters are damn well recognizable as those on the telly.
- Who says that platform games have had their day!

...AND THE UPPIERS

0

Potsworth may be a dog in real life, but on the Commodore it's a 'wcker' staff!

THE JETSONS



After their recent success with the brilliant *Scooby-Doo And Scrappy-Doo*, Hi-Tec seem to have got carried away and launched the so-called

Franchise range. On the evidence of *The Jetsons*, this appears to be exactly the same cartoon-licence stuff as before, except it nearly twice the price. *The Jetsons* is a game

not all that far removed in style from the earlier *Top Cat* (in *Devilish Mite Cat*), inasmuch that the game's a straightforward cartoonish full-screen arcade adventure.

The Jetsons have a pedigree you can see. George Jetson is about to be **Washed these awful Trench coats and Mr. Jet is for a spin!**



George should know the way out of the office by now. He's worked there for years!

There is certainly no action in space of and no recognisable connection with the characters on whom it's based, apart from the background graphics.

Basically, you run (well, hobble perhaps) around aimlessly, dodging the occasional, not-very-tasty battle, picking up anything you might happen to see lying around. You

The graphics are very whizzy with good size sprites and 'proper Jetsons' backdrops. But when you look beyond the surface gloss you realise that there isn't really enough to do. It looks the part sure, but this isn't a Jetsons slideshow, it's a Jetsons game. But what player involvement there is, is spoiled by multi-loads and dull design.

Overall, *The Jetsons* fails because there's a distinct lack of gameplay, weak characterisation and nothing to make you want to finish or play it again.

STUART CAMPBELL



George Jetson man of the future! Educated, happy, honest and really enjoying parties.

Name	The Jetsons
Publisher	Hi-Tec
Cassette	£6.99
Disk	£10.99
Release	Out Now
Contact	0742 587555

MEET THE JETSONS

If you only ever watch *Panorama* and First Tuesday, you'll be wondering who these blunder Jetsons are, then wonder no more.

George Jetson. Father, employee of his Squarely and all round good guy - and a bit of a square. He's trying to escape from his work to meet his overgrown family.

Jane Jetson. Mother, employee of nobody and leader-utterer of the kids. She's a sort of futuristic

Marge Simpson without the angst and sporting a more stylish hairdo.

Judy Jetson. Child number one, singer. A girl! She's into so-called 'pop' music, going out with boys and, er, make-up. She probably cries a lot too.

Elroy Jetson. Child number two, Elroy has been cursed with an extremely embarrassing name, so he hides in cupboards, ate books and under folds of underwear. He hates everyone.

Astro Dog. How different can dogs be in the future?



serged, or will be if his boss catches him sneaking out of work early to collect the others for a family picnic. Quite why this is important enough to risk losing the job is never made clear but that's not important right now.

You control a different member of the Jetson family in space age version of the *Platformer*, utility enough in each of the four levels. You have to collect numerous objects and use them to get past various obstacles, mostly of the miniature-object-bouncing-up-and-down-in-one-place type. After each level you get a little race section, which links the locations of the stages and provides a bit of multi-needed variety in the gameplay.

So that's enough background. What you really need to know is, is this thing as good as all the old Hi-Tec cartoon games? In a word, 'no'. *The Jetsons* unfortunately falls among the most tedious of the old school

have to try and use objects at random until they reveal the solution to one of the game's thirty-spread 'puzzles'. If you can be bothered to make a map, this will let you finish the game twice as quickly - so it is advised.)

It, by some lucky fate, you manage to stay awake until the end of level one

(in which the clarity, if authoritatively spaced, must be of no help whatsoever - it's not exactly a lullaby but it's still have you dozing off in seconds with its tailoring total lack of discernible melody), you get to play the basic race

sub-game. This involves piloting your vehicle through a scrolling section of space or whatever, dodging obstacles again and occasionally slowing down to keep within galactic speed limits.



POWER RATING

THE DOWNERS...

- Characterisation is weak and design is lacking in imagination
- Very little thought required to solve most of the puzzles
- Has little to recommend before you're halfway through
- Almost nothing exciting ever actually happens
- It's not very taxing, it's not frustrating, in fact it's not anything, really
- Dull, repetitive gameplay
- Dull, repetitive gameplay
- Dull, repetitive gameplay
- By now you should be getting the point. This is not a particularly exciting game.

100

39%

- Reasonable graphics
- Two gameplay types
- The backdrops are Jetsonian and there's a large portion in the box

...AND THE UPPIERS

0

FORMAT
Commodore

**INDIANA JONES AND THE
FATE OF ATLANTIS**







JONNNY QUEST

Jonny Quest is another Hanna-Barbera character from the huge Hi-Tec pool of cartoon people. Basically, he's not your knockabout Scooby-Doo type idiot, but an intelligent kid whose scientific genius dad has mysteriously been kidnapped by the frightening Dr. Zin. Thus, Jonny must go on all sorts of quests to find him (well with a surname like Quest), what did you expect?

As well as his dad, Dr. Zin has kidnapped Jonny's mom, Heidi; his bodyguard, Kane Rammson; and even his dog, Bandit. Hmm. Something tells me this old Dr. Zin character is rather a fan of the old kidnap play.

Jonny must set off on his own to rescue his

Mixed with Jonny's poor life-share often, the Bandit kills him.

ventilate football stadium full of friends and relatives. Being a brave lad, this doesn't worry him too much. So on one beautiful spring day, when he hasn't got anything better to do, he decides to take the plunge and get missing.

Yep, you've guessed it - we've got a platform-style adventure on our hands. There are 100 screens to explore, over 180 frames of animation for the main sprite, and dozens of collectables, ladders, and other, er, things to find, fight and be killed by.

The thing about the Jonny Quest cartoon on TV is that it's pretty realistic. People don't drop anvils on each other's heads, or fall thousands of feet on to roads. This realism is

reflected in the game. Hi-Tec could have gone for the wacky, Scooby or Top Cat, but instead went for better backdrops and decent-looking sprites.

As you play, you'll soon realise the way this quest has been constructed. You'll come across either a door or a key. Keep going and you'll find the matching keyhole. Not too difficult, I think, you'll find.

But by far the worst thing about Jonny Quest is that you only get one life. That's a health

bar that runs along the top of the screen's info window, but once that gets to zero, you're dead and must start again. That's it. Fie!o. Heels to victis.

Jumping on and off things (which is obviously something you have to do a lot) uses up health from your bar, and getting into fights with the malevolent Dr Zin's henchmen completely destroys it. So much so that even if you manage to find a weapon to use against them, they'll still kill Jonny stone dead. The only thing to do is rush past them, jumping as high as you can, and hope that they don't hit you.

The game's roughly divided into six levels. There's a probe-digging section later in the game, and various electric doors, lifts and robots to overcome. Yes, JQ is a biggie all right. All-Tec really seem to have worked out how to cram a lot of data into the 64.

If you haven't seen the TV show, you might not care less about Jonny, his dad Benson or his boomer dog, Bandit. It's a pity



This floating dinner plate isn't the best way to cross that pond.



Aah! A level. Ah! I need more in a 24 hour service station that sells Sonosonic and Pw laughing. Ha, ha, he - lost!

because there's a big adventure waiting here (if you can just hang on to your one life).

But overall, although JQ looks nice and the characters move beautifully, it's a bit lifeless. Many screens don't have much interactive stuff in them, and you spend a lot of time just rushing from side to side. Still, for three quid it'll keep you out of mischief for ages.

JAMES LEACH

Game	Jonny Quest
Publisher	Hi-Tec
Cassette	£2.99
Disk	Not available
Release	Just now
Contact	0745 887888

POWER RATING

THE DOWNERS...

- Slightly empty screens give the game a sort of hollow feel.
- Only one character (the
- Jonny's limited health and movement can sometimes be a real pain in the butt.
- Sound effects are rather poor.

100

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66%

- Well observed animation makes Jonny a joy to watch.
- Six big levels, all with unique characteristics.
- Backgrounds are nicely drawn and add atmosphere.
- Everything runs smoothly with no annoying delays.
- The level computer controls are fun.
- Fans of the show may recognise the characters.

...AND THE UPPIERS



Down. The door is locked and there's a key underground. My next quest is obvious.



This old house is terrifying. I mean, suppose 'Bunker' Benson appeared? It'd be scary.



Collecting the radioactive symbols is tough, but doing it in the right order to gain the bonuses is even tougher. Avoiding the bad-dies is toughest of all.



Here you've got barrels of toxic waste to deal with. Use your flying abilities to grab them and keep away the mutants (or whatever).



If you grab the right ones you can unleash powerful bursts of death. These blast all the bad-dies, leaving you with just the final jumping to do.



SUPER SEYMOUR SAVES THE PLANET

It's a corker!

Over the years CodeMasters have assembled an army of rats, rabbits, characters who also repeatedly in their games. They've got eggs, slugs, ravens, wizards, and now a sort of, er, equisilly thing. It's got eyes and hands, but looks like it's been molten. And it's called Seymour.

Seymour has decided to save the planet. Filled up with toxic waste, mutants and holes in the ozone layer, he's on a crusade. Because he's Super, he has to wear a mask and cape. These give him special powers, like the ability to jump fairly high and fall off things. Don't knock it. Apparently he's at that stands between us and an ecological disaster of pretty large proportions.

Actually, it's time to cut the record straight. The plot for Super Seymour is utter nonsense, an excuse for filling the cassette with good with words. The important thing is how the game plays. And the answer is... it plays magnificently.

Each screen is one level, so if you clear it, you're instantly on to the next. And there are over 50 of them to deal with. The screens are filled with platforms, barrels of poisonous waste, radioactive debris and mutants. The mutants are what you have to worry about. They appear all over the place, and the only way to get rid of them is by jumping on their heads from a great height. This crushes

them, but if left they spring back up. You need to jump on them again to kill them. Making things even more fun are some mutants which need to be headbuted from below. You'll have to recognise these when they occur, but jump on them and you're dead! Most so basically you have to make a two-pronged attack - such around the screen getting rid of the toxic stuff, but keep jumping on the bad-dies who are chasing you. Does it work? Well as a matter of fact it does - eventually! You start off by doing an awful lot, everybody in the CP office did. In fact, the crime almost broke their non-swearing rule. That's how addictive and frustrating it is.



Seymour isn't related to Jane Seymour, the one who had her head cut off by Henry VIII.

The trouble is, Super Seymour is remarkably difficult, especially the first screens. Once you've beaten it you'll be well set up to continue the rest of the game as normal, but that beginning is a real pain.

Paceful, though, makes perfect. You'll soon get the hang of it all, and when you do, you'll find Super Seymour to be a most excellent game. It's got everything - addictiveness, frustration, skill and a fair proportion of luck. You'll be hooked.

Having said all this, the graphics aren't earth-shattering. The sound is fun but won't wow you like Michel Jans. Both are fine.

Seymour's sister, Jane, is currently appearing in 'Dear Mom, Telly' at the Royal Shakespeare Theatre.

through, and the whole thing runs at a speed which will keep you glued to the screen as you hammer your joystick, trying to get out of the bad-dies' way.

For four quid you're getting a remarkably playable game that you won't finish in absolute quick time. In fact, we'd like to hear if you find it easy. You can tell us your secret.

JAMES LEACH

Game	Super Seymour
Publisher	CodeMasters
Cassette	£3.99
Release	Out now
Contact	0906 814 132

POWER RATING

THE DOWNERS...

- Beginning level is very tough.

THE UPSERS

- Addictive and frustrating gameplay keeps you coming back for several hours of fun.
- Fun to play.
- Smooth and quick, it's responsive yet subtle to get to know.
- Excellent soundtrack gives the game a fun, arcade atmosphere, and adds a lot.
- If it's hard, but you can learn to beat it in five paraverses.
- If you like a life, you don't have to go all the way back to the beginning.
- It's a pretty original idea, and it's bright, colourful and cute enough to give you even a fond old web.

90%



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It's a little known fact, but there is a lot of public domain software available for the C64. With demos and games, the graphics and sounds of our favourite machine are pushed to their limits, but for those people who want to use their 64 for playing more than the latest arcade conversion, there are also heaps of utilities and applications programs available.

Not only are there PC versions of standard commercial products, such as word processors and databases, there are also all sorts of unusual, but nevertheless useful, tools that cater for specific users.

In this round-up we look at a variety of these — ranging from programs that could quite easily be commercial offerings, to others that are hardly but may not be quite in the mainstream.

It may be cheap software, but it's definitely not cheap.

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THIS IS AN EXAMPLE OF HOW
YOU CAN PRINT OUT YOUR OWN
TEXT. YOU CAN ONLY PRINT OUT ONE LINE
AT A TIME. YOU CAN ONLY PRINT OUT ONE
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OUT ONE LINE AT A TIME. YOU CAN ONLY
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ONLY PRINT OUT ONE LINE AT A TIME.
  
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This shows just some of the things that can be done with Mega-Writer.

MEGA-WRITER 6.0

Disk M400



Kingway Computer Services

This little tool lets you write messages to follow old users, but instead of sending a boring letter or a text file, you can send them a singing and dancing program! Mega-Writer isn't quite a word processor as you can't edit spaces or anything like that, but you can create programs with text and music.

To use the tool, you type in your message as you would with a word processor. You can write your messages in different character sets — there are five to choose from. A few of the keys can cause different animated effects, and if you use these for borders or between paragraphs things can look pretty stunning.

As for the music, the program will let you load files created by the Soundriver or Fast Music 2 music utilities, which are also available on PC. There are six tunes included on the disk for you to load in and a couple of these are quite impressive.

If you want to impress your fellow 64 chums then Mega-Writer could be the program for you.

So wot's that disk thing mean?

Serious PC games in many different formats. For at a glance viewing we've



Productivity programs: These help with everything from accounts to letter writing.



System software: allows utilities from your C64's computing power to suit your needs.

divided the various PC utilities into four groups and given each an icon.



Disk management: These let you take complete control of files, directories and data storage.



Communications: programs that allow or enhance your computer's ability to communicate via modems.



Databases: programs that allow or enhance your computer's ability to communicate via modems.



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So then, just what is PD?

Public Domain software, or PD, is software that is basically free. The authors of the programs out of the kindness of their hearts have given up the copyright on their programs. This means that anyone can copy and use the programs as often as they like and don't have to pay the authors any money.

Some of the programs mentioned in the reviews are not Public Domain programs (see Shareware). These you can still copy, but if you find that you like the program and use it a lot, you're obliged to send a contribution to the author. These contributions vary in their amounts, but they enable the programmers to make some money at least to cover the time and effort they have made writing the program, giving them an incentive to write even more useful software. Sometimes paying the shareware fee will entitle you to the latest version of the program plus other goodies.

When you order PD software from a company, though, you do have to pay a certain amount of money—usually anything between \$10 and about \$35—but this is to cover the cost of a disk, postage, as well as any other overheads that the company has. Strictly speaking, you aren't paying for the software (but its packaging).

This may seem a bit compared to the price of budget games and all that, but when you get a PD disk there are usually several programs on it, and in the case of this serious stuff, you probably can't get these types of programs anywhere else. A real bang, eh?

So how should you go about getting hold of this software? There are a couple of things you should do before you fork out your hard-earned cash for a PD disk.

If you're after a lot of software, or you want to see what's available, try writing to the companies listed at the end of this article to get hold of a catalogue. Most libraries stock a wide range of stuff, but getting hold of a catalogue is the best way of seeing what's available. Don't forget to enclose an SAE when you write.

Once you've sorted out what you want, write or call the company you need to get the programs from (just to make sure they have what you want, how much you have to pay and how you go about paying for it). This info is usually mentioned in the catalogue, but you never know. The best way to pay is by cheque or credit card, although some companies aren't able to take credit cards.

And after all this it's just a matter of time before you can enjoy the amazing range of PD software for your computer.

things such as the issue date, issue number, the name of an article and what page you could find it on.

Then, since you've entered all this data you could print it out and have all the info at your fingertips, or you could use the program to search through the database when you want to find a particular article at a later date.

A powerful and very capable program. The Data Base is well worth the cost of a disk and first-class value.



With the help of Typing Tutor it won't be long before you're touch-typing!

TYPING TUTOR

Disk £10F

Kingway Computer Services

At some stage, most of us have said that we want to learn to type properly. But do we do anything about it? Not

Now's your chance to redeem yourself — you can use Typing Tutor to improve your typing speed and accuracy.

The program consists of 32 different lessons which you can progress through as your skills improve. These range from simple lessons explaining where the keys are on the keyboard, to presenting a whole page of text to type in, measuring your speed as you go.

Each lesson leads on to the next one, and by the end of lesson 32 — or even before then — you'll be a much better typist than when you started.

DISK LOG

Utility Disk 10

ICPUG

Another disk-related program, Disk Log has been designed to keep track of all your files. The program lets you load directories into it, which you can then sort according to their filenames, the name of the disk, the disk ID or the size of the programs.

Once you've loaded your disks you can save the data or print it out. The program also has a search option so you can hunt down the name of a file — handy if you've got al-



Simply load in your disk directories and Disk Log will create a catalogue of them

lone of disks. You can store up to 1000 entries for each category, so most users should be able to cope with the system.

If you're always worried to sort out your software collection, Disk Log could be the incentive you need...

PEEK A BYTE

Utility Disk 17

ICPUG

One for serious users only, Peek A Byte is an advanced memory and disk editor, enabling you to edit the data on your floppy disks or the programs you load into RAM.

The disk-related functions are quite comprehensive: you can read from and write to individual tracks and sectors on the disks; there is a fast format option to format disks much faster than usual, although this fast formatting would probably not be as reliable as if the disks were formatted normally; and there are several built-in copying functions, including a nibble option, which is good for copying some of the more tricky formatted PD disks out there.

As for the memory-related options, you can disassemble parts of your file's memory and see how the system will then manage to do their stuff.

Disassembling provides an effective way to 'read' the machine code of your file in a form that almost resembles English rather than confusing numbers that the data would otherwise resemble.

Peek A Byte also has a demo program which takes you through how to use the program. This is handy whether you want to learn how to use the program or get the most out of it.



Peek A Byte lets you look at your disk byte-by-byte and even change the data on them

LYNX

Utility Disk 17

ICPUG

One for the serious freaks out there, Lyrnx is used for combining a whole lot of files together into a single file, making disks easy to send over the phone line.

Apart from this, Lyrnx has several other features designed to make life easier for disk users, including the ability to copy files of any size, editing the order that files appear in a directory and entering DOS commands at the press of a key.

All of these different functions are accessed from a straightforward menu screen that comes up as soon as the program loads. Lyrnx is the standard file transfer method for Lyrnx users as if you've got a modem or you want to compress your disk collection, you must have this.



LYNX is the best way of combining a lot of files into a single file - one for common users

DISK CONTROLLER

Utility Disk 14
ICPUG

If you've got a disk drive, one of the biggest hassles of doing anything is the long commands you have to type in. You know the sort of thing: **OPEN 1,8,15**; **FORMAT 1,8,15**; **FILE 1,8,15** - all this just to format a disk.

Disk Controller has been designed to make a lot of common disk operations, such as formatting a disk and renaming files, easy to do, as well as having a few other handy functions. Some of these are the ability to change the ID or name of a disk, delete files, compact or decompact files or even merge two files together.

The program also has a built-in disk editor so you can examine your disks, byte-by-byte and change the data on them, although if you do try anything like this, always make a back-up copy of any disks you want to edit, so that you don't wreck the disk accidentally.

STORY WRITER

Disk 16000
Kingsway Computer Services

Story Writer is a program that has been created for users to write (tales), surprise stories. Basically, this program is a form of word processor, the difference being that instead of using it to create letters or type in your essays (although it could be used for this), it is meant just for writing stories.

When you start, the program asks for your name and the title of your soon-to-be-written story before entering you in the main working screen. Just to remind you of who you are and what you're supposed to be doing it scrolls these two pieces of information across the top of the screen while you work on your literary masterpiece.

At the end of your endeavours you can save your text or print it out, just like any word processor.

Reasonably well presented and easy to understand, Story Writer is worth a look.



Once upon a time... Use Story Writer to create your own literary masterpieces



By using Future Writer you can send impressive letters to all your mates

FUTURE WRITER

Utility Disk 14
ICPUG

Like Mega-Writer, Future Writer also lets you write messages but it does the job differently.

You can load letters that you create into the program, but you do have a choice of 11 existing ones to load in. And, like Mega-Writer, you can also choose between a selection of character sets or fonts to write your messages in. Future Writer gives you eight to choose from.

When you start typing in a message you can see what the finished product will look like at any stage, and if you can't finish the message in one go then you can load and save it to work on at a later date.

You can also print out your messages, which turns Future Writer into a primitive form of word processor as well - especially useful if you want to print out a file you've been sent from someone.

Once you have completed a message the program will compact it and save it on to disk, saving space and enabling you to send it to all your mates.

STATIONERY STORE

Utility Disk 14
ICPUG

When you mentioned your father to get you your C&A, I bet you said it would be useful or that it would make their lives much better, when all you really wanted it for was to play games.

If you really want to convince them that they made a wise investment then Stationery Store might help to improve relations with your parents. What this program does is give out a variety of forms for different useful requirements. There are several options to choose from, and you can print out anything from a yearly calendar, to menus, receipts and envelope labels.

Of course, you'll need a printer to use it properly, but if you need to print out a sort of thing out then Stationery Store will do the job.



With Stationery Store you can print out a wide range of forms and sheets



The Directory Tracking System lets you do almost anything you want to your disks

DIRECTORY TRACKING SYSTEM

Utility Disk 18
ICPUG

Another one of those 'do everything, including sweep the floor' type of programs, Directory Tracking System is a combined disk catalogue and file organising tool. It has all the usual file operations like renaming and deleting files, but it's the cataloguing functions that's the bee's knees of the program.

Once you get a directory of a disk, you can sort through the file names and label the files according to what they do. There's a wide choice of nine categories, so you can label the files everything from a utility or game, to varieties of Peruvian crops - it's up to you. PD, powerful and priceless. Perfect.



Disk, not tape

For the sake of convenience, and despite the fact that some programs could be put out on tape, all PD libraries supply their programs only on disk. If you are a tape user, and you really want to try out some of this stuff, you could try contacting the libraries to see if they'll be prepared to put some software on to tape. It's enough people request tape software, someone might oblige.

PD Library

To get more info on PD software, how to get writing to these companies to get hold of a catalogue of their wares? Don't forget to send an SAE.

Silver Wing Software
165 Colwynbrook Lane,
Pebury,
Birmingham B40 9TE.

Kingsway Computer Services,
73 Clarence Road,
Sheffield S1 2SR.
Tel: (044) 750603

Independent Commodore Product Users
Group (ICPUG),
Membership Secretary,
PO Box 1555,
London W6 8UT.

Binary Zone
110 Penton Corner,
Westlands,
Orpington,
Kent SE8 3EX.

HORROR BEYOND BELIEF! CERT X

The Mighty Brain



QUALITY CONTROL

Dear Mighty Brain:

Please publish this letter as it is my birthday soon and there are a few questions I'd like to throw at you.

1) Is it worth getting a Mega Drive or a Game Gear? I already have a C64 and bought Final Fight, because you didn't review it in time. It made me wonder, is the quality of games as high as it was?



TV also goes on TMB. What do you believe in?

Once again the gargantuan grey glob grumbles into life. In a flash the neurons snap into gear resolving paradoxes in nano-seconds, enigmas in an instant. To harness this brain-power write to TMB, Commodore Format, 30 Monmouth St, Bath Avon, BA1 2BW.

2) How do you compare to the TV's Gamesmaster?
3) Why are Neo Geo games so expensive?
Matthew Grant, Lancs.

1) No, the quality of games hasn't changed, there are as many really appalling games out there now as there ever has been! But on the question of going for one of those console thingies, I would advise against it. What you have in the C64 is a highly versatile computer, whereas your console is strictly a games machine with each title weighing in at C20 plus; and there are still as many shuff games

available for them as there are for the C64.
2) Well, it's a bit of a non-comet really. You see, I actually exist and the Gamesmaster is just TV sub-editor Patrick Moore dressed up with a few whizzy graphics. Besides, he only looks at the stars - I've been there!
3) Ask yourself: "How many people do I know who own a Neo-Geo system?" The price has to reflect the potential sales base and as there are so few Neo-Geo owners the price is bound to be high. It would probably be cheaper for the programmers to go round to people's houses and do a door-to-door job!
TMB

MANGE TOUT

Dear Mr Carnaby (Bake in French)

I have a few lessons for you to think over. They're pretty simple (well I can do them, but I want to see if you can) but don't print this letter if it proves you are thick with an IQ of ... Anyway ...

1) How are you doing?
2) Do you think you would taste nice if we killed and ate you - like monkey brains. No offence meant?
3) Is there any game that you can't complete?
4) What do you think of the Royal Family (I love 'em)?
5) Do you have emotions?
6) I find that plugging my C64 into my C64 increases gameplay. If I press play it gets even better. (I think all games are worth 100%)
7) Am I hairy?
Matthew Miles, Carlisle



Suggested, TMB storms from the building to face Mr carnaby - the Chief

1) Fine, thank you very much - why are you asking?
2) I would taste delicious, but to kill me you'll have to catch me first. I'll be in the car park at 3pm sharp next Thursday, if you want to try it out! And be packing some thick writhery!
3) Yes, Monsieur - my cat (TMB) ate the little silver, you know, the one who leaps into the bucket!
4) See below!
5) I do not possess emotions - that would be illegal. So how can I either love or loathe the family known to your nation as the Windows?
6) No comment.
7) No comment needed!
TMB

DISK-GRUNTLED

Dear Mighty Brain
Hi, how are you?

- 1) Why don't you make some disk versions of CP (instead of the tape) and use how people like them?
 - 2) Is there any way to convert your Powerpack tapes on to disk, as I don't have a discorder and that means that I can't use your Powerpack?
 - 3) How come CP14 didn't have a poster in it?
 - 4) What are the best new-release games?
- Annie Muscare, MOFF, Australia.

1) & 2) We don't have comedians simply because the majority of C64 owners are (or have access to) some kind of cassette discorder. You are however rightly disgruntled about not being able to use the rather spiffy Powerpacks. So, after many stresses, the bunch of lower life forms I work with can now offer you a tape-to-disk transfer. If you check out page five then the full details can be found at the bottom.

3) & 4 A crack team of international art thieves broke into our printers and stole all 65,000 centre-spread posters.

Oh

5) There were so many games that we decided to use the ignore-for reviews. Which do you believe?

6) The ones that say "It's a Carker" on the review pages!

Tim

PANDAMANIA VI

Dear Tim

I'd like to ask you a few questions. Please would you answer them.

- 1) Is the CP Power Tape any good?
 - 2) Do you ever get a headache?
 - 3) Have you ever seen a C64 game that requires Brain power, if so what?
 - 4) I don't like WWF, do you?
- Janis Holroyd, Leeds.

1) The CP Diary (and tape) is absolutely crammed with pictures - mostly for infinite lives and there's a healthy ration of painless trivia absolutely free. (Right! Ed, that's my sales pitch over where's that liver you promised - Hahh).

- 2) Yes, so little GURTL!
- 3) Brain power is relative. I've never found a single game even slightly taxing, however, I am led to believe that adventures and RPGs often stretch human

MAN IN SPACE?

Dear Tim

- 1) First there was Man Old the game, then Man Old Junior. Will there be a third game in the series?
 - 2) Are you bored when you review games?
 - 3) Commodore Format gave Audiogems's World-Class Rugby 99% when another mag gave it 84%. Explain?
 - 4) Who are you?
- Simon Wallington, Hove, Sussex.

1) Yes, hot off the press is the news that the Man Old Trilogy will be completed with Man Old - The Galaxy. It's a bottle size cum shoot 'em up whooey crafty use of the offside rule. Griggs, Hughes and Webb submit were after waves of new life, multi-linked aliens.

2) Of course! My habit of collecting large envelopes stuffed with cash and marked 'Griggs' from behind the hot water pipes at Temple Meads station has nothing to do with the outrageously high scores I'd give to games. Strangely enough, though, they never let me review games.

3) Oh, we gave Rugby six stars and the other mag gave it another. Happy?

4) Tim!

Tim

made near to breaking point or beyond.

5) I think that the World Wildlife Fund is an outstanding organisation, and the Panda lives in Ireland!

Tim

??????

To Mighty Brain

- Oh down to business:
- 1) Is Rainbow Islands available on budget?
 - 2) There is a new magazine out for the C64 with the second part of the title 'Power'. Is this from the same group as Commodore Format as I notice that Future publish Sega Power and Amiga Power? Is this new magazine a rival of yours?
 - 3) TTTTTT
 - 4) My QAC doesn't work but I can't be bothered to send it back. Shall I send it back or try to load it a different way?
- James O'Leary, Kent.

- 1) Yes, it has recently been released on the Big Squid label.
- 2) Sega Power and Amiga Power are both Future Publishing titles. Commodore Power is not.
- 3) TTTTTTTT
- 4) If your QAC doesn't load in the normal way I'm afraid you will have to send it back. Go on, lift that heavy envelope, strain yourself to lick that stamp, force yourself to walk to the postbox and you'll get a perfect working copy in less time than it takes you to recover.

Tim

Endangered species the world over love the WWF. This rare creature has a constantly under attack.



Remember how it that footballer's 'Big legend' Bobby Charlton will star in the new game, Man Old Ed.

YOU'VE BEEN FRAMED!

Dear Tim

After mastering Bubble Bobble at the arcade I bought it for my C64. It was the worst game I have ever played. This aside, I have a few questions for you.

- 1) Why is it that your best friend Roger hasn't reviewed American 3D Power? - I think it's the best (action) game yet seen?
 - 2) How has Turbo - The Club Cops got to number three in the full price charts as the demo was crap.
- Bryan Mollenhoim, Manchester.

Bubble Bobble the worst game ever! I'm shocked, very shocked. That's almost like phoney! How can any game with small bubble blowing dragons be - as you so quaintly put it - crap? I think we must agree to differ!

- 1) Frightened yes, friend no. Regardless of my personal opinion of the young skintiff however, I must point out that he is ahead of the game, while you are behind. He reviewed American 3D Power way back in CP15, it scored 80%.
- 2) There's no accounting for taste!

Tim

CRIME WATCH

Dear Tim

Please could you tell me what has happened to US Death's Murder as I have recently got a 1941/11 drive drive and was looking forward to the game. But, shock horror, I was told that it was unavailable. What has happened? Is there anywhere I can get a copy?

A Worried Mass Murderer.

Unfortunately, with new titles hitting the streets all the time, games are deemed to have limited shelf life - a software half-life date if you like! So after a few months,

production shops. You may want to try US Gold direct on 021 8330288, although it's unlikely they will be able to help. Alternatively, look in the mail-order ads, as older games often creep in there at knock-down prices.

However, Miss Mundress, have you ever thought of giving up your life at once? A five minute slot on *Online Match* isn't worth it you know!

TMB

LOTUS POSMOM

Dear Mighty Brain

I see you as the most handsome, clever, witty and charming brain I have ever met, so could you answer these questions that have me turning in my bed every night.

1) Why did you use the picture from the front cover of *Acadepic's World Class Rugby* to illustrate the review of Comark's *Rugby - The World Cup*?

2) When will *Lotus Turbo Challenge II* be ready for the Q&A?

3) Is there any chance that the Action Replay Cartridge will get any cheaper?

4) What happened to the second part of the recent guide to *Graphic Adventure Creator* promised to come out in issue 17?

5) What do you think of the possibility of Microsoft, Sega and Commodore joining together to produce a single company? I like Microsoft and I think that this would result in the best computer/console games machine the world has ever seen?

Xavier Cill, Perth.

1) *Ahh!* You noticed! Well, photos of Samson prep forwards being punched are rare, you know!

2) *Samson* have only just started the project so you'll have to wait for a few months yet. Maybe August?

3) That one is up to Daniel and even I'm not pretty to their pricing policy.

4) *Ahh!* You noticed! Maybe, just maybe if you turn to page 46 next time (but you have to do it fast), then you may very well be in for a distinctly pleasant surprise!

5) Great idea, but about as likely as an extremely unlikely thing! A few years ago a similar experiment was tried with music at a place called Woodstock. All the best musicians on the face of the planet gathered and shared their ideas. Did they write the best songs ever? No, it rained and everybody went home grumpy!

TMB

NOT BORING

Dear Mighty Brain

Please answer these questions - they're not as boring - and you'll know the answers, won't you?

1) Could you please ask all the Q? fans to write in if they think a quiz page, eg questions, crosswords, etc. is a good idea or not? Do they want it?

2) Have you Powermated *Spacemate* because I don't think you have? If this is the case what percentage would you give it? Tim Hamilton Co Durham.

IFHIT GOTO

Dear TMB

Being a 3D Construction Kit User, I was appalled with your answer to Mike Dunlop's letter in QP17. It left it in:

To make a door that you can walk through, first create the inside and outside of your building in two different areas. Create a black rectangle for your door and move it into position. Note down the object number of your door. Now go back to the area where the door heads to and position yourself so you have your back to the door. Go to the menu and select 'MOO (ENTRANCE)'. Write down the object number of this entrance too. (Save the lot and reload it back into your condition editor). You may now program the following local routine: IFHIT (Door Object Number).

THEN GOTO (Door Entrance Number) (Area Number) If you now walk into the door you will go through it.

Anyway, while I'm on the subject whatever happened to that extra look at the kit promised in the review?

Steven Flanagan, Sheffield.

You see I didn't need to follow, I KNEW that you meant to look at it and this has saved me wasting valuable time - time better spent on my latest project with the 3D Construction Kit.

TMB

BOB MONKHOUSE IS A PENGUIN

Dear TMB

In response to the letter Chart Attack in QP17, here is a chart based upon how many games different companies had in the Chart and their position.

1	Orion	180pts
2	Microsoft	134pts
3	Comodemasters	71pts
4	Virgin	60pts
5	Beta Jolly	50pts

Mark Lumsden, Plymouth.

PS. Please like this letter Bob Monkhouse is a penguin.

TMB

3DCK: A TMB Q&A

Dear TMB

Please spare me a few moments from thrashing in your formidable hydraulic solution to answer some questions.

- 1) Which shape would I purchase 3D Construction Kit?
- 2) How much would I expect to pay for this beautiful 3D Construction Kit?
- 3) As I only got my Q&A at Christmas I have only been reading your mag for the past six months. So please, if you haven't already done it, write a column on *Player Manager*?
- 4) What is The Mighty Brain a brain or a computer chip?

The Brain.

1) A software shop that has 3D Construction Kit in stock of course! If you can't find one of these, ask the proprietor to order it for you - the publishers are Comark and make sure you tell them whether you want the KIT on disk or tape! If you haven't got a local software shop who can order it, ringing Comark may do the trick, they're on 081 788 333.

2) The above shopkeeper should charge around 38 of your Earth pounds, not bad for your own 3D world!

3) No. Not now, or ever! I'm too insulted by question four! Am I a computer chip, instead? Outrageous!

4) Homomorph, gnomish, mumble, wuk, mumble, grrrr!

(A very insulted) TMB

CORKED?

Dear TMB

I read the review of the *Illusion Brothers* in QP18 and the guy who wrote the review must be pretty naïf! He said that he had not completely finished the game and he had a cheat. Then, in the 'Comments' I've put 'spine game-play', is that contradictory or what? But never the less the game was awarded a 'Corker', so all I needed to purchase a copy. Two days later I completed it. So come on guys, pull your socks up will you - by the way the end is pretty dice, worse than *Dragon Ninja* and that's saying something!

3D



To write or not to write? Is that the question?

Honest I think that you may have misinterpreted the meaning of gameplay. It has nothing to do with how quickly a game can be finished but relates to the way that the game actually works; how the rules that it imposes on you are gradually revealed as play develops. In the first few screens a good game teaches you what the rules are - what's fatal and what's not, etc - then constantly develops these concepts. In a tedious game all you have to do to win is repeat the same process time after time. While in a game with good gameplay your understanding of these rules and ability to implement them are continuously tested. Our reviewers simply meant that while *Blues Brothers* is impressively big, it rarely throws out any new challenges. A test you proved by finishing it so fast.

TMB

DEATH IN VENICE

Dear TMB

I am writing in response to the letter from *Gambler Dicks* (CPT16). I too have completed *WWF WrestleMania*, and here are my answers to his questions:

- 1) No you are not the best person to complete *WWF* - I completed it on 2 Jan 1992.
- 2) I don't think that the *Mighty Brain* carrying Cohen because he has no hands and it's not worth it anyway.
- 3) *Wrestle* games do when the largest arms in the world and Hulkamania ran wild on you! Mark Hogan, Venice Beach, California

Thanks for the help Mr IT, especially with regard to rigging Cohen. When they visited Bath recently I granted them an audience and did inform them of *Gambler's* achievement. They were impressed with him but thought that you could have done better - leading the likes of *Strawhat*, *Warlord* and friends to your job after all!

Regardless of that, there's no need to be get off aggressive. This is only a game, it's not as if he really beat you. As for what he'll do when "the largest arms in the world and Hulkamania run wild on him", submitting seems a good idea.

TMB

FINAL SPRITE?

Dear TMB

1) In *CP's* review of *Final Fight* you said that one of the good things about it were the huge sprites! Compared to the *Amstrad's* or even the *Speccy's* these were minuscule! Come on US! Could you get your act together!

2) Would a software prize write in and tell everyone the point in pricing games because I can't understand why they do it?

Ned Miles, Kent

3) When you're dealing with a game that scores a massive 18% looking for an "Upper" at any time is tricky. We were going to say "it loaded" but then weren't entirely sure whether that was an "Upper" or a "Downer".

2) A good strong challenge itself, but one that I suspect will fall on deaf ears. There

FOTI SIMULATOR

Dear TMB

I am writing this letter to ask you if for what *Flight of the Intruder* is ever coming out for the C64?

Lee Collis, Essex

It seems a bit unlikely. Microsoft, the software company who hold the license, has changed hands since the game was released on the 16 bit machines, and even on those formats the games were massively late!

TMB

is no point to piracy, just as there is no point to theft - for that is what piracy is. These "pirates" are too stupid to look beyond their own greed and do not realise this. Hopefully your challenge and my reply offends any pirates out there. And if it does, they are welcome to write in defending their case. Any replies will be dealt with in the correct manner - a telephone call to the Federation Against Software Theft (FAST) on 0800 068475.

TMB

TIB TIPS

Dear TMB

If you are serious today, how about answering some of my questions?

- 1) What games does the new TIB hard disk drive come with?
 - 2) Are they any good?
 - 3) Does your brain predict loads and loads of games for the disk drive, and if so are they going to be mega-prizey?
 - 4) Why, in your *Winter Camp* review, did you say that it was a "Yes" in the ice cream when it is the one and only Clyde from *Creature*?
 - 5) Cameron, Portsmouth
- P.S. If you don't print this letter I will tell my C64 by playing *Dick Tracy* for three hours non-stop!

1) Finally the TIB is still a floppy disk drive and the games come on a "Yes" compilation disk. The games in question are *Pylamania*, *Ninja Rabbits*, *Cuts*, *Philly*,

PHONEY REVIEW

Dear TMB

I was reading your review on *Sansoon Faint* (CPT7) and tried to ring the number you printed but found it was unobtainable. Is this a printing error? If not where can I get the right number?

Emma Peth, Suffolk

You've got us banded to rights Mr/arn, it's a fair cop! The wrong number was printed, due to human - note the species - error at our end. The number should have been 0800 090807 for *Sansoon Faint's* UK distributors. The offending reviewer, a certain Matt Evans, has been forced to listen to strange Belgian techno dance music for a week to make amends for this.

TMB



The McDonnell Douglas Phantom, a wonderful aircraft, holder of numerous speed records, an army and naval aircraft and lovely plumeage.

Aqueduct, *Phon* Style and *Guards*.

3) None of them are slummers - but they are free after all. *Cuts* is a bit noisy and *Allyp Rabbits* was popular but not best. The best of the bunch are the golden oldies *Phon Style*, *Philly* and *Aqueduct* in that order. As budget games they'd rate around the 70% mark.

3) I'm supremely intelligent but I'm not a fortune teller. The viability of games on 1.5" disks depends on the support the drive gets. It's not as bad, than the software publishers will support them. They are an attractive format though, as the disks are more robust and cheaper that 5.25" and more can be crammed on.

4) It was not me that wrote it but James! By the way I do not normally give in to blackmail, but suspecting your innocent C64 to death by *Dick Tracy* was too nearly a threat. How can you be so cruel?

TMB

THE END

Got a question? Got an opinion? Got The *Mighty Brain* working for you. Write to TMB, Commodore Format, 30 Marshwood St, Bath, BA1 2BN. The Big B means the entire mail sack and please the official for the best letters page this side of the *Proxima Centauri*. Please don't send any SAs.



Staff pays the price! One mistake and he's made the author *Phon* 140 at full length. That should teach him...

is the first installment of his *Graphic Adventure-Creator Stuart Whyte* showed you how to set up a simple two room adventure - consisting of a bank vault and an adjacent room. It has to be said though that even for the novice this doesn't really rate as a toughie. Now, in part two of 'Getting started' and getting good' he shows you how to add extra rooms and conditions that make graphic adventures a juicy mental test.

MY FIRST PUZZLE!

Not only are we going to add more locations to our bank adventure, we will also be adding a puzzle (a locked bank vault door) and even a maze!

First let's add the extra locations -

Room 3 "You are outside the bank. Exits are north and west."

«Connections: R12 W 4

Room 4 "You are on the fire escape. There is an exit to the east and you can go down to the street."

«Connections: R 3 D 8

and amend the old locations...

1. Add the message "The bank vault door has opened to the east." (leave not going to allow the adventurer to close the vault, just open it) in Room 1.

2. Remove the exit 'west 1' from room 2 (as we'll be putting a door between these two

NB:QV

In issue 16 we said that the quick start file was called G5.ADV and lived on side two of the tape. This was in fact our top tip: G5.ADV can actually be found in files G5S and ADV1. On side one the file called G5 can be found, while ADV1 lives on side two and has to be accessed in upper case. Sorry if this caused any trouble, sleepless nights, headaches...

locations) and add south 3. Also add to the end of the room description "There is an exit to the south and a large bank vault door is the west."

Now let's add a maze - let's have the maze (as a secret complex) lying beneath the fire escape...

Room 5 "You are in a dark corner. You can see daylight above."

«Connections: U 4 N 6 S 7 E T W 6

Room 6 "You are in a dimly lit room."

«Connections: M 7 S 8 W 5 R 6

Room 7 "You are in a dingy space."

«Connections: M 8 W 7 E T 5 S

Room 8 "You are in a space."

«Connections: M 7 S 8 W 5 R 6

So let's go over what we've got now - we've added a lot more locations, including a four room puzzle maze, which should be tricky (and could be made a lot harder if you changed all the location descriptions to be the same). Now, we still want to add -

The wait is over game makers, the Graphic Adventure Creator tutorial is continued. This time Stuart 'the' Whyte 'Wizard'

tells you how to expand your simple two room network into an eight room maze, add some treasure and a key or two - now that should get you thinking.

- Start in room 8
- Put a key in room 8
- Add a door to Room 2
- Add a puzzle which lets you open the door with the key -

Starting in room 8 is easy - just go to the 'Begin where?' menu and change it to 8. As to putting the key in room 8, follow the same approach as the bar of gold from last issue - ie.

Items

2 Key

Objects

2 A key starts in room 8 and weighs 1.

Messages

2 The key looks important...

Line Priority

11: IF (VERB 7 AND MOUN 2 AND HERE 2)

GET 5 ONLY END

12: IF (VERB 8 AND MOUN 2 AND CARR 2)

DROP 5 ONLY END

13: IF (VERB 18 AND MOUN 2 AND AVAM 2)

MESS 2 END

Adding the door and the puzzle element is the complicated bit -

ERRORS

Any adventure you write will develop bugs as you go along - some of them more serious than others. There are several errors that can occur from within GAC and most of them will throw up one of the error messages listed below.

Message not found - means exactly that, you haven't set up the message that the routine is referring to. If you get this

Add MESSAGE 3 "The door is wide open..."

add 'open', 'vault' and 'bank' as noun 3 and add the verb 'unlock' to the verb list (make it verb 18).

WHAT DO YOU WANT?

Do you want more GAC material? Does it sound like you like to use the simple world here expanded into a full blown crime epic? Do you want more hints and tips on this - or other game products like *Shoot-Up-Up*, *Construction Kit* and *3D Construction Kit*? If you're eager to make a game, or already a risk taker at it and want to share your knowledge, write into the regular CP address and we'll try to accommodate.

Now get the local room conditions and add a condition for room 2 -

IF (VERB 4 AND GET 1) GOTO 1 WHAT END

If you typed 'What' and making three is set (ie the door is open) then go to room 1 (the bank vault).

Immediately, check that you have loaded in the questionnaire then (G5ADV) as this has all the system messages.

Room not found - commonly caused when you have a GOTO to a non-existent room or a connection that leads to a room which has not yet been created.

Object not found - means that you have tried to pick up, drop or describe an object which doesn't exist.

Marker not found - Means you have tried to access a marker that doesn't exist.



Also add IF (VBRP 4) MESSAGE WANT
END to the list (it type go west and marker is
not set then print message 4 (which as make
"You can't walk through doors you know")

And finally add

IF (VBRP 18 AND NOUN 3 AND CARR
2) SET 3 WANT END

Which basically says if you typed UNLOCK,
DOOR? and you have the key on you then set
the door to be unlocked.

Finally we want to add the message about
the door being open to the end of the room
descriptions, so we need to go to the high pri-
ority conditions menu and add -

1: IF (AT 2 AND SET1 0) MESSAGE 3

And we should be ready to test that yourself
on the back if it works - Bank adventure now
looks much more like a proper adventure
than the two location thing we created last
month! If it doesn't work then look at the
errors box to see what you've done
wrong.

Save it as a database called bank -
and regular games are vital for
stress-free game designing.

EDITING AND OR DELETING THINGS

To edit something (such as a room
location or a condition), follow the
procedure to enter it, and instead of
empty lines to edit things on, you will
get what was there before. To stop
to the next part just press
ENTER/RETURN. You are free to
edit things as you go along, but don't
press ESCAPE before you get to the
"Which room/object/line number..."? or
else your changes won't be kept!

To delete something, follow the
procedure to enter it, but edit the
first bit of data to be a blank line (ie
no spaces) - this can be done by repeatedly
hitting down the CLR key.

For example, to edit object one from 'a
bar of gold' or a key, or anything that you
want your adventurer to find to reach the
mystical lost treasure of Maria-Rene', just
press O from the main menu (for objects),
choose object 1, edit the line using CLR, DEL,
and the cursor keys and then press enter
until the "Which object number?..." prompt

EXCITEMENT! ADVENTURE! AND REALLY WILD THINGS PT3.

Way back in the mists of time (and CF's
actually - GPH Commodore Format
gave away a rather spiffy game mak-
ing utility called Graphic Adventure
Creator if you missed out check out
the back issues on page 37), in the
first part of this feature, which ran in
issue 18, we ran a contest to write your own
adventure to win a rather nifty day of the
RPGING - where you use real tools to play
real ones. We also offered a full GAC
instruction booklet, so adventure writers
could get the most from their GAC.

appears at the bottom of the screen. Then
just press escape and the change will be
committed to the computer's memory.

WHAT ARE MARKERS?

Markers and counters (sometimes called
flags or variables) are what drive any adventure
game, without them it would be very
difficult to write even the simplest puzzle.

However due to production prices the real
book didn't get sent out until after the
compo closed. As this made creating the
compo a tiny bit difficult - although some
 brave adventurers managed to put some
pretty spiffy games together - we've
decided to extend the date for the compo
until April 30. So now everyone has a
chance to get GACING and win that day
out. Send your entries to Excitement
Adventure And Really Wild Things
Commodore Format, 38 Marston Road,
Bath, Avon, BA1 2PP.

something is true or false (ie a door
unlocked, nightstick, lumpy/flat etc.).
There are 128 counters, numbered from
0 to 127. They are most frequently used to
store the number of moves since a particular
event (eg in the story), but could be used for
keeping account of how many gold coins you
have etc. Counter 0 holds the score and
counters 106 and 107 hold the turns count

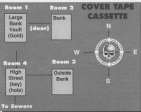
since the start of the game.
When you are testing an
adventure, the way to return
to the main menu is to press
the ESC key, as usual. This
gives you the message
"Press D for diagnosis or
ESC to escape...". If you
press the "D" key, then all the
markers and counters will be
displayed on the screen. For
the markers, a filled circle
indicates "SET" and an
unfilled one "RESET". The
values of the counter are
given as you would expect.
To get back to the main
menu, simply press ESC
again, or press any other key
to get back to the game (this
is very useful for debugging
the adventure).

WHAT NEXT?

This working example should help you get
started in the intriguing world of game crea-
tion. To get the most from your Graphic
Adventure Creator though, you really will
need a full manual. How else can you lay
your hands on such a tome? Simply send
£2.99 to cover copying and postage and
you'll get the full manual. Make a cheque or
postal order out to Future Publishing, and
pop this in an envelope along with your name
and address and send it to us at:

GAC Booklet Offer
c/o Commodore Format
Freeport
Somerton
BA11 2BB

The manual contains all the serious info
you'll need to put a more quack test
together.



There are 256 markers, which can only be
true or false. They are set by using the SET
and RES commands (see example of the
bank door above) - thus if marker 3 is set
(true) then we say that the door is open, else
if it is unset/reset (false) then the door is
closed. Markers are tested using the SET?
and RES? commands. These markers are
very useful for puzzles that need to test if

Counter not found - means you've
tried to access a counter that doesn't exist.
Illegal value - Means you have tried to
look for a verb, noun, object etc with a
number greater than is possible or have
tried to load a counter with a number
greater than 255.

The legal ranges of numbers are:

Rooms : 1 - 9999
Objects : 1 - 255

Messages : 1 - 256
Verbs : 1 - 256
Nouns : 1 - 256
Objects : 1 - 256
Markers : 0 - 256
Counters : 0 - 127
(which store : 0 - 256)

Usually an error is caused by a typing mis-
take or by forgetting to enter a
room/object/noun etc, and therefore is rea-
sonably easy to trace.

ROGER FRAMES

buys
Budget Games



As Lent starts, Roger's mum hits upon an idea to stop him playing on his C64 all day, and get him to help with some of the housework. She's challenging him to stay away from his computer for forty days and forty nights. Madly, Roger agrees to try.

DOUBLE DRAGON 2

Atari, £3.99 Contact 081 980 3388

Sparky street-violent Three large and mean perverse players for people who work out their aggression at their computers rather than taking it out on the next-door neighbour!

Here you must wander (you guessed it) from left to right, punching, kicking and flower-arranging as you go. You can use chains of knives and even throw boxes and helicopters at people (well the helicopters are a bit heavy to fly).



DO2 has 19 call it to store valuable info is one of the old school of beat-'em-ups, where the characters don't actually seem to hit each other. The collision detection is a bit dodgy, to say the least. But there is a satisfying number of enemies to beat, so you won't get bored with the Violence Quotient.

The thing is, you won't want to buy more than one beat-'em-up on budget, not if you're as careful with your machine as me, so if it comes down to a choice between this and Ninja Warriors, DO2 beats DO1 in my book (well, magazine).



I thought DO2 to be easy to give up playing on my 64 for Lent, but I'm already suffering withdrawal symptoms and it's only been 4 minutes 33 seconds. I'm starting to feel rather fed under the collar, but I must be strong. Hopefully the next 39 days, 22 hours, 54 minutes and 27 seconds will just fly by.

DOUBLE DRAGON 2

Not bad, but unlike Ninja Warriors, it won't clean right up under the rim and run off after only three coil-washes.

FRAME RATE



66%

You've been turned into that little duck by a magician in a cloak. Well, as my Auntie always says, better a duck than an over-rearthy children.



GHOULS 'N' GHOSTS

Kiwi £3.99 Contact 021 626 3388

If you're looking for a terrifying trip into the ghost-filled horrors of the night, go to Alien Towers or EuroDisney or somewhere. But if you're looking for a rather superb platform-type boss, with five huge levels and tons of killing, you've certainly got it all here.

Ghouls 'N' Ghosts is bad news for those arcade-game addicts who want to hang on to their incredibly hard-earned cash. The trouble is, if you haven't got it, you're missing out on a real piece of software.

Basically, you rush from left to right, firing knives at the ghosts, vulvums and ghosts you come across. The ghosts and vulvums die, but the chests release all manner of goodies (and sometimes a few nasty, alien-type surprises that kill you).

The graphics are quite small but there are a lot of 'em, and they move dead fast (dead fast, get it?). The sound is also excellent, with some synthesizer-type Jean-Michel Jarre spooky music playing. And the playability is completely brilliant. Oh, and believe me, it's very frustrating - you'll be lucky to get very far in your first few goes, but then that's what makes the game so good. Well, in fact.

GHOULS 'N' GHOSTS

It's a classic - it's a corner and it's available at a shop which tends to sell C64 software not too far from where you are.

FRAME RATE



91%

EDO THE DUCK

Seppelin £3.99 Contact 091 365 7755
 Edo is a bit of a hare down our way, I mean, how many other people could get away with appearing on TV at the time without saying a single understandable word? Janet Street Porter is the only other one I can think of.

Anyway, Seppelin has given the little yellow chap his own platform game, set up in a TV studio. The idea is that he bounces around, avoiding Wilton the butler and other nasties. He also collects stars (of the five-pointed variety), and stuns things with sort of bubble tape things that come out of his mouth (bawk - Cack). It's all rather surreal and bizarre.

The whole thing looks like a Coodas game to me, it's filled with colour, packed with funny little sound effects, and is pretty big. It does take a bit of practice to become good at, but so do all the best games. It's just a pity to get you to waste more valuable electricity, if you ask me.

The game is divided up into different studies and departments at the BBC. Each one looks different (and incredibly unlike any studio that could possibly exist). As Edo travels round these, he has to watch out for the Apterlogs. Yes, I know it sounds



No, it's a state-bedded table with coloured balls on it. And it's terribly painful when you dive onto it.

Anyway, you can swing your viewing angle around until you're happy with your shot. Then push down the fire button and away your ball ball flies. Sounds fun? Well actually it's slow, dreary, appalling-looking and as boring as watching Patrons.

The adjustable view of the table is not just for effect. You actually need to move around to lay the ball in the right direction. This is rather a sad system, because it means that



Where's Andy Parker? Phillip Schofield? John Green? What's happened to all the humans? Is Ed trying to take over?

stupid, but come on - did you ever expect the telly-watching public to become fans of a ridiculous green-Mohicaned punk duck that can't even talk properly? Well he's all victims of the media, and even I chuckle at Edo occasionally when I get home from school.

Anyway, this game is a bit of fun. It's not a must-buy, nor is it a must-not-buy. It's sort of somewhere in the middle.

EDO THE DUCK

If you've got a real urge to become your favourite TV duck (as long as it's not Orville), you can indulge for the princely sum of four puds. The game isn't that good, though, so here's a couple of words of warning - be careful.

FRAME RATE



72%

3D POOL

Kixx £5.99 Contact 021 685 8888
 It's not fair. I'd got my water wings and trunks on, and was just diving off my wardrobe when I realised that 3D Pool wasn't a large bath filled with chlorinated water and baby wee.



Paper is Water - I am landing on the surface of the green plane. Some superficial life forms are swimming off like madmen towards me. I'm setting my own ball to float.

you rely on chugging around the table in big loops to play the finest of cuts. I'm afraid it just doesn't work.

Pool isn't as much fun to play as snooker, and when it's as quirky and jerky as this, you're not going to have a ball.

3D POOL

It's slow, jerky and the computer always beats you. Better to spend your money on a lampoon, then punt it with Flow Kippers when it arrives.

FRAME RATE



36%

I can't stop thinking about playing budget games. I can't sleep. I can't eat and I've started to feel poorly. It's only been 1 minute since we started. I don't think I can stand the agony of separation for much longer...

3D SNOOKER

Seppelin £5.99 Contact 091 365 7755
 Now this is more like it. 3D views (sort of) and playability. You can't ask for more (but you might ask for cheaper). Here you've got the standard rules of snooker, a top view in which to plan your shots and a 3D view in which to see the balls rolling around like, er, a lot of coloured balls.

3D Snooker, is rather sophisticated. The balls actually behave as they're supposed to, and you can spin, swerve, screw and smash the cue-ball all over the shop.

The program keeps all scores, high breaks and other details, and tells you what you're supposed to be going for next. It's possible to plan your breaks just like a real player. (But unless you practice 3D hours a day (like a real player), you'll be lucky to get more than two or three balls in a row.



If I line up the purple, just behind the orange, I can cannon into the beige and leave myself in a perfect position.

Yes, 3D Snooker is a great game. I played the Doublet and they told me that snooker tables cost £20000, so you're getting a real bang at £4 for this. Snap it up and start hitting the green balls (whatever that is).

3D SNOOKER

More fun than real snooker (and heaps more fun than that Big Break rubbish they show at two-time on Saturdays).

FRAME RATE



88%

DIPLOMACY

Virgin £3.99 Contact 091 365 8888
 I thought Diplomacy was a large discoun until I played this. In fact, I'm not sure. The trouble is, this is a difficult game to get to grips with. It's a war game set in the 1800s, and you control the Russians, French, British etc. You don't just invade everyone, though. The idea is to be really nice to them and then invade them when they don't expect it.

Yes, I thought it was bonkers, too. But after a while you get the feel for it, and you end up getting everyone to invade each

50 BUDGET TIPS

other. Then you just clean up the mess, and become the supreme and leader of all Europe! Sounds great, eh?

The game runs like turn by turn, and you move your armies, sail your ships and insult your friends until war breaks out. You're got maps, data screens and pictures of the other leaders (who can be human or computer controlled) to help you, and the whole thing is pretty poorly explained in the manual.



It's not just what - it's how. Diplomacy and America, you can have Germany and France, and we'll let the other countries fight over who has to end up with them.

Diplomacy isn't for the arcade player. It's a long, detailed game which will test your brain (just like history lessons at school), if that's what you're into, you're probably a complete mad with loads of pocket money, so go and buy ten copies of this (and you can afford to). It's certainly not bad.

DIPLOMACY

Improve your chances with your grasp of 18th Century European politics. Fight your neighbours by declaring their France Treason and so on. Battle yourself with different rules and tried yourself by selling playing Diplomacy for hours (and will not finishing it).

FRAME RATE



70%

RAINBOW ISLANDS

Hi Squad 13.00-Contact 001 400 9493

Ugh. The cuteness coming from this game overwhelms me. If ever a piece of software was written for girls, this is it. You've got two sweet characters called Bob and Betty who jump on rainbows and hop the tables in their quest for treasure and freedom. Whooooo! I think I am going to lose my lunch.

Anyway, assuming that you're in the market for a serious dupe (perhaps you've got a little more with a birthday saving up or something), you'll get an excellent game for four pence. It's got side gameplay, bright, pretty, nice and is totally addictive.



Bob and Betty are stupid names for computer game characters. They should have called them Ragner and Barry. The two most stupid best names ever. (That's my mate, son.)

Basically it's a platform game which combines luck, skill and sheer concentration to make it incredibly playable. It's massive - there are seven huge separate islands, and all the islands have different layouts and weird layouts. There are loads of things to collect, helping you with your quest, too.

Another great thing about Rainbow Islands is that it's set at just the right difficulty level. You can launch into it, get quite far and, when you die, you aren't too miffed, but immediately die in once again. After you've had a few goes at it, even the cuteness doesn't obscure you and you don't have to tie to your parents about which game you've been playing in your room.



Rainbow

Islands is simply a brilliant game. Time to pull your birthday money out from under the bed and get the dust-balls off. At this price you can't afford to miss it.

RAINBOW ISLANDS

Better than stealing a Caillou's lorry, certainly! Outside your house - and to cut that it's made you feel as if you soiled the lot! Examine stuff indeed and well worth the wait for it to come out at a price even I'm prepared to pay!

FRAME RATE



92%

RICK DANGEROUS

Rice, 13.00-Contact 001 400 9493

He's tough, he's tough and he's stupid enough to go to the world's most dangerous places and get lost there. Yes, it's old Ricky himself, back from the nasty land of the expensive games.

Everybody has heard of Rick D, so I won't bother with too much detail, except to say that it's still a classic platform jobbie with more tricks, traps and nasty surprises than Paul Daniels is a rather bad mood.



Mr Rick, you suckle. This game, oh, and thanks for all the platforms.

No other platformer has got the smooth graphics, the large levels and the excellent set traps of Rick D. Indulgence!

RICK DANGEROUS

Yes, I know you've got a copy of this already. But if you're one of the five or six owners who haven't, you should get it at this price and point to all your friends, who'll thank you a fortune for it in the days when it was brand new. Remember, kids, cheap is good.

FRAME RATE



90%

COMMODORE FORMAT issues the pleasant in April 1993

GET IT OFF YOUR CHEST

Pager's biggest nightmare is that girls are taking over! But for only 13.00 you can sort them out with a brilliant "Ugh, Girlz!" Two-ship. They're dead exclusive one only 100 have been made, so if you want to support Pager's campaign or just look great, get one now!

Name
Address

Postcode

I certainly need a limited edition "Ugh, Girlz!" Two-ship. And I'll be paying by (please tick):

Cheque ☐ PO ☐ ☐ ☐ ☐

Credit Card No.

Expiry date

Large ☐ Medium ☐ Small ☐ (please)

Send this form (or a photocopy) to:
Commodore Format, Future Publishing, Pinpoint,
Somerton, Somerset, TA11 7BN.
Please make cheques payable to Future
Publishing Limited.



W a knock on the Welsh cottage's stable-door and arrived immediately the smiling face of Jeff Minter peeks out through

the big half-James, sustained by the presence of the true "Godfather of the C64, goes into a catatonic trance and is unable to speak for the rest of the day. Jeff, who's used to having this kind of effect, grins, invites us in and makes us all a steaming cuppa.

Over the tape, I ask Jeff why his games are all very similar in style to old-fashioned arcade, like Defender, Tempest and Robotron. What was it about those titles that was so great?

"Control," says Jeff, with a despairing grin in his eye. "You're really gotta 'learn' how to fly the ship in Defender. There's also the enemy intelligences," he adds, tapping the side of his head. "Defender was one of the first arcade games to make the enemies decide where 'they' wanted to go. No pattern-learning there!"

It seems that the secret of a successful game, at least as far as Jeff is concerned, is it should make you think, and not just react. "The best part of Defender is watching yourself becoming stupid - since you can handle it, it's a really good rush, and so satisfying."

Robotron, the game which inspired Jeff's Llamasoft, is another one guaranteed to get him frowning at the mouth. "Again, it's control," he says, wig-wagging his hands in the air.



The man himself concentrates on Attack of the Mutant Camels of his most, dare I call it, deepest darkest Wales (Jeff), although there isn't much room, he's got every computer known to man (and several which haven't) officially reached this part of the galaxy well.

Then as if he's stirring tea, he vaguely carriage boots. "There's lots of control in Robotron. It had two separate joysticks to move your flyer and the firing direction around, and that was a new thing back then. You really had to work at it to get anywhere. But with a bit of skill," he continues, obviously thinking of his long-gone Robotron, "you know

THE MIN

When the C64 was but a newborn babe, this serious weirdo wrote even weirder games for it - you'll find two examples of looney Llamasoft on this issue's Cover Tape. Join us now, for the 10th Anniversary of the Mutant Camels. Neil Jackson and James Leach visit Jeff Minter for tea and shoot-'em-ups.



There are 14 million camels in the world. Jeff knows them all.



you could tick that box - if you were quick."

But, most of all, Jeff was a sucker for the graphics, which ten years ago were still at the dawn of computer-ness. "Defender was an explosion in a context history compared to the other stuff games around at the time. Robotron was complete sensory overload - a real adrenaline rush. Some of the explosions were so subtle and spectacular, they were really frightening!" Jeff cut his teeth on games like these in the arcades, and soon clicked on to the idea of making them himself. But he wasn't about to jump on to the software house bandwagon that was just getting off. Why did Jeff turn his back on the commercial notice and go solo?

"Mainly because I have more artistic control working for myself," he explained. "I really

only ever intended to write games for 'me', and it just snowballed into Llamasoft. I have occasionally been asked to do things for other software houses, like APC, Mission and Ardient - but then I usually have to conform more."

But it's not just the fact that Jeff enjoys his artistic freedom. He also believes that big software houses

Two years have passed, empires have risen and gone and the scene has risen and fallen since Jeff first sat down and programmed A&C. Then...



INTERVIEW



Now, I happen to know Jeff's love bands — Pink Floyd, The Who, Genesis and Yes. Play it all loaded on archaic.



aren't actually all that great. "None of the software houses that we've dealt with have done spectacularly better than we could have done on our own," he says tactfully. The 'new' he refers to is actually him and his mum — they are Ultrasoft. The darker truth is that some software companies grudging took Jeff's games on board and then didn't advertise them, didn't get them reviewed and generally didn't do anything with them at all. "Consequently many people never

"If you have an obscure slot, you may as well use it," he says, firmly. "People remember you." That's certainly true, but I can't help wondering which obscurity Jeff is referring to — the computer games or the games and sheep? Both are obscure — the back room, yes, all the rooms. At Jeff's cozy Welsh cottage are lined with all manner of hardware, ancient and modern. It's like a ten-year-old's bedroom, but with much more money thrown at it. There's a brand new MIDI rubbing shoulders with sev-

en comes in a Tampax machine that looks like it's spent most of its life being kicked by horses. "It doesn't work, you know," says Jeff, loudly. "I'd love to get it fixed but the odds I know who repairs them aren't got round to doing it yet. Maybe one day."

And what of the other obscurity? Outside in the garden (which is in fact a small field), you'll find two of the most odd, baffled looking animals you'll ever meet. Phoebe and Molly are sheep of the loveliest kind — they'll never get eaten (an idea which would have Jeff gasping in horror at the very mention) and they've probably only ever been to the butcher's (or wherever it is sheep go) about once in their entire lives.

They look for all the world like two giant candy lollipops on legs.

Jeff loves his little sheepdog friends — particularly, of course — in a way that only a confirmed hippo can. So much so that they've become his world-famous trademark, appearing in various forms in most of his games. And they obviously love him too. You can see it in the way they run across the field, really bring their 'Delishious Plasma Phasers' into the air, whapping with joy as Jeff appears at the back door. Yes, Jeff Farmer is still unique.



JEFF'S FIRST LOVE

Jeff started out on one of the world's oldest CBMs — an American machine which didn't have as much internal hardware as today's version.

"I didn't even have any manuals," he told us. But he was still able to create from scratch *Attack of the Mutant Camels* (which you'll find on this month's *Powerplay*) in just one month.

These days, he uses a Commodore 1280 to write C64 stuff on. "That's my workhorse," he says, after fondly petting one of the fattest-looking minkies you've ever seen, atop an ancient, battle-scarred 1280. "It's given me lots of good times, lots of pleasure over the years, and I feel really at home in front of it. It's a respectable hack at just."

It's about ten years old and it's still a stunning example of a game. *Attack of the Mutant Camels* is written totally in machine code, and was based on the classic

Attack of the Mutant Camels



SCENE 1: WOODS SCENE 2: WOODS SCENE 3: WOODS SCENE 4: WOODS



based of them," he told us, looking back with a pleasantly surprising lack of bitterness.

"There was one case, though," he says, a little more firmly. "One company did conversions of one of my *Camels* games to other computers — and altered the graphics and bits of the design." This is fairly normal these days, but the bit which rattled Jeff was the fact that they released the conversions without even showing them to him first. "I ended up buying them in a shop in Basingstoke. They were hopeless."

It hadn't escaped our notice that Jeff was, erm, a little out of the ordinary, and so was his Mum. Even James, in his poogle-eyed state, was looking around at the camera-orientated trivia which filled Jeff's house. After another tip of tea, I ask him why he cultivates his weird, false-fingery hippo image.

and well-worn C64s. Amongst by the dozen, and something weird and experimental being in a PC's case which Jeff jealously guards. "It's a secret," he says, and so it shall remain.

As if this catalogue of electronic gubbins isn't enough, Jeff fills the rest of his available space with arcade machines. All the best ones are here — *Chiller*, *Star Wars* — all looking the worse for wear. Sitting proudly in

Phoebe, Molly and you in their field.



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Space Gun star in PowerPlay while Gamebusters takes Smash TV to bits

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Demon Blues is the demo, FAST, Pleasure and Sphere Jet are the full games on Powerpack 18. The reviews team gets its claws on Indy Heat, Winner-Camp and Nebberg 3. There's a special feature on NPCo, a Gamebusters index, while in the cheats section proper Ocean's Rutton Hawk gets 'treated'.

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Zappella has finally stepped off the plot of *Titanic Blinky* is anything to go by. Listen to this: "Arthur J. Hadenbeck, power-mad oil tycoon, Texan landowner, chairman of several major film studios and proprietor of the Ritz Blinky mall in Miami Keyman, leaves word domination."

Happy as he? Well it gets better. Arthur has kidnapped a scientist who is designing a weapon based on ghost-power. It's so powerful it has been used to change the tide of World War I into a large current slide, the Ritz Blinky into a hotel rack and New York into a



If you're going to mock about on the Titanic, a lifetime is certainly the place to do it. Here, Blinky takes a breather from his quest,



The funnel screens are the key to the game. This might have something to do with those funny whistles sticking out of their sides.

TITANIC BLINKY

both sponge. This so-called "plot" has to be the product of stressed minds at Zappella.

Anyway, Blinky, a rather silly character under a white sheet, is the only person capable of saving the Universe. He is parachuted on to the newly raised Titanic to deal with the armies of Hadenbeck's ghosts who have congregated there. The idea is that you explore the ship from stern to, er, pointy end.



Oh, excuse me: I think there's a large iceberg in front of us. Go left a bit. Left a bit more. Mean doesn't land left! Right! (snort)

Along the way you'll have to blast all manner of badies with your gun (this is hidden under your sheet until needed). You'll also have to shoot coinball-type things. There are loads of these dotted around the screens, and when you hit them they either explode, injure you if you are too near, or give you a letter (like E or A). Collect all the letters and a secret door opens, enabling you to access more of the game.

It's all a completely ridiculous way of getting you to play a platform game. But if you ignore the nonsense and get stuck in, you'll find it pretty acceptable underneath.

Titanic Blinky takes a nice while to get into, especially because the movement isn't as simple as matter as it could be (handy hint number one: get a decent, responsive joystick before playing). But once you get the hang of it, the game becomes easier and more fun.

It's one of those games that, in best platform tradition, is incredibly frustrating. If you don't put both your feet (and some crickery)



Connect together a load of screens and you can see how the platforms link up: Fantastic!

COMMODORE FORMAT April 1993 - it's available (cheap)

through the TV after Blinky tells off the rigging for the hundredth time in a row, you're a better person than me.

The graphics aren't bad. Zappella has gone for the cutest look, but sadly Blinky struts around rather than walking, and the collision detection can be a bit dodgy. You can learn to beat these shortcomings, so it's not a big problem (and at least he actually stinks occasionally). There are plenty of full-price games that look worse. The sound is a bit repetitive, though, with beeps and bleeps for the shooting and destroying of badies. And if you manage to collect all the sorry, stinky things, it's your privilege to hear the worst rendition of Peter Dink's ever in the history of the world.

Despite these little niggles, at £3.99 you're getting a decent game which will take some beating. And, it's original (well, as far as any platform game is anymore).

ALAN LEACH



Game	Titanic Blinky
Publisher	Zappella
Cassette	£3.99
Release	Out now
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POWER RATING

THE DOWNERS...

- Poor collision detection and quirky movement make things unnecessarily tough.
- The badies regenerate in incredibly awkward places.

100

70%

- Plenty of screens, all with tricky puzzles or dangerous jumps to get past.
- Smooth scrolling of badies allows you to plan your moves much more easily.
- You must find all the color-coded things, so you'll need to explore all the screens, rather than just move quickly in one direction.
- If a great having a gun with infinite bullets (even though it can't kill everything).

...AND THE UPPIERS

0

WINTER SUPER SPORTS '92

So, as another Winter Olympics draws to a close, we look back fondly at our favourite memories of the Games sounds of swelling Vangelis music.

Remember when that Italian fell over on the snow? Or what about the Swiss guy who took a tumble? Or even that classic moment when an Austrian lost one of his skis? Great times indeed.

But remember to most! Now you can recreate the thrills and excitement of various Europeans getting covered with snow in your own home. *Winter Super Sports '92* contains eight events, guaranteed to make you feel cold and to cover your brightly-colored cat suit with ice. In order of interest, they are: sleep breathers, downhill skiing, ski slalom, ski challenge, slider racing, bobsleigh, luge,



It's the fastest moment as you wait for the downhill to begin. Here you get close underwear isn't ready, yet, uncomfortable!

ASK AN EXPERT

We showed *Winter Super Sports* to Alberto Tomba, the famous Italian skier and playboy. This is his judgment.

"Don't you realize who you're talking to? I am Tomba, the greatest living skier. My nose is gorgeous and I have a Ferrari. See this watch. It is a Rolex, water-resistant to thirty atmospheres."

"I, er, deliberately don't win the Gold medal in the slalom because I'm generous and wanted a job to get it. Now go away and stop bothering me or Vancouver and Franco will escort you to the top of the slippery slope."

We weren't satisfied with his views on *Winter Super Sports*, but we left anyway.



"We'll see later," hitting obstacles won't break your links, but it's slow you right down, so it's best avoided.

speed skating, luge jumping (7).

The format for competing in these is pretty simple. You can either race separately and try and get the best times, or you can race other people and try and slice their hands off with your skateblades. Speed which is more fun?

Up to six humans can play the events, and if less the computer is happy to join in too. You (and the other humans) set up a character who will play through the whole game, accumulating scores, points and, hopefully, major model-type credit hardware. A lot of the games are viewed in a sort of 2D above-the-action mode. This works well, especially with events like skiing. Here the slide scrolls up towards you, and you've got to make your directional changes as soon as you see the obstacles (like rocks, gates and the other competitor) looming up.

Of course, speed is the essence of all the games. And *Winter Super Sports* certainly delivers speed. It's as smooth as the real thing (well, nearly), and you can control your character with some degree of accuracy as he ricochets around.

Unbelievable amounts of video-related content! These babies are fast, dangerous and make for great collisions. It's like skate on rails on ice.



The multi-player events are either split-screen affairs or both-players-on-one-screen jobs. Both of these look good and are playable, but personally I prefer the single screen with both characters on it. Events like slalom, though, need to have a split screen, because one player always knocks the other into the hay bales at the side of the circuit, then disappears in a cloud of kicked-up snow and diesel fumes.

Overall, *Winter Super Sports* is a lot of fun. It's a varied selection of games, but the money link between them is strong, and the two-player modes are dead exciting. It's not as cute as *Winter Camp*, but is not meant to be. This Olympic challenging is a cut-throat business, and it is this that makes *Winter Super Sports '92* real fun.

JAMES HEDON

Game	Winter Super Sports '92
Publisher	Flair
Cassette	£10.99
Disk	£15.99
Release	Out now
Contact	0667 880 260

POWER RATING

THE DOWNERS...

- A multitalent which will cause you to eat humbugs.
- The computer is a very mean and fast sportsman, ie, thing
- A fast list!

100

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- Bags of atmosphere, with lots of static screens depicting Christmas card shots.
- Chilly music tends itself well to the whole scene.
- The characters are exciting, as the slides kick away those oh-so-evil headbutts of a moment.
- But the two-player bits are certainly the best feature.
- Very playable indeed.
- And there are plenty of events to choose from, fast

...AND THE UPPIERS

78%

FUN SCHOOL

Teddy, Freddy Frog and Sammy the Spy are the stars of the new Fun School 4 educational packs. Fun as this all sounds, as I leapfrogged from program to program there was more than the odd crocodile lying in wait ...

under 5s

Based on *Teddy's Busy Day*, this pack works through Addition, Teddy Train, Fun Train, and Teddy's House, Kitecode and Books. Relying heavily upon parent/teacher participation, it focuses on counting, simple addition, introducing a basic vocabulary and the ability to recognise colours and words.

Use the spacebar in *Addition* to count how many objects can be seen on the blackboard. Each correct answer earns a nod from Teacher Ted and one of the pupils goes out to play. When they're all left, Teacher Ted nips out too, and the program plays again (and again, and again) until you decide to move up a level. This establishes a trial and error, level by level progression system, used throughout the entire Fun School 4 range.

Although there's a high level of interaction between child, parent and computer, through Teacher Ted, on-screen messages and music, more feedback would be invaluable. An on-screen 'well done' or 'try again' message from Teacher Ted might not be enough to hold the interest of any under 5s who are unable to read.

Create a picture in *Teddy Train* using the selection of objects attributed to certain keys. The ability to change the colours, size and

reload a picture, and the three sets of objects to choose from makes this an intricate and appealing program. A help menu is available to guide you through the key controls, but as it isn't displayed at the start there is inevitably some key confusion.

A simple reading vocabulary is the subject of *Fun Train* where pictures must be changed until a matching word and/or picture is found. 'Choose a colour in *Teddy's House* to paint a piece of Ted's home. Then name the part of the house and the colour it has been painted in the latter levels.

Teddy's Kitecode is as enjoyable as it is educational. Select a tune, and sing along a Ted to your favourite nursery rhymes, tapping out the beat with the spacebar.

There were five in the bed and the little one said 'roll over, roll over', or in this case go to sleep. At the end of an extremely busy day (quite enough for anybody!), all the beds and up in bed listening to Daddy Bear reading (no not Goldilocks) a bedtime story. It's a

counting game and children have to work out what number book Daddy Bear is reading from, by seeing which one is missing from the bookshelf. With each correct answer a ted rolls over and goes to sleep. And when they're all rolled off, sheep jump over a fence - *tedditi!*

POWER RATING

THE DOWNERS...

- takes too much on parent/teacher participation

100

75%

- Fun and education mix well
- even with the odd glitch

...AND THE UPPIERS

0

5 to 7s

This pack is based on a week in the life of Freddy Frog. In the first program, *Library*, the idea is to sort books alphabetically. Sound easy enough? Well, the instructions don't indicate what the movement keys are, and tell you to use the *Running* key to select the book once you've landed on it - which of course exits the program! (However, you can now get hold of an addendum sheet.)

In *Basketball* five spectators each hold up a card forming a sequence of numbers or letters. One of the cards is blank, and the missing symbol must be typed in. If correct, Freddy scores a goal; if not he misses. As *Basketball* increases in difficulty, it demands a basic knowledge of the times table and familiarity with numbers up to 100. It's nifty stretching for those at the lower end of the age range, but a challenge nonetheless.

In *Shopkeeper* select the correct value coin for an item in the shop window. The first level is fairly straightforward, but subsequent levels become tricky, using a wide range of coins to make up difficult amounts. In levels three and four, you have to work out how much a customer has spent and the change owed. While lacking in fun, *Shopkeeper* teaches fundamental skills with its disguised use of addition and subtraction.

In *Log Cabin* sums must be worked out so that Freddy Frog can finish building the cabin. The quaint graphics show an impatient Freddy Frog tapping his foot while waiting for you to work out the answer and winking each time a log is put in place. Again, the graphics somehow make an imposing math's test appealing.

Opposites provides a novel way of teaching children the relationship between certain words. Set around a fly pond,



For the under 5s



Here's one I prepared earlier that without the previously mentioned 'Select' menu, with the keyboard to create a work of art.



Just the difference from the spacebar with the corresponding picture appears, then hit return.



OL 4

Freddy Frog has to jump from pad to pad until he lands on the correct opposite. Every time the right word is chosen, little Frog climbs a rung up a diving board and finally takes a dive. As many opposites are repeated it's nice and easy, and more fun than most.

In Typing, initially type any letter to help. Freddy jumps around a keyboard, until he reaches a fly pond and safely. Matingly makes Freddy trap backwords towards a waiting croak's chaps, and if he slow the croak breaks up behind him. The graphics are rather nifty, and the detail makes this program particularly effective. Some keys are hard to distinguish though, especially 'Y', 'N', and 'M', but overall it's a great way to teach basic typing skills.

POWER RATING

THE DOWNERS...

■ Instructions unclear time and are not straightforward enough for the computer novice

100
68%

■ Don't protect and too of detail make the program particularly appealing

...AND THE UPPIERS

7 to 11s

Sammy the Spy, codenamed C2, is on a mission to find some stolen secret papers. Players must help him on his travels by collecting and playing together the clues filtering his path, undergoing a series of tests.

In Paperpuns, you have to identify the double agent who can help in your quest.



How do you rate little Frog's chances of getting to the other side of the pond using only lily pads?



Now, Freddie, how Freddie, how can you see, the one's going to take you to your own, own, own.

Racing against the clock, you have to pass three tests. From a given number of items, you must work out, for example, how many agents are wearing red hats.

Help Sammy scale the wall of Outcasters to enter in the Spy Club. To do this, you must identify correct spellings and answer general knowledge questions. For each wrong answer a plant pot is dropped on Sammy's head and he falls to the bottom of the wall. Once a series of questions have been correctly answered, Sammy can tackle the next part of his dangerous mission. It's great if you get all the answers right, but particularly frustrating if you keep getting bothered by falling Clats.

Sammy has to go ahead and needs a disguise. In Exchange Rates you must answer questions to help him get his new outfit. Flags at the top of the screen show the exchange rate against the pound and you have to work out, for example, how many Lira can be bought for \$2.08. Get two questions right and Sammy can put on one piece of his disguise - luckily, you can use a calculator to work out the more difficult questions. This is a useful educational tool, but lacks inspiration and becomes tedious on the later levels.

Answer some addition and subtraction questions in Travelable to work out your mystery location. Lightly disguised as a travel test, this works well. Like a typical James



Bond film (but without the high price), various modes of transport are on hand to help Sammy reach his secret destination in Spy Travel. You must identify different continents, oceans, cities, etc. An interesting geography lesson, not just for children but parents too, and it's a toughie.

At his final destination Sammy is greeted by a mysterious camel rider. You catch a ride (a bit sticky to fit three people on a camel and not very comfortable) to the pyramids of Hissarchuck - land of the history quiz. Dates are carved on the pyramidal stones and at the bottom of the screen is a question. Based the right stone for Sammy to hit with a mallet and he uncovers a piece of treasure. A challenging quiz for children and parents alike.

Plan School 4 promises a good way to reinforce teaching at school and introduces 'pupils' to the keyboard. Apart from the odd silly, music could be more prominent, to add to the sense of play and not school. As a diverting top-up to school work, yes, but the non-computer-literate parent could well learn as much as their 'pupils'.

GARY PUGHMAN



For the 7 to 11s



You'll need your wits about you for a calculation for this challenging maths quiz, and what's more, it's a race against time.



Sammy the Spy has either stolen a lot of bad news or he's hit the spot button in true James Bond style.

POWER RATING

THE DOWNERS...

■ Progress are lack to think on type to make a bit of time

100
70%

■ James Bond style disguise lends charm with education

...AND THE UPPIERS

Game
Publisher
Cassette
Disk
Release
Contact

Plan School 4
Burgess
£12.99
£16.99
Out now
0825 859333

Wellington out for the count



Wellington visits the park. When he gets there he finds a series of large dominoes on a saw-saw. Click on a block for realism that the hour of this problem lies in counting the dots.



You, as Wellington, must choose the right number from the list below. If you're correct, the saw-saw balances and you jump in a puddle.



If you're wrong, the saw-saw either goes to under-balance, letting you know whether you counted too high or not high enough. It's a simple system that it works well and is enjoyable enough to retain your interest.

THE SHOE

Gremlin Graphics are well known for their arcade games and simulations, but they now have an educational side. The Shoe People heads the launch of their new label, First Glass. James Leach does the persona of a hyper-active five-year-old to find out how useful it is.



Being Marge! in Colouring Book can be quite a useful way of finding out if members of your family are colour-blind. You can also recognise any potential Andy Warhols, and take pre-emptive action.



PC! Don't let anything to do with starting up an IBM compatible, it's the name of the game. There's very little time enhancement opportunities. More you can find out about it in the book.

The Shoe People is a series of games and puzzles aimed at four to six-year-olds. The software is a licensed, written in conjunction with the ITV series. It aims to give children the opportunity to practice many learning skills essential for success at school.

The program is divided into interactive activities, which have been developed in line with the latest educational research. Most notable of which is the National Curriculum, first used in schools in 1988. Apparently, children in the four-to-six-year bracket fall into the Assessment Targets 1 to 3, and it is to these that The Shoe People addresses itself.

The other point stressed in the manual is that the presence of adults greatly enhances the learning process. It makes it more fun for all concerned too!

The Shoe People is divided into five games. First is 'Trampy Visits His Parents'. Use the joystick to select who Trampy is to meet. Each character results in a slightly different word game.

Trampy sets off and encounters various well-known objects in his path. You can either select the object's name from a list of four, or, on the harder levels, you must spell the object yourself. If you're successful, Trampy jumps in the air as a reward. If wrong, the corrections are displayed and Trampy finds his friends are out when he visits.

In 'Big! Major Bots! It Out', the second game, Naughty Baby Brodie has knocked

everything from the shelves in Big! Major's store. You must place different coloured, patterned or shaped blocks on to the four shelves. Each shelf must contain only blocks of the same sort. The colours, shapes and patterns are sufficiently varied to be easily distinguishable from each other, so it isn't a trick. You just have to work out which shelves contain which blocks. Again, there is a reward score every time you get a placement correct. At the end of the session, there is another reward score, which varies depending upon how you have fared overall.

In game three, The Great Alphabet Hauling, PC! Don't, Shoe Town's law-enforcement officer, has become concerned about the theft of various letters of the alphabet by the evil villain Breaker. The game therefore concentrates on the spellings of words. The name of an object (this varies in length depending on the level) appears as an anagram. Letter by letter you have to decipher it until you've correctly spelt out the word below.

This is a much more advanced game, with words of up to six letters on the hardest

Teaching



Charles the clown has got a wide variety of tricks to use in his act. Although there's all fun to watch, you've got to pay attention to the order he does them in. It's a simple sequence and he'll repeat it a few times...



level. Upper and lower case words are used, to allow familiarity with the alphabet in its entirety. Gamrin says that it's wise to have a pencil and paper at hand.

In the fourth game, *Wellington Goes To The Park*, Wellington is gunned, naturally, goes to play on the see-saw. In this numerical game, a number of objects (dots, for example) appear on the see-saw. You have to count them, then select the correct number from a menu at the bottom. If you get it right, the see-saw balances properly and Wellington jumps up and down joyously in a muddy puddle. If incorrect, the see-saw over-balances in the direction you'd expect mathematically (if you see what I mean). With each wrong answer Wellington suffers a cloud-burst above his head, leaving him clean (as the rain apparently doesn't).

The last game is called *Charlie's Big Day*. It's similar in format to the perennial children's favourite game *Simon*. In other words, Charlie performs a magic trick.

would naturally follow. It's easier than it sounds, but requires an understanding of sequences and a good memory.

The *Show People* also contains *Magpie's Magic Colouring Book*, which is divided into *Drawing* and *Painting*. Both are more creative than the words and numbers games, and can therefore be seen as a reward for completing one or more of them.

Painting is the most fun. You fill large areas of pre-drawn pictures with a colour of your choice. The pictures start off blank, and all you do is move a cursor with the joystick until it's over the area you want to paint. Next choose a colour and away you go. It's very satisfying, and you get a lot out for little input.

Magpie's Draw isn't as good. (Being joystick controlled, it only draws straight or 45° lines. It also starts up with the continuous draw enabled. You must select the correct option if

PEOPLE

you want to draw, only when the fire button is held down.

Overall, *The Show People* is good value for money. It successfully combines learning with enjoyment. The presence of an adult is certainly required, but the program will lead a child of four to six years through, as long as he/she understands the nature of joystick and keyboard commands needed.

Each game steadily builds on what is being learnt, and there are no confusing leaps in difficulty. The very nature of *The Show People* means that it's designed for a variety of ages and learning levels, so it's unlikely that a child could play from beginning to end, learning all the way.

Presentation is fine, with attractive and easy-to-recognise characters (due to the TV show) and little plots to explain what they're up to. Gamrin have obviously thought out their approach to educational software very carefully, and it certainly shows.

JAMES LEACH



Top *deck Boat* accounts for Jordan of being a twofish. "But I'm completely wrong, and living on a showstopper. Sybil it all happen away!" he says.

yourself new tricks...



You have to recognise Charlie's tricks from the way of items before. It's not reward in itself, but it's a skill you should be grasping in that of understanding the sequences Charlie employs.



Get the sequence wrong, and a bucket of water is dumped over Charlie. Everything in *The Show People* works by a system of reward and body-price systems. But the rewards are what you strive towards.

Colour me badd



As an incentive to complete the words and numbers sections of the game, *The Show People* includes a colouring book which is easy to use and provides a lot of enjoyment for a child aged 4-10 years.



Using it couldn't be easier. You just select parts of the screen, choose a colour and hit return. None of that fiddling with the mouse, remember that! Thanks to many little rewarding hands.

Name	The Show People
Publisher	First Class
Cassette	£10.99
Disk	£15.99
Release	Mid April
Contact	0742 792923

POWER RATING

THE DOWNS...

- Drawing program is a bit tedious.
- Combination of keyboard and joystick is a bit complicated.

100

87%

- Nice, well-illustrated graphics make it a lot of fun to watch and participate in.
- The characters are very nicely the same as those on TV, tying it in nicely with the TV's long-running success.
- My little spin you're worth something here, you said.
- It's more to get out of my traps and start off.
- The painting section is a lot of fun to use, and is a good reward for those who've struggled through the letters and numbers sections.
- It's got some fun bonus too.

...AND THE UPPERS

0

...RESCUE THE HOSTAGES... RESCUE THE HOSTAGES... RESCUE THE HOSTAGES...

U hen Operation Thunderbolt confronts a deadly alien force there is only one way to survive... check out **SPACE GUN**. Rescue the crew of an Earth-bound cargo ship hijacked by an unknown life form. Annihilate those hideous creatures throughout all levels of your space craft using the high powered weaponry. You have a stunning arsenal of 'specials' such as the



and the



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COMPOSERS: MICHAEL AMSTRAD
ARTIST: GUY RANCA

OCEAN



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64
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ocean

TAKITO